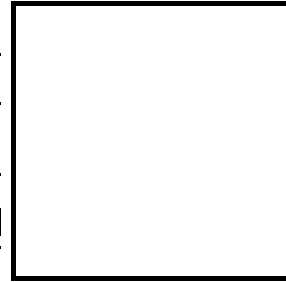


# Khaless Jhalavar

Bart

Clr11	Elf, Drow - Female	Chaotic Evil	Loth ( Destruction, Mysticism )				
CLASS	RACE	ALIGNMENT	DEITY				
13	Medium	149	Female	5' 3"	117 lbs.	Red	White
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR
78,000	91,000	13,000	In Game XP Gained				
Current XP	Next Level XP	Remaining XP					



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DICE	SPEED										
STR	10	+0			HP 107				11d8+22	30										
DEX	20	+5			AC 20	15	15	= 10 + 5	+ 0 + 5	10 0 6 22										
CON	15	+2				NORMAL	FLAT FOOTED	TOUCH AC	BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	%SPELL FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST
INT	18	+4			FORTITUDE CON 17	= 7	+ 2	+ 4	+ 4		BASE ATTACK +8/3									
WIS	22	+6			REFLEX DEX 16	= 3	+ 5	+ 4	+ 4		INITIATIVE MODIFIER 5 = 5 + 0									
CHA	19	+4			WILL WIS 21	= 7	+ 6	+ 4	+ 4											

Grapple MODIFIER	+8	=	8	+	0	+	0	+	0	+	0	+	0
Melee ATTACK BONUS	+8/+3	=	8	+	0	+	0	+	0	+	0	+	0
Ranged ATTACK BONUS	+13/+8	=	8	+	5	+	0	+	0	+	0	+	0
TOTAL			BASE ATTACK		ABILITY MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER		

## SKILLS

MAX RANKS 14 / 7

SKILL NAME	TOTAL	RANKS	ABILITY MOD	MISC MOD
n Appraise	4	=	4	+
n Balance*	5	=	5	+
n Bluff	4	=	4	+
n Climb*	0	=	0	+
n Concentration	16	=	14	+
n Control Shape	6	=	6	+
n Craft ( )	2	=	4	+
n Diplomacy	18	=	14	+
n Disguise	4	=	4	+
n Escape Artist*	5	=	5	+
n Forgery	4	=	4	+
n Gather Information	11	=	7	+
n Heal	6	=	6	+
n Hide*	15	=	5	+
n Intimidate	11	=	7	+
n Jump*	0	=	0	+
Knowledge (Arcana)	12	=	8	+
Knowledge (Local - Elf, Drow)	8	=	4	+
Knowledge (Religion)	12	=	8	+
n Listen	8	=	6	+
n Literacy	0	=	0	+
n Move Silently*	5	=	5	+
n Perform (Act)	4	=	4	+
n Perform (Comedy)	4	=	4	+
n Perform (Dance)	4	=	4	+
n Perform (Keyboard Instruments)	4	=	4	+
n Perform (Oratory)	4	=	4	+
n Perform (Percussion)	4	=	4	+
n Perform (Sing)	4	=	4	+
n Perform (String Instruments)	4	=	4	+
n Perform (Oratory)	4	=	4	+
n Perform (Percussion)	4	=	4	+
n Perform (Sing)	4	=	4	+
n Perform (String Instruments)	4	=	4	+
n Perform (Weapon Drill)	4	=	4	+
n Perform (Wind Instruments)	4	=	4	+
n Remote View	4	=	4	+
n Ride	5	=	5	+
n Search	6	=	4	+
n Sense Motive	6	=	6	+
n Spot	8	=	6	+
n Survival	6	=	6	+
n Swim*	0	=	0	+
n Trade	6	=	4	+
Use Magic Device	6	=	2	+
n Use Rope	5	=	5	+

Scourge of Fangs		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	EQUIPPED	+10/+5	1d8+2	x2
-	One-Handed	Slashing	Medium	SPECIAL PROPERTIES

Drow Long Knife		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	EQUIPPED	+8/+3	1d6	19-20/x2
10 ft.	One-Handed	Piercing	Medium	SPECIAL PROPERTIES

Infiltrator		TYPE	ARMOR BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	Light	+5	6
0	10%	30 ft.	10 lbs.	SPECIAL PROPERTIES

Wondrous: Headband of Wisdom +2		Enhancement	WEIGHT
		+2	0 lbs.
SPECIAL PROPERTIES			
This item grants a +2 enhancement bonus to Wis (DMG263).			

Wondrous: Gloves of Dexterity +2		Enhancement	WEIGHT
		+2	0 lbs.
SPECIAL PROPERTIES			
These gloves grant a +2 enhancement bonus to Dex (DMG257).			

Wondrous: Cloak of Elvenkind and Resistance +4		Circumstance	WEIGHT
		+4	1 lb.
SPECIAL PROPERTIES			
This cloak grants a +10 circumstance bonus to Hide and +4 to all saves. ELH293			

Wondrous: Amulet of Health +2		Enhancement	WEIGHT
		+2	0 lbs.
SPECIAL PROPERTIES			
This item grants a +2 enhancement bonus to Con (DMG246).			

Skills marked with \* can be used untrained.  
 \* armor check penalty, if any, applies.  
 \*\* -1 per 5 lb. of gear

## EQUIPMENT/ABILITIES/FEATS

### EQUIPMENT

Type	Item	#	Wt. (lbs)	Type	Item	#	Wt. (lbs)
Armor	Infiltrator	1	10.00	Goods	Drow Spidersilk Priestess Outfit	1	2.00
Gem	Andar (2) (100gp)	1	—	Goods	Holy Symbol, True	1	1.00
Gem	Black Onyx (5) (125gp)	1	—	Wpn	Drow Long Knife	1	2.00
Gem	Blue quartz (10) (100gp)	1	—	Wpn	Scourge of Fangs	1	5.00
Gem	Earrings, silver (pair). (2gp)	1	—	Wndrs	Amulet of Health +2	1	—
Gem	Necklace, silver. (5gp)	1	—	Wndrs	Cloak of Elvenkind and Resistance +4	1	1.00
Goods	Backpack	1	2.00	Wndrs	Drow House Insignia (2nd Level Power)	1	1.00
Goods	Blanket, winter	1	3.00	Wndrs	Gloves of Dexterity +2	1	—
Goods	Coin: gp (100)	1	(2.00)	Wndrs	Headband of Wisdom +2	1	—
Goods	Coin: sp (5)	1	0.10				
1 - 33 lbs.		34 - 66 lbs.		67 - 100 lbs.		<b>TOTAL WEIGHT CARRIED</b>	
• LIGHT LOAD •		MEDIUM LOAD		HEAVY LOAD		<b>27.10 lbs.</b>	

### MONEY

CP -  
 SP - 5  
 GP - 100  
 PP -

### LANGUAGES

Abyssal	Common	Draconic	Drow Sign Language
Elven	Infernal	Undercommon	

### Quick Reference Notes

**Weapons:**

\* Scourge of Fangs:

This scourge has a handle of adamantine and five serpentine constructs as lashes. The snakes are extensions of the will of the scourge's wielder, hissing and writhing in response to the thoughts and emotions of the character carrying it. At the wielder's mental command, the serpents attack as separate and independent creatures, using the statistics below. With an attack action, the whip wielder can cause one of the snake heads to attack; as a full attack action all the heads can attack. If a good-aligned character tries to wield the scourge, the snakes attack the wielder instead of the intended target. The snake heads have the following characteristics: Tiny Construct; HD 2d10; hp 11; Init +3; Spd 0 ft.; AC 17 (touch 14, flatfooted 14); Atk +5 melee (1d2+2 and pain, bite); SA Pain; SQ Construct; AL NE; SV Fort +0, Ref +3, Will +0; Str 6, Dex 17, Con —, Int —, Wis 11, Cha 1. Feat: Weapon Finesse (bite). Pain (Su): The venom of the serpent's bite causes wracking pains, imposing a -4 penalty on the victim's attack rolls, skill checks, and ability checks for 2d4 rounds. A successful Fortitude save (DC 19) reduces the penalty to -2. If a snake head is destroyed, it falls off the whip. The remaining heads continue to function normally until all are destroyed. Caster Level: 5th; Prerequisites: Craft Wondrous Item, animate objects, bestow curse; Market Price: 32,000 gp.

**Gear:**

\* Holy Symbol, true: A holy symbol from the deities home plane. Attempts to Turn Undead using this holy symbol provide a +2 sacred bonus (PlanHB71).

- Turn check: d20+CHA mod+2(Holy Symbol)

- Turn damage: 2d6+Lvl Khaless+CHA mod (HD affected; closest creatures first!) (PHB159)

**Spells:**

\* EARTH REAVER Transmutation [Fire] Level: Clr 4, Sor/Wiz 4 Components: V,S Casting Time: 1 action Range: Medium (100 ft. + 10 ft./level) Area: 20-ft.-radius spread, +10 ft./level Duration: Instantaneous Saving Throw: None Spell Resistance: Yes

You point at a spot on the ground, and the earth at that point erupts in a shower of rock, dirt, and fire. Creatures and objects within the area take 7d6 points of damage; the damage is 4d6 impact and 3d6 fire. (Savage Species pg65)

**Domain:**

\* Mysticism: 1/day luck bonus (Cha Mod) to saves for 1 round/cleric level (CD140). Deze bonus (+4) is handmatig toegevoegd bij stats/saving throws/user.

### CAMPAIGN

### FEATS

Armor Proficiency: heavy
Armor Proficiency: light
Armor Proficiency: medium
Combat Casting
Exotic Weapon Proficiency: Scourge
Improved Toughness
Leadership
Shield Proficiency
Simple Weapon Proficiency
Spurn Death's Touch

### SPECIAL ABILITIES

Special Attacks
Spell-like Abilities Dancing Lights 1 1 Darkness 1 1 Faerie Fire 1 1

Special Qualities
+2 Saves vs. Enchantment Spells and Effects
+2 Will Saves vs. Spells and Spell-like Effects
Darkvision (Ex): 120 ft.
Immunity: Sleep Effects (Ex)
Light Blindness (Ex)
Spell Resistance (Ex): 11 + Class Level

Cleric Class Features
Corruption: 0
Depravity: 0
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)

Domain Powers
<b>Mysticism:</b> 1/day Cha Mod to saves for 1 round/cleric level
<b>Destruction:</b> Use the smite power once per day

### TURN/REBUKE UNDEAD

Turn Check Result	Max HD Affected
0 or less	level - 4
1-3	level - 3
4-6	level - 2
7-9	level - 1
10-12	level
13-15	level + 1
16-18	level + 2
19-21	level + 3
22 or more	level + 4
<b>No. of turns per day: 7</b>	
<b>Turn check: 1d20+4</b>	



## Khaless Jhalavar's Cleric Spells

<b>Level:</b>	0	1	2	3	4	5	6	7	8	9
<b>Known:</b>	All	All	All	All	All	All	All	--	--	--
<b>Per Day:</b>	6	7 + 1	6 + 1	5 + 1	4 + 1	3 + 1	2 + 1	--	--	--

**Domains:** Destruction    Mysticism

Prep	Spell Name	DC	Cast Time	School	Range	Duration	Save	SR	VSM	Description
<b>0 LEVEL</b>										
	<b>Amanuensis</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates (Object)	Yes (object)	V,S	You cause writing from one source to be copied into a book, paper or parchment (SpC9)
	<b>Create Water</b>	16	1 Action	Conj	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S	This spell generates wholesome, drinkable water, just like clean rain water (PH215)
	<b>Cure Minor Wounds</b>	16	1 Action	Conj	Touch	Instantaneous	Will Half	Yes:h	V,S	Cures 1 point of damage (PH216)
	<b>Detect Ghost</b>	16	1 Action	Div	60 ft.	Concentration, up to 1 minute/level	None	No	V,S	Reveals ghosts within 60 ft. (GW51)
	<b>Detect Magic</b>	16	1 Action	Div	60 ft.	Concentration, up to 1 minute/level (D)	None	No	V,S	Detects spells and magic items within 60 ft (PH219)
	<b>Detect Poison</b>	16	1 Action	Div	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S	You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)
	<b>Disrupt Ectoplasm</b>	16	1 Action	Necro	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half	Yes	V,S	Deals 1d6 damage to ectoplasm. (GW52)
	<b>Guidance</b>	16	1 Action	Div	Touch	1 minute or until discharged	Will Negates (Harmless)	Yes	V,S	Imbues the subject with divine guidance, granting a +1 competence bonus on a single attack, save, or skill check (PH237)
	<b>Inflict Minor Wounds</b>	16	1 Action	Necro	Touch	Instantaneous	Will Negates	Yes	V,S	Touch attack, 1 point of damage (PH217).
	<b>Light</b>	16	1 Action	Evoc	Touch	10 minutes/level (D)	None	No	V,M,DF	Object shines like a torch (PH248).
	<b>Mending</b>	16	1 Action	Trans	10 ft.	Instantaneous	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S	Makes minor repairs on an object (PH253).
	<b>No Light</b>	16	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	None	No	V,S	The caster creates an area of darkness. (BoVD100)
	<b>Preserve Organ</b>	16	10 Minutes	Necro	Touch	24 hours	Fortitude Negates	Yes	V,S,DF	The caster preserves a single severed organ from a living creature so that it does not decay or rot. (BoVD101)
	<b>Purify Food and Drink</b>	16	1 Action	Trans	10 ft.	Instantaneous	Will Negates (Object)	Yes (object)	V,S	Purifies 1 cu. Ft. /level of food or water (PH267).
	<b>Read Magic</b>	16	1 Action	Div	Personal	10 minutes/level		-	V,S,F	Read scrolls and spellbooks (PH269).
	<b>Resistance</b>	16	1 Action	Abjur	Touch	1 minute	Will Negates (Harmless)	Yes:h	V,S,M,DF	Subject gains +1 on saving throws (PH272).
	<b>Slash Tongue</b>	16	1 Action	Trans	25 ft.+5 ft./2 levels	1 round	Fortitude Negates	Yes	V,S	The subject `s tongue gets a thin cut causing damage and roll penalty` s. (BoVD103)
	<b>Virtue</b>	16	1 Action	Trans	Touch	1 minute	Fortitude Negates; See Text	Yes:h	V,S,DF	Subject gains 1 temporary hp (PH298).
<b>1st LEVEL</b>										
	<b>Anarchic Water</b>	17	1 Minute	Trans	Touch	Instantaneous	Will Negates (Object)	Yes (object)	V,S,M	Imbue a flask of water with the energy of chaos (SpC11)
	<b>Anarchic Water</b>	17	1 Minute	Trans	Touch	Instantaneous	Will Negates (Object)	Yes (object)	V,S,M	Imbue a flask of water with the energy of chaos (SpC11)
	<b>Angry Ache</b>	17	1 Action	Necro	25 ft.+5 ft./2 levels	1 minute/level	Fortitude Negates	Yes	V,S	The caster temporarily strains the subject `s muscles in a very specific way causing a sharp pain when attacking (BoVD85)
	<b>Awakening</b>	17	1 Action	Ench	Personal	Instantaneous	None	Yes	S	Awaken sleeping creatures (splmgc65).
	<b>Axiomatic Water</b>	17	1 Minute	Trans	Touch	Instantaneous	Will Negates (Object)	Yes (object)	V,S,M	Imbue a flask of water with the order of law (SpC22)
	<b>Axiomatic Water</b>	17	1 Minute	Trans	Touch	Instantaneous	Will Negates (Object)	Yes (object)	V,S,M	Imbue a flask of water with the order of law (SpC22)
	<b>Bane</b>	17	1 Action	Ench	50 ft.	1 minute/level	Will Negates	Yes	V,S,DF	Enemies are filled with fear and doubt; suffer -1 on attacks and saves against fear. Counters and dispels bless (PH203)
	<b>Bless</b>	17	1 Action	Ench	50 ft.	1 minute/level	None	Yes:h	V,S,DF	Allies are filled with courage; gain +1 morale bonus on attacks and saves against fear. Counters and dispels bane(PH205)
	<b>Bless Water</b>	17	1 Minute	Trans	Touch	Instantaneous	Will Negates	Yes (object)	V,S,M	This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (See PH128) (PH205)
	<b>Blessed Aim</b>	19	1 Action	Div	60 ft.	Concentration	Will Negates (Harmless)	No	V,S	This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread. (CD154)
	<b>Blood Wind</b>	18	1 Action	Evoc	25 ft.+5 ft./2 levels	1 round/level	Will Negates	Yes:h	V,S	Subject uses natural weapon as thrown weapon (SS63)

<b>Burial Blessing</b>	17	10 Minutes	Abjur	Touch	Permanent	Will Negates	Yes	V,S,M,XP	Prevents a corpse from rising as undead. (DotF82)
<b>Cause Fear</b>	17	1 Action	Necro	25 ft.+5 ft./2 levels	1d4 rounds or 1 round; See Text	Will Partial	Yes	V,S	The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. (PH208)
<b>Cloak of Shade</b>	17	1 Action	Abjur	Touch	1 hour/level (D)	None	Yes:h	V,S,DF	Touched creature gains protection from heat and sun (Sand112).
<b>Cold Fire</b>	17	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level (D) or Instantaneous	No (Fire source) or Fortitude half (creature)	No (fire source) or Yes (creature)	V,S,DF	Change normal flames of a fire into cold flames; if used vs a creature, the spell deals 1d6 cold damage/2 levels (SpC50)
<b>Command</b>	17	1 Action	Ench	25 ft.+5 ft./2 levels	1 round	Will Negates	Yes	V	You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity (PH211)
<b>Comprehend Languages</b>	17	1 Action	Div	Personal	10 minutes/level	None	-	V,S,M/DF	You can understand the spoken words of creatures or read otherwise incomprehensible written messages (PH212)
<b>Conjure Ice Beast I</b>	17	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,DF	Conjures ice creature to fight for you. (Frstbn91)
<b>Conviction</b>	17	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S,M	Bolster the mental, physical and spiritual strengths of the creature touched (SpC52)
<b>Conviction</b>	17	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S,M	Bolster the mental, physical and spiritual strengths of the creature touched (SpC52)
<b>Create Ectoplasm</b>	17	1 Action	Conj	Touch	10 minutes/level	None	No	V,S	Create 1 lb./level of raw ectoplasm. (GW50)
<b>Cure Light Wounds</b>	17	1 Action	Conj	Touch	Instantaneous	Will Half	Yes:h	V,S	Cures 1d8+1/level damage [max +5] (PH215)
<b>Curse Water</b>	17	1 Minute	Necro	Touch	Instantaneous	Will Negates	Yes (object)	V,S,M	Imbues a flask (1 pint) of water with negative energy, turning it into unholy water (PH216)
<b>Deactivate</b>	17	1 Action	Abjur	100 ft.+10 ft./level	Instantaneous	None	No	V,S	A targeted dispel to suppress a magical item (spimgc68).
<b>Deathwatch</b>	17	1 Action	Necro	30 ft.	10 minutes/level	None	No	V,S	Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death (PH217)
<b>Delay Disease</b>	17	1 Action	Conj	Touch	24 hours	Will Negates (Harmless)	Yes:h	V,S,DF	The progress of any non-magical disease that already affects the target is halted for 1 day (SpC63)
<b>Detect Chaos</b>	17	1 Action	Div	60 ft.	Concentration, up to 10 minutes/level (D)	None	No	V,S,DF	Reveals creatures, spells, or objects (PH218)
<b>Detect Dragonmark</b>	17	1 Action	Div	60 ft.	Concentration, up to 10 minutes/level (D)	None	No	V,S,M/DF	Sense the presence of dragonmarks (MoE95)
<b>Detect Evil</b>	17	1 Action	Div	60 ft.	Concentration, up to 10 minutes/level (D)	None	No	V,S,DF	Reveals creatures, spells, or objects (PH218)
<b>Detect Fire</b>	17	1 Action	Div	60 ft.	Concentration, up to 10 minutes/level (D)	None	No	V,S,DF	Detect fire within 60 ft (Frstbn92)
<b>Detect Good</b>	17	1 Action	Div	60 ft.	Concentration, up to 10 minutes/level (D)	None	No	V,S,DF	Reveals creatures, spells, or objects (PH219)
<b>Detect Incarnum</b>	17	1 Action	Div	60 ft.	Concentration, up to 1 minute/level (D)	None	No	V,S	Detect Incarnum and Incarnum wielding creatures.
<b>Detect Law</b>	17	1 Action	Div	60 ft.	Concentration, up to 10 minutes/level (D)	None	No	V,S,DF	Reveals creatures, spells, or objects (PH219)
<b>Detect Taint</b>	17	1 Action	Div	60 ft.	Concentration, up to 10 minutes/level (D)	None	No	V,S	Reveals creatures or objects with taint (HH128).
<b>Detect Undead</b>	17	1 Action	Div	60 ft.	Concentration, up to 1 minute/level (D)	None	No	V,S,M/DF	You can detect the aura that surrounds undead creatures (PH220)
<b>Dispel Ward</b>	17	1 Action	Abjur	100 ft.+10 ft./level	Instantaneous	None	No	V,S	Like Dispel Magic but only vs abjuration magic placed on objects or areas (SpC67)
+1 <b>Divine Favor</b>	17	1 Action	Evoc	Personal	1 minute	None	-	V,S,DF	Calling upon the strength of a deity, you gain a luck bonus on attack and damage, equal to +1/3 caster levels (PHB224)
<b>Divine Inspiration</b>	17	1 Action	Div	Touch	1d4 rounds	None	Yes:h	Sacrifice	Target gains +3 sacred bonus on attack rolls against evil creatures (BoED96).
<b>Doom</b>	17	1 Action	Necro	100 ft.+10 ft./level	1 minute/level	Will Negates	Yes	V,S,DF	This spell fills a single subject with a feeling of horrible dread that causes it to become shaken (PH225)
<b>Drug Resistance</b>	17	1 Action	Ench	Touch	1 hour/level	Fortitude Negates	Yes	V,M	The creature touched is immune to the possibility of addiction to drugs. (BoVD93)
<b>Ease of Breath</b>	17	1 Action	Necro	Touch	1 hour/level	None	No	V,S,DF	+20 inherent bonus on Fortitude saves to resist altitude sickness. (Frstbn93)
<b>Ebon Eyes</b>	17	1 Action	Trans	Touch	10 minutes/level	None	Yes:h	V,S,M	Subject gains the ability to see normally in natural and magical darkness (SpC77)
<b>Endure Elements</b>	17	1 Action	Abjur	Touch	24 hours	Will Negates (Harmless)	Yes	V,S	Target can exist comfortably in conditions between -50 and 140 degrees without ill effects (PH226)
<b>Entropic Shield</b>	17	1 Action	Abjur	Personal	1 minute/level (D)	Will Negates	-	V,S	A magical field appears around you, deflecting incoming arrows, rays, and other ranged attacks (20% miss chance) (PH227)

<b>Extract Drug</b>	17	1 Minute	Conj	Touch	Permanent	None	-	V,S,F	The caster infuses a substance with energy and creates a magical version of a drug. (BoVD94)
<b>Eyes of the Avoral</b>	17	1 Action	Trans	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	S	Subject gets +8 on spot check (BoED 99).
<b>Faith Healing</b>	17	1 Action	Conj	Touch	Instantaneous	None or Will Disbelief; See Text	Yes:h	V,S	Cures 8 hp +1/level damage (max +5) to worshiper of your patron.(MagFR93)
<b>Faith Healing</b>	17	1 Action	Conj	Touch	Instantaneous	None or Will Disbelief; See Text	Yes:h	V,S	Cures 8 hp +1/level damage (max +5) to worshiper of your patron.(MagFR93)
<b>Favorable Sacrifice</b>	19	1 Action	Abjur	Touch	1 hour/level	Will Negates (Harmless)	Yes:h	V,S,M	Subject receives the protection of a divine power commensurate with value of Material component expended (SpC89)
<b>Fortify Cold Creatures</b>	17	1 Action	Trans	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Cold subtype creatures gain +1 sacred bonus on attacks and saves against fire effects. (Frstbn94)
<b>Foundation of Stone</b>	17	1 Action	Trans	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Calling upon the strength of the earth, you lend some of the stability of stone to your allies (SpC99)
<b>Grave Strike</b>	17	1 Swift	Div	Personal	1 round	None	No	V,DF	Swift. You can sneak attack undead for 1 round (CAdv150).
<b>Grave Strike</b>	17	1 Swift	Div	Personal	1 round	None	No	V,DF	Swift. You can sneak attack undead for 1 round (CAdv150).
<b>Guiding Light</b>	17	1 Action	Evoc	400 ft.+40 ft./level	1 minute/level	None	Yes	V,S	+1 on ranged attacks against creatures in illuminated area. (MHB36)
<b>Guiding Light</b>	17	1 Action	Evoc	400 ft.+40 ft./level	1 minute/level	None	Yes	V,S	+1 on ranged attacks against creatures in illuminated area. (MHB36)
<b>Handfire</b>	17	1 Action	Evoc	Touch	Instantaneous	None	Yes	V,S	Your melee touch attack deals 1d8+1/level to living creatures, or 2d6+1/level to undead (PGtoFR103)
<b>Healthful Rest</b>	17	10 Minutes	Conj	25 ft.+5 ft./2 levels	24 hours	Will Negates (Harmless)	Yes:h	V,S	Subjects of your spell look relaxed and rested, the stresses of the day forgotten (SpC111)
<b>Heartache</b>	17	1 Round	Ench	25 ft.+5 ft./2 levels	1 round	Will Negates	Yes	V,S,DF	The caster fills the subject with heartwrenching sorrow that renders it incapacitated. (BoVD97)
<b>Hide from Undead</b>	17	1 Action	Abjur	Touch	10 minutes/level (D)	Will Negates (Harmless); See Text	Yes	V,S,DF	Undead cannot see, hear, or smell the warded creatures. Nonintelligent undead creatures receive no save (PH241)
<b>Ice Gauntlet</b>	17	1 Action	Evoc	Personal	1 minute/level (D)	None	-	V,DF	A large bristling ball of rock-hard ice spikes surrounds your fist, a cold mist enshrouding your forearm (SpC119)
<b>Ice Slick</b>	17	1 Action	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	Special; See Text	No	V,S,DF	Creates a 20-ft. square of slippery ice (Frstbn100)
<b>Incite</b>	17	1 Action	Ench	25 ft.+5 ft./2 levels	1 minute/level	Will Negates	Yes	V,S	Subject can't ready actions or delay. (MHB36)
<b>Incite</b>	17	1 Action	Ench	25 ft.+5 ft./2 levels	1 minute/level	Will Negates	Yes	V,S	Subject can't ready actions or delay. (MHB36)
<b>Inflict Light Wounds</b>	17	1 Action	Necro	Touch	Instantaneous	Will Half	Yes	V,S	Touch, 1d8 +1/level damage (max +5) (PH244).
<b>Inhibit</b>	17	1 Action	Ench	100 ft.+10 ft./level	Instantaneous	Will Negates	Yes	V,S	A spiral of dark motes surrounds your foe, slowing and distracting him from the task at hand (SpC123)
<b>Inhibit</b>	17	1 Action	Ench	100 ft.+10 ft./level	Instantaneous	Will Negates	Yes	V,S	A spiral of dark motes surrounds your foe, slowing and distracting him from the task at hand (SpC123)
<b>Ironguts</b>	17	1 Action	Abjur	Touch	10 minutes/level	Will Negates	Yes	V,S,M	Enable a creature to better fight off the effects of poison (SpC126)
<b>Lantern Light</b>	17	1 Action	Evoc	25 ft.+5 ft./2 levels	1 round/level	None	Yes	S,Abstinence	Ranged touch attacks deal 1d6 points of damage (BoED 101).
<b>Light of Lunia</b>	17	1 Action	Evoc	100 ft.+10 ft./level	10 minutes/level (D)	None	Yes; See Text	V,S	Invoke the powers of good and you begin to glow with the silver light of fabled Lunia (SpC132)
<b>Light of Lunia</b>	17	1 Action	Evoc	100 ft.+10 ft./level	10 minutes/level (D)	None	Yes; See Text	V,S	Invoke the powers of good and you begin to glow with the silver light of fabled Lunia (SpC132)
<b>Locate Water</b>	17	1 Action	Div	400 ft.+40 ft./level	Concentration, up to 10 minutes/level	None	No	V,S,F/DF	Reveals location, size, and quality of water sources (Sand117).
<b>Magic Stone</b>	17	1 Action	Trans	Touch	30 minutes or until discharged	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,DF	Three stones become +1 projectiles, 1d6+1 damage (PH251).
<b>Magic Weapon</b>	17	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,DF	Weapon gains +1 bonus (PH251).
<b>Moon Lust</b>	17	1 Action	Ill	100 ft.+10 ft./level	1 round/level	Will Partial	Yes	V,S,F	Instills in the target an obsessive fascination with the moon (SpC143)
<b>Necrotic Awareness</b>	17	1 Action	Necro	60 ft.	Concentration, up to 1 minute/level (D)	None	No	V,S,F	Sense encysted subjects (LM67).
<b>Nightshield</b>	17	1 Action	Abjur	Personal	1 minute/level (D)	None	-	V,S	A field of shadowy energy cloaks your body (SpC148)
<b>Nimbus of Light</b>	17	1 Action	Evoc	Personal	1 minute/level or until discharged (D)	None	-	V,S,DF	A glittering corona of sunlight surrounds you - then you release it as a focused blast of divine energy (SpC148)
<b>Nimbus of Light</b>	17	1 Action	Evoc	Personal	1 minute/level or until discharged (D)	None	-	V,S,DF	A glittering corona of sunlight surrounds you - then you release it as a focused blast of divine energy (SpC148)
<b>Obscuring Mist</b>	17	1 Action	Conj	20 ft.	1 minute/level	None	No	V,S	Fog surrounds you (PH258).

<b>Omen of Peril</b>	17	1 Round	Div	Personal	Instantaneous	None	-	V,F	You know how dangerous the future will be. (RoD166)
<b>Omen of Peril</b>	17	1 Round	Div	Personal	Instantaneous	None	-	V,F	You know how dangerous the future will be. (RoD166)
<b>Painless Death</b>	17	1 Action	Necro	Touch	Instantaneous	None	No	V,S,DF	Willing creature dies instantly and painlessly. (GW56)
<b>Pleasant Visage</b>	17	1 Action	Ill	Touch	24 hours	Will Negates	Yes:h	V,S	Makes gruesome ghost appear normal and un wounded. (GW56)
<b>Portal Beacon</b>	17	1 Action	Trans	25 ft.+5 ft./2 levels	1 hour/level	None	No	V,S	Allow others to be drawn to a portal as it sends out information about itself (SpC161)
<b>Portal Beacon</b>	17	1 Action	Trans	25 ft.+5 ft./2 levels	1 hour/level	None	No	V,S	Allow others to be drawn to a portal as it sends out information about itself (SpC161)
<b>Protection from Chaos</b>	17	1 Action	Abjur	Touch	1 minute/level (D)	Will Negates (Harmless)	Spec	V,S,M/DF	+2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).
<b>Protection from Evil</b>	17	1 Action	Abjur	Touch	1 minute/level (D)	Will Negates (Harmless)	Spec	V,S,M/DF	+2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).
<b>Protection from Good</b>	17	1 Action	Abjur	Touch	1 minute/level (D)	Will Negates (Harmless)	Spec	V,S,M/DF	+2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).
<b>Protection from Incarnum</b>	17	1 Action	Abjur	Touch	1 hour/level (D)	Will Negates (Harmless)	Yes:h	V,S,F	Ward a target from attacks by soulmelds and incarnum creatures.
<b>Protection from Law</b>	17	1 Action	Abjur	Touch	1 minute/level (D)	Will Negates (Harmless)	Spec	V,S,M/DF	+2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).
<b>Protection from Possession</b>	17	1 Action	Abjur	Touch	10 minutes/level	None	No	V,S,M/DF	Warded creature cannot be possessed or mentally controlled. (GW57)
<b>Protection from Winged Flyers</b>	17	1 Action	Abjur	Touch	1 minute/level (D)	Will Negates (Harmless)	No	V,S,M/DF	This spell functions like protection from Evil but the bonus applies to creatures with wings and a fly bonus (ShS48)
<b>Ray of Hope</b>	17	1 Action	Ench	25 ft.+5 ft./2 levels	1 round/level	Will Negates (Harmless)	Yes:h	V,S	Subject gains +2 bonus on attacks, saves, and checks. (BoED105).
<b>Regenerate Light Wounds</b>	17	1 Action	Conj	Touch	10 rounds + 1 round/level	Will Negates (Harmless)	Yes:h	V,S	With a touch of your hand, you boost the subject` s life energy, granting them the fast healing ability. (MOTW92)
<b>Remove Fear</b>	17	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes; See Text	Will Negates (Harmless)	Yes:h	V,S	+4 on saves against fear for one subject +1/four levels (PH271).
<b>Resist Planar Alignment</b>	17	1 Action	Abjur	Touch	10 minutes/level	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Grants a creature limited protection from a plane` s alignment traits (SpC174)
<b>Resist Planar Alignment</b>	17	1 Action	Abjur	Touch	10 minutes/level	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Grants a creature limited protection from a plane` s alignment traits (SpC174)
<b>Restful Slumber</b>	17	1 Round	Ench	25 ft.+5 ft./2 levels	1 hour/level (D)	Will Negates (Harmless)	Yes	V,S	Sleep soundly, without nightmares (HH132).
<b>Resurgence</b>	17	1 Action	Abjur	Touch	Instantaneous	Will Negates (Harmless)	Yes:h	V,S,DF	Convince a higher power to grant an ally a second chance (SpC174)
<b>Resurgence</b>	17	1 Action	Abjur	Touch	Instantaneous	Will Negates (Harmless)	Yes:h	V,S,DF	Convince a higher power to grant an ally a second chance (SpC174)
<b>Rosemantle</b>	17	1 Action	Abjur	Touch	1 round/level	Will Negates (Harmless)	Yes:h	V,S	Target gains a +1/level sacred bonus (max +10) on saves against effects that cause pain, sickness, nausea, or fear.
<b>Sacrificial Skill</b>	17	1 Action	Ench	Personal	1 minute/level	None	-	V,S,M	The caster gains a +5 bonus on on Knowledge (religion) checks that have to do with evil sacrifices. (BoVD103)
<b>Sanctuary</b>	17	1 Action	Abjur	Touch	1 round/level	Will Negates	No	V,S,DF	Opponents can` t attack you, and you can` t attack (PH274).
<b>Scholar` s Touch</b>	17	1 Action	Div	Personal	Concentration, up to 1 round/level	None	-	V,S,M,F	Read books in seconds. (RoD167)
<b>Sea Legs</b>	17	1 Action	Trans	Touch	1 hour/level (D)	Will Negates (Harmless)	Yes	V,S	You grant a creature the ability to maneuver easily while aboard ship, even during inclement weather. (ShS49)
<b>Seething Eyebane</b>	17	1 Action	Trans	Touch	Instantaneous	Fortitude Negates	Yes	V,S,Corrupt	The subject` s eyes burst, spraying acid upon everyone within 5 feet. (BoVD103)
<b>Shield of Faith</b>	17	1 Action	Abjur	Touch	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,M	Aura grants +2 or higher deflection bonus (PH278).
<b>Shivering Touch, Lesser</b>	17	1 Action	Necro	Touch	1 round/level	None	Yes	V,S	Touch deals 1d6 Dex damage (Frstbn104)
<b>Sign</b>	17	1 Action	Ench	Personal	10 minutes/level or until discharged	None	-	V,S,M	Grants bonus to next Initiative check (SpC189)
<b>Sign</b>	17	1 Action	Ench	Personal	10 minutes/level or until discharged	None	-	V,S,M	Grants bonus to next Initiative check (SpC189)
<b>Slow Consumption</b>	17	10 Minutes	Necro	Touch	Permanent	Fortitude Negates	Yes	V,S,Location	The caster absorbs the life force and physical form from a living subject. (BoVD103)
<b>Snowshoes</b>	17	1 Action	Trans	Touch	1 hour/level (D)	Will Negates (Harmless)	Yes:h	V,S	Affected creatures can walk lightly over ice and snow without having their speed reduced (SpC194)
<b>Sorrow</b>	17	1 Action	Ench	25 ft.+5 ft./2 levels	1 round/level	Will Negates	Yes	V,S,M	Grief and sadness overcome the subject. (BoVD104)
<b>Spell Flower</b>	17	1 Action	Trans	Personal	1 round/level	None	-	V,S	Imbue your hands with receptive magical energy that crackles and glows a soft orange (SpC198)
<b>Spell Flower</b>	17	1 Action	Trans	Personal	1 round/level	None	-	V,S	Imbue your hands with receptive magical energy that crackles and glows a soft orange (SpC198)

<b>Spider Hand</b>	17	1 Action	Trans	Personal	Concentration	None	-	V,S	The caster detaches his hand, which transforms into a small monstrous spider that he controls. (BoVD104)
<b>Spittle Spray</b>	17	1 Action	Trans	Personal	1 round/level		-	V,S	You can spit up to close range. (GW58)
<b>Stupor</b>	17	1 Minute	Ench	Touch	1 hour/level	Fortitude Negates	Yes	S,M	The caster places one creature already helpless in a clouded, confused state that doesn't allow for actions. (BoVD106)
<b>Summon Monster I</b>	17	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,F/DF	Calls outsider to fight for you. (PH285).
<b>Summon Undead I</b>	17	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,F	Summons undead to fight for you. (PGtoFR114)
<b>Summon Undead I</b>	17	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,F	Summons undead to fight for you. (PGtoFR114)
<b>Summon Undead I</b>	17	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,F	Summons undead to fight for you. (PGtoFR114)
<b>Suspend Disease</b>	17	1 Action	Abjur	Touch	24 hours	Fortitude Negates	Yes	V,S,M	This spell keeps a disease already infection the subject from harming him for that day. (BoVD106)
<b>Tongue of Baalzebul</b>	17	1 Round	Trans	Personal	1 hour/level	None	-	V,S,M,Drug	The caster gains the ability to lie, seduce, and beguile with a devil's skill. (BoVD107)
<b>Touch of Jorasco</b>	17	1 Action	Conj	Special; See Text	Special; See Text	Will Negates (Harmless)	Yes:h	None	This spell imbues the caster with an ability to heal minor wounds that last throughout the day (RoE190)
<b>Twilight Luck</b>	17	1 Action	Abjur	Touch	1 minute/level	None	Yes:h	V,Abstinence	Target gains +1 luck bonus on all saving throws (BoED110).
<b>Updraft</b>	17	1 Action	Conj	Personal	Instantaneous	None	-	V,S,M	The vortex quickly coalesces into a column of dirty gray brown air thick enough to hold you aloft (SpC228)
<b>Vigor, Lesser</b>	17	1 Action	Conj	Touch	Special; See Text	Will Negates (Harmless)	Yes:h	V,S	Boost subject's life energy. (CD186)
<b>Vigor, Lesser</b>	17	1 Action	Conj	Touch	Special; See Text	Will Negates (Harmless)	Yes:h	V,S	Boost subject's life energy. (CD186)
<b>Vision of Glory</b>	17	1 Action	Div	Touch	1 minute or until discharged	None	Yes	V,S,DF	Give subject creature a brief glimpse of a divine entity giving its support and inspiring it to continue (SpC231)
<b>Vision of Glory</b>	17	1 Action	Div	Touch	1 minute or until discharged	None	Yes	V,S,DF	Give subject creature a brief glimpse of a divine entity giving its support and inspiring it to continue (SpC231)
<b>Vision of Heaven</b>	17	1 Action	Ench	25 ft.+5 ft./2 levels	1 round	Will Negates	Yes	V	Evil creature is dazed for one round (BoED111).
<b>Wieldskill</b>	17	1 Action	Div	Touch	1 minute/level	None	Yes	V,S	Grants +5 competence bonus on a skill check, or proficiency with a weapon, armor, or shield. (PGtoFR118)
<b>Wings of the Sea</b>	18	1 Action	Trans	Touch	1 minute/level	Fortitude Negates (Harmless)	Yes:h	S,M	Increase the touched creatures swim speed by 30 feet (SpC240)
<b>2nd LEVEL</b>									
<b>Addiction</b>	18	1 Action	Ench	Touch	Instantaneous	Fortitude Negates	Yes	V,S,Drug	The caster gives the subject an addiction to a drug. (BoVD84)
<b>Adept Spirit</b>	18	1 Action	Div	Touch	1 hour/level or until discharged	Will Negates (Harmless)	Yes:h	V,S,DF(E)	Ancient spirit grants +1 caster level & +2 (+1/essentia) Will saves Concentration checks, and Intelligence checks.
<b>Aid</b>	18	1 Action	Ench	Touch	1 minute/level	None	Yes:h	V,S,DF	+1 morale bonus on attacks and saves against fear, 1d8 +1/caster level temporary hit points (PH196)
<b>Align Weapon</b>	18	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,DF	Align weapon makes a weapon good, evil, lawful or chaotic as you choose (PH197)
<b>Augury</b>	18	1 Minute	Div	Personal	Instantaneous	None	-	V,S,M,F	Tells you whether a particular action will bring good or bad results for you in the immediate future (PH202)
<b>Aura against Flame</b>	18	1 Action	Abjur	Personal	1 round/level	None	-	V,S	Create an aura of blue mist that protects you against fire; can also snuff out flames (SpC18)
<b>Aura against Flame</b>	18	1 Action	Abjur	Personal	1 round/level	None	-	V,S	Create an aura of blue mist that protects you against fire; can also snuff out flames (SpC18)
<b>Avoid Planar Effects</b>	18	1 Immediate	Abjur	20 ft.	1 minute/level	None	Yes:h	V	You gain a temporary respite from the natural effects of a specific plane (SpC19)
<b>Avoid Planar Effects</b>	18	1 Immediate	Abjur	20 ft.	1 minute/level	None	Yes:h	V	You gain a temporary respite from the natural effects of a specific plane (SpC19)
<b>Ayaila's Radiant Burst</b>	18	1 Action	Evoc	60 ft.	Instantaneous	Fortitude Negates, Reflex Half; See Text	Yes:h	V,S,Sacrifice	Evil creatures are blinded for 1 round and take 1d6 damage/2 levels (BoED91).
<b>Balor Nimbus</b>	20	1 Action	Trans	Personal	1 round/level	None	-	V,S,M/DF	Flames created by this spell do not harm you but do damage to anyone you are grappling with (SpC24)
<b>Bear's Endurance</b>	18	1 Action	Trans	Touch	1 minute/level	Will Negates	Yes	V,S,DF	The affected creature gains greater vitality and stamina; the spell grants a +4 enhancement bonus to Constitution (PH203)
<b>Black Lungs</b>	18	1 Action	Necro	Touch	1 hour/level	Fortitude Negates	Yes	V,S	Target gains a debilitating lung infection. (GW49)
<b>Black Talon</b>	18	1 Action	Necro	Personal	1 round/level	None; See Text	-	V,S	Your arm becomes a claw that gives +5 ft. reach and +1/four levels to hit, and deal 1d6+1/level damage. (PGtoFR100)
<b>Blade of Pain and Fear</b>	19	1 Action	Evoc	0 ft.	1 minute/level (D)	Will Partial	Yes	V,S,DF	Creates blade of gnashing teeth (LM63).
<b>Blood Snow</b>	18	1 Action	Necro	100 ft.+10 ft./level	1 round/level	Fortitude Negates	Yes	V,S	Area of fallen snow drains 1d2 points of Con/round and causes nausea (Frstbn89)
<b>Blood Wind</b>	18	1 Action	Evoc	25 ft.+5 ft./2 levels	1 round/level	Will Negates	Yes:h	V,S	Subject uses natural weapon as thrown weapon (SS63)



<b>Body Blades</b>	18	1 Action	Trans	Personal	1 minute/level	None	-	V,S	Sprout daggerlike blades from all the surfaces of your body and clothing (SpC35)
<b>Body Blades</b>	18	1 Action	Trans	Personal	1 minute/level	None	-	V,S	Sprout daggerlike blades from all the surfaces of your body and clothing (SpC35)
<b>Boneblast</b>	18	1 Action	Necro	Touch	Instantaneous	Fortitude Half	Yes	V,S,M,Undead	The caster causes some bone within a touched creature to break or crack.(BoVD86)
<b>Brambles</b>	18	1 Action	Trans	Touch	1 round/level	None	No	V,S,M	Small magical thorns or spikes protrude from the surface of a wooden weapon. Becomes +1 enh bonus attacks/damage (CD156)
<b>Brambles</b>	18	1 Action	Trans	Touch	1 round/level	None	No	V,S,M	Small magical thorns or spikes protrude from the surface of a wooden weapon. Becomes +1 enh bonus attacks/damage (CD156)
<b>Brumal Stiffening</b>	18	1 Action	Trans	25 ft.+5 ft./2 levels	1 round/level	Reflex Negates	Yes	V,S	Brittle weapon?s hardness reduced by 5 (Frstbn89)
<b>Bull`s Strength</b>	18	1 Action	Trans	Touch	1 minute/level	Will Negates	Yes:h	V,S,M/DF	The subject becomes stronger. the spell grants a +4 enhancement bonus to Strength (PH207)
<b>Calm Emotions</b>	18	1 Action	Ench	100 ft.+10 ft./level	Concentration, up to 1 round/level (D)	Will Negates	Yes	V,S,DF	This spell calms agitated creatures, and can stop raging creatures from fighting or joyous ones from reveling (PH207)
<b>Close Wounds</b>	19	1 Immediate	Conj	25 ft.+5 ft./2 levels	Instantaneous	Will Half (Harmless); See Text	Yes:h	V	Speak words of power that cause the injuries to glow golden and begin to heal (SpC48)
<b>Conjure Ice Beast II</b>	18	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,DF	Conjures ice creature to fight for you. (Frstbn91)
<b>Conjure Ice Object</b>	18	1 Action	Conj	Personal	1 minute/level	None	No	V,S,DF	Conjures an object made of ice (Frstbn91)
<b>Consecrate</b>	18	1 Action	Evoc	25 ft.+5 ft./2 levels	2 hours/level	None	No	V,S,M,DF	Blesses an area with positive energy, making undead weaker. Counters and dispels Desecrate (PH212)
<b>Cure Moderate Wounds</b>	18	1 Action	Conj	Touch	Instantaneous	Will Half	Yes:h	V,S	Cures 2d8+1/level damage [max +10] (PH216)
<b>Curse of Ill Fortune</b>	18	1 Action	Trans	100 ft.+10 ft./level	1 minute/level	Will Negates	Yes	V,S,DF	You place a temporary curse upon the subject, giving -3 on attacks, saves, ability checks & skill checks. (CD160)
<b>Curse of Ill Fortune</b>	18	1 Action	Trans	100 ft.+10 ft./level	1 minute/level	Will Negates	Yes	V,S,DF	You place a temporary curse upon the subject, giving -3 on attacks, saves, ability checks & skill checks. (CD160)
<b>Dance of Ruin</b>	18	1 Round	Necro	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half	Yes	V,S	To cast this spell, the caster dances wildly and chants. (BoVD90)
<b>Dark Way</b>	19	1 Action	Ill	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Standing at the edge, a thin black bridge appears that arches across the canyon (SpC58)
<b>Darkbolt</b>	18	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous; See Text	Will Partial	Yes	V,S	You hurl one/two levels beams of darkness dealing 2d8 damage/round and may daze target for 1 round (FRCS67).
<b>Darkness</b>	18	1 Action	Evoc	Touch	10 minutes/level (D)	None	No	V,M/DF	Causes an object to radiate shadowy illumination out to a 20-foot radius (PH216)
<b>Death Knell</b>	18	1 Action	Necro	Touch	Special; See Text	Will Negates	Yes	V,S	You draw forth the ebbing life force of a creature and use it to fuel your own power (PH217)
<b>Deific Vengeance</b>	18	1 Action	Conj	25 ft.+5 ft./2 levels	Instantaneous	Will Half	Yes	V,S,DF	Call out to deity urging the deity to punish the miscreant. (CD161)
<b>Deific Vengeance</b>	18	1 Action	Conj	25 ft.+5 ft./2 levels	Instantaneous	Will Half	Yes	V,S,DF	Call out to deity urging the deity to punish the miscreant. (CD161)
<b>Delay Manifestation</b>	18	1 Action	Abjur	Touch	1 hour/level	Will Negates	Yes	V,S	Delays creature from manifesting as a ghost if killed. (GW51)
<b>Delay Poison</b>	18	1 Action	Conj	Touch	1 hour/level	Fortitude Negates	Yes:h	V,S,DF	The subject becomes immune to poison in its system or any to which it is exposed during the spells duration (PH217)
<b>Desecrate</b>	18	1 Action	Evoc	25 ft.+5 ft./2 levels	2 hours/level	None	Yes	V,S,M,DF	Imbues area with negative energy, making undead stronger (PH218)
<b>Desiccate</b>	18	1 Action	Necro	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Partial	Yes	V,S,M	Deals 1d6/2 levels dessication damage and dehydrates living creature (Sand114).
<b>Detect Aberration (LoM)</b>	18	1 Action	Div	60 ft.	Concentration, up to 1 minute/level (D)	None	No	V,S	Detect the presence of aberrations (LoM210).
<b>Devil`s Tongue</b>	18	1 Action	Trans	Personal	1 minute/level	None	-	S,Corrupt	The caster`s tongue lengthens and strengthens, allowing her to make grapple or disarm attacks. (BoVD92)
<b>Dispel Fog</b>	18	1 Action	Abjur	100 ft.+10 ft./level	1 minute/level; see text	Fortitude Half; See Text	Yes	V,S	You make normal or magical fog within the affected area instantly and completely vanish (ShS46)
<b>Divine Flame</b>	18	1 Action	Abjur	15 ft.	1 round/level	Fortitude Half	Yes	V,S	Wards area against cold creatures. (DotF85)
<b>Divine Insight</b>	18	1 Action	Div	Personal	1 hour/level or until discharged (D)	None	No	V,S,DF	You gain insight bonus of 5 + caster level on one single skill check (CAdv147).
<b>Divine Insight</b>	18	1 Action	Div	Personal	1 hour/level or until discharged (D)	None	No	V,S,DF	You gain insight bonus of 5 + caster level on one single skill check (CAdv147).
<b>Divine Interdiction</b>	18	1 Action	Abjur	25 ft.+5 ft./2 levels	1 round/level	Will negates or None (object); see text	Yes or No (object); see text	V	Call upon your deity to quell the power of another deity`s follower (SpC70)
<b>Divine Protection</b>	18	1 Action	Ench	100 ft.+10 ft./level	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,DF	Allies gain a +1 morale bonus to their Armor Class and on saving throws. (MHB35)
<b>Divine Protection</b>	18	1 Action	Ench	100 ft.+10 ft./level	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,DF	Allies gain a +1 morale bonus to their Armor Class and on saving throws. (MHB35)
<b>Divine Zephyr</b>	18	1 Action	Abjur	15 ft.	1 round/level	Fortitude Half	Yes	V,S	Wards area against fire creatures. (DotF85)
<b>Eagle`s Splendor</b>	18	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless)	Yes	V,S,M/DF	The transmuted creature becomes more poised, articulate, and personally forceful. +4 to Charisma (PH225)

<b>Ease Pain</b>	18	1 Action	Conj	Touch	Instantaneous	Will Negates (Harmless)	Yes:h	S,DF	Remove lingering effects of pain. (BoED97).
<b>Elation</b>	18	1 Action	Ench	80 ft.	1 round/level	Will Negates (Harmless)	Yes:h	V,S	Allies gain +2 to Strength and Dexterity, +5 ft. of speed. (BoED98).
<b>Energized Shield, Lesser</b>	18	1 Action	Abjur	Touch	1 round/level	None	No	V,S,DF	A silver aura surrounds the touched shield for a moment before it appears to transform into energy (SpC79)
<b>Enthrall</b>	18	1 Round	Ench	100 ft.+10 ft./level	Up to 1 hour	Will Negates	Yes	V,S	If you have the attention of a group of creatures, you can use this spell to hold them spellbound (PH227)
<b>Estanna` s Stew</b>	18	1 Round	Conj	0 ft.	Instantaneous; See Text	Will Half (Harmless); See Text	Yes:h	V,S,F	Conjures stew that heals 1d6+1 per serving (BoED 99).
<b>Expose the Dead</b>	18	1 Action	Div	Personal	1 minute/level (D)	None	-	V,S,M,DF	Gain a sixth sense that allows you to better locate undead creatures (MoE96)
<b>Extend Tentacles</b>	20	1 Action	Trans	Personal	1 round/level	None	-	V	Lengthen your tentacles, increasing the reach by 5-ft (SpC86)
<b>Eyes of the Zombie</b>	18	30 Minutes	Div	Personal	1 hour/level	None	Yes	V,S,F	The caster replaces his eyes with the eyes of a zombie, allowing him to see through the zombie` s eye sockets. (BoVD94)
<b>Fangs of the Vampire King</b>	18	1 Action	Trans	Personal	1 minute/level	None	-	V,S,M	Grow vampire fangs (LM64).
<b>Filter</b>	18	1 Action	Abjur	Touch	10 minutes/level	Will Negates	Yes:h	V,S,M,DF	All noxious and toxic elements are filtered out of the air around the recipient. (T&B89)
<b>Find Traps</b>	18	1 Action	Div	Personal	1 minute/level	None	-	V,S	You gain intuitive insight into the workings of traps (PH230)
<b>Fins to Feet</b>	18	1 Action	Trans	Touch	1 hour/level	Fortitude Negates (Harmless)	Yes:h	V,S	This spell transforms tails, tentacles or finned extremities into humanoid legs and feet (SW117)
<b>Fox` s Cunning</b>	18	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless)	Yes	V,S,M,DF	The transmuted creature becomes smarter. +4 enhancement bonus to Intelligence (PH233).
<b>Freedom of Breath</b>	18	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S,M	Protects against suffocation and dangerous vapors (Sand116).
<b>Frost Breath</b>	18	1 Action	Evoc	30 ft.	Instantaneous	Reflex Half	Yes	V,S,M	Breathe a cone of intense cold at your foes (SpC100)
<b>Frost Weapon</b>	18	1 Action	Trans	Touch	1 round/level	Will Negates (Harmless, Object)	No	V,S,M	Weapon gains frost special ability, +1d6 cold damage (Frstbn95)
<b>Frostburn, Lesser</b>	18	1 Action	Necro	Touch	Instantaneous	Fortitude Half	Yes	V,S,DF	Touch deals 1d12 frostburn damage +1/level (max +5). (Frstbn95)
<b>Fuse Arms</b>	18	1 Action	Trans	Touch	10 minutes/level	Fortitude Negates	Yes:h	V,S	Touched subjects limbs begin to ooze together with a sickening noise (SpC100)
<b>Gaze Screen</b>	18	1 Action	Abjur	Touch	10 minutes/level	Will Negates	Yes:h	V,S	A shimmering, mirrorlike area grants a 50% chance to avoid gaze attacks, and does not obscure vision. (T&B90)
<b>Gentle Repose</b>	18	1 Action	Necro	Touch	1 day/level	Will Negates (Object)	Yes (object)	V,S,M,DF	You preserve the remains of a dead creature so that they do not decay (PH235)
<b>Ghost Lock</b>	18	1 Action	Abjur	25 ft.+5 ft./2 levels	1 hour/level or until discharged	None	No	V,S	Nonhumanoid creature can become a ghost. (GW53)
<b>Ghost Touch Armor</b>	18	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,M	Give armor you touch the power to defend against incorporeal foes (SpC102)
<b>Ghost Touch Armor</b>	18	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,M	Give armor you touch the power to defend against incorporeal foes (SpC102)
<b>Hand of Divinity</b>	18	1 Action	Evoc	Touch	1 minute/level	Will Negates	Yes:h	V,S,DF	Gives +2 sacred or profane bonus on worshiper of your patron.(MagFR98)
<b>Hand of Divinity</b>	18	1 Action	Evoc	Touch	1 minute/level	Will Negates	Yes:h	V,S,DF	Gives +2 sacred or profane bonus on worshiper of your patron.(MagFR98)
<b>Healing Lorecall</b>	18	1 Action	Div	Personal	1 minute/level	None	No	V,S,M	If you have 5 or more ranks in Heal, you can remove remove harmful conditions with conjuration (healing) spells (CAdv151)
<b>Healing Lorecall</b>	18	1 Action	Div	Personal	1 minute/level	None	No	V,S,M	If you have 5 or more ranks in Heal, you can remove remove harmful conditions with conjuration (healing) spells (CAdv151)
<b>Hold Person</b>	18	1 Action	Ench	100 ft.+10 ft./level	1 round/level (D); See Text	Will Negates; See Text	Yes	V,S,F,DF	The target humanoid becomes paralyzed, but may attempt a new saving throw each round to end the effect (PH241)
<b>Hydrate</b>	18	1 Action	Conj	Touch	Instantaneous	Will Half; See Text	Yes; See Text	V,S	Heals dessication damage (Sand117).
<b>Infernal Wound</b>	18	1 Action	Trans	Touch	1 round/level	None	No	V,S	Attacks from weapon touched will now leave a lingering, painful memory in its wake (SpC122)
<b>Inflict Moderate Wounds</b>	18	1 Action	Necro	Touch	Instantaneous	Will Half	Yes	V,S	Touch attack, 2d8 +1/level damage (max +10) (PH217).
<b>Inky Cloud</b>	18	1 Action	Conj	30 ft.	10 minutes/level	None	No	V,S,M	Obscures sight underwater beyond 5 ft. (SS68)
<b>Inky Cloud</b>	18	1 Action	Conj	30 ft.	10 minutes/level	None	No	V,S,M	Obscures sight underwater beyond 5 ft. (SS68)
<b>Insignia of Alarm</b>	18	1 Action	Abjur	400 ft.+40 ft./level	Instantaneous	None	Yes:h	V,S,F	Alert bearers of special insignia.(RoD166)
<b>Iron Silence</b>	18	1 Action	Trans	Touch	1 hour/level (D)	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,DF	Armor touched has no armor check penalty on Hide and Move Silently for 1 hour/level (CAdv153).
<b>Iron Silence</b>	18	1 Action	Trans	Touch	1 hour/level (D)	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,DF	Armor touched has no armor check penalty on Hide and Move Silently for 1 hour/level (CAdv153).
<b>Knife Spray</b>	18	1 Action	Evoc	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half	Yes	V,S	Cone of droplets, 1d6 and +1/level damage (max +5). (DotF87)

<b>Lahm`s Finger Darts</b>	18	1 Action	Trans	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S,Corrupt	The caster`s finger becomes a dangerous projectile that flies from her hand and unerringly strikes its target. (BoVD98)
<b>Lastai`s Caress</b>	18	1 Action	Ench	Touch	1 round/level	None	Yes	V,S,M	Intense feelings of good leave evil subject covering, frightened, nauseated or shaken (BoED 102).
<b>Lava Missile</b>	18	1 Action	Conj	100 ft.+10 ft./level	Instantaneous	Reflex Half	No	V,S,DF	A missile of lava darts forth from your finger dealing 1d4 points of fire damage (WotC-SK156).
<b>Light of Mercuria</b>	18	1 Action	Evoc	100 ft.+10 ft./level	10 minutes/level (D)	None	Yes; See Text	V,S	Invoke the powers of good and you begin to glow with the golden light of fabled Mercuria (SpC132)
<b>Light of Mercuria</b>	18	1 Action	Evoc	100 ft.+10 ft./level	10 minutes/level (D)	None	Yes; See Text	V,S	Invoke the powers of good and you begin to glow with the golden light of fabled Mercuria (SpC132)
<b>Living Undeath</b>	18	1 Action	Necro	Touch	1 minute/level	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Impart a physical transformation such that you gain the benefits of undead without becoming undead (SpC134)
<b>Living Undeath</b>	18	1 Action	Necro	Touch	1 minute/level	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Impart a physical transformation such that you gain the benefits of undead without becoming undead (SpC134)
<b>Locate Touchstone</b>	18	1 Action	Div	Special; See Text	Instantaneous	None	No	V,S	Find nearest planar touchstone on the plane you currently inhabit (PlanHB100).
<b>Luminous Armor</b>	18	1 Action	Abjur	Touch	1 hour/level (D)	None	Yes:h	Sacrifice	Light around target grants +5 armor bonus, dispels magical darkness, and gives a -4 penalty on opponent`s melee attacks.
<b>Magic Weapon, Legion`s</b>	18	1 Action	Trans	25 ft.+5 ft./2 levels	1 round/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,DF	As magic weapon but only for allies and has no effect on ammunition (MoE99)
<b>Major Resistance</b>	18	1 Action	Abjur	Touch	1 hour/level	Will Negates	Yes:h	V,S,M/DF	Subject gains +3 on saving throws (SS68)
<b>Make Whole</b>	18	1 Action	Trans	25 ft.+5 ft./2 levels	Instantaneous	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S	Repairs an object (PH252).
<b>Mark of the Outcast</b>	18	1 Action	Necro	25 ft.+5 ft./2 levels	Permanent	Will Negates	Yes	V,S,DF	Invoke the ancient words of anathema, a dull purple splotch in the shape of a skull manifests (SpC138)
<b>Mark of the Outcast</b>	18	1 Action	Necro	25 ft.+5 ft./2 levels	Permanent	Will Negates	Yes	V,S,DF	Invoke the ancient words of anathema, a dull purple splotch in the shape of a skull manifests (SpC138)
<b>Necrotic Cyst</b>	18	1 Action	Necro	Touch	Instantaneous	Fortitude Negates	Yes	V,S,F	Encyst undead sac of tissue in subject (LM68).
<b>Necrotic Scrying</b>	18	1 Action	Necro	Unlimited	1 minute/level (D)	None	No	V,S,F	Hear or see encysted subject at a distance (LM69).
<b>Obscuring Snow</b>	18	1 Action	Conj	30 ft.	1 hour/level	None	No	V,S	Obscures sight in a 30-ft. radius around the caster (Frstbn103)
<b>Owl`s Wisdom</b>	18	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless)	Yes	V,S,M/DF	The transmuted creature becomes wiser. +4 enhancement bonus to Wisdom (PH259)
<b>Protection from Negative Energy</b>	19	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S	Guard subject from the effects of negative energy (SpC163)
<b>Protection from Positive Energy</b>	19	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S	Ignore 10 points of positive energy damage per attack (PlanHB104).
<b>Quick March</b>	18	1 Swift	Trans	100 ft.+10 ft./level	1 round	Will Negates (Harmless)	Yes:h	V,S,DF	Increase your allies` base land speed by 30 feet (SpC164)
<b>Quick March</b>	18	1 Swift	Trans	100 ft.+10 ft./level	1 round	Will Negates (Harmless)	Yes:h	V,S,DF	Increase your allies` base land speed by 30 feet (SpC164)
<b>Rapid Burrowing</b>	18	1 Action	Trans	Touch	1 minute/level	Fortitude Negates	Yes:h	V,S,F/DF	+20 ft. to subjects burrow speed (SS69)
<b>Razorscales</b>	18	1 Action	Trans	Personal	1 round/level (D)	None	No	V,M/DF	Your scales become razor-sharp. While the spell is in effect you do lethal damage while grappling (WotC-SK157).
<b>Refracted Vision</b>	18	1 Action	Div	Personal	1 round/level (D)	None	No	V,S	Gain a distant viewpoint (splmgc80).
<b>Remove Addiction</b>	18	1 Action	Conj	Touch	Instantaneous	Fortitude Negates (Harmless)	Yes:h	V,S	Cures target of drug addictions (BoED 105).
<b>Remove Paralysis</b>	18	1 Action	Conj	25 ft.+5 ft./2 levels	Instantaneous	Will Negates (Harmless)	Yes:h	V,S	Frees one or more creatures from paralysis, hold, or slow (PH271).
<b>Resist Energy</b>	18	1 Action	Abjur	Touch	10 minutes/level	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Ignores first 10 damage from one energy type each round (PH272).
<b>Resounding Voice</b>	18	1 Action	Trans	Touch	1 minute/level (D)	Will Negates (Harmless)	Yes	S	Your voice carries 100ft./level (HoB127).
<b>Restoration, Lesser</b>	18	3 Rounds	Conj	Touch	Instantaneous	Will Negates (Harmless)	Yes:h	V,S	Dispels magic ability penalty or repairs 1d4 ability damage (PH272).
<b>Righteous Radiance</b>	18	1 Action	Evoc	Personal	2 rounds/level	None	No	V,S,DF	Caster`s body glows with divine radiance (splmgc81).
<b>Rigor Mortis</b>	18	1 Action	Necro	Touch	1d6+2 rounds	Fortitude Negates	Yes	S,M	Suspends all vital functions; target appears dead (HH132).
<b>Rock Catch</b>	18	1 Action	Trans	Touch	1 round/level (D)	Will Negates (Harmless)	Yes	V,S	A single creature gains the ability to catch hurled rocks of Small to Large size (ShS48)
<b>Sap Strength</b>	18	1 Action	Ench	Touch	Instantaneous	Fortitude Negates	Yes	V,S,M	The caster drains the personal well-being from the subject, who becomes exhausted. (BoVD103)
<b>Sense Weakness</b>	18	1 Action	Div	Touch	24 hours	Will Negates (Harmless)	Yes:h	V,S	Grant the subject insight into the vulnerability of an opponent; automatically confirm a critical threat (MoE101)

	<b>Shared Healing</b>	18	1 Action	Conj	Touch	1 minute/level	Will Half (Harmless); See Text	Yes:h	V,S	Grant the target creature the ability to heal its own wounds (MoE101)
	<b>Shatter</b>	18	1 Action	Evoc	25 ft.+5 ft./2 levels	Instantaneous	Special; See Text	Yes (object)	V,S,M/DF	Sonic vibration damages objects or crystalline creatures (PH278).
	<b>Shield Other</b>	18	1 Action	Abjur	25 ft.+5 ft./2 levels	1 hour/level (D)	Will Negates (Harmless)	Yes:h	V,S,F	You suffer half of subject`s damage (PH278).
	<b>Shroud of Undeath</b>	18	1 Action	Necro	Personal	10 minutes/level (D)	None	-	V,S,M	Shroud yourself in negative energy so that nonintelligent undead perceive you as a fellow undead and ignore you (SpC189)
	<b>Silence</b>	18	1 Action	Ill	400 ft.+40 ft./level	1 minute/level (D)	Special; See Text	Spec	V,S	Negates sound in 20-ft. radius (PH279).
	<b>Soulmeld Blessing</b>	18	1 Swift	Evoc	20 ft.	Instantaneous	None (harmless)	Yes:h	V,DF	Allies can reallocate essentia for free.
	<b>Sound Burst</b>	18	1 Action	Evoc	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Partial	Yes	V,S,F/DF	Inflicts 1d8 sonic damage on subjects; may stun them (PH281).
	<b>Spawn Screen</b>	18	1 Action	Necro	Touch	1 hour/level	Will Negates (Harmless)	Yes:h	V,S,DF	You resist being transformed into an undead spawn if slain (LM71).
	<b>Spawn Screen</b>	18	1 Action	Necro	Touch	1 hour/level	Will Negates (Harmless)	Yes:h	V,S,DF	You resist being transformed into an undead spawn if slain (LM71).
	<b>Spectral Stag</b>	18	1 Action	Conj	0 ft.	1 round/level	Special; See Text	No	V,S,DF	Conjures a phantom stag that you can ride or direct to attack a target. (PGtoFR112)
	<b>Spell Immunity, Lesser</b>	18	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S	Protect subject from a single 1st or 2nd level spell (SpC199)
	<b>Spell Shield</b>	18	1 Action	Abjur	Touch	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,DF	Grants +3 resistance bonus on saving throws against spells and spell-like abilities. (PGtoFR113)
	<b>Spider Legs</b>	18	1 Action	Trans	Personal	1 minute/level	None	-	V,S,F	The caster grows four long spider legs from the sides of her torso. (BoVD105)
+1	<b>Spiritual Weapon</b>	18	1 Action	Evoc	100 ft.+10 ft./level	1 round/level (D)	None	Yes	V,S,DF	Magical weapon attacks on its own (PH283).
	<b>Spores of the Vrock</b>	18	1 Round	Conj	Personal	Instantaneous	Fortitude Negates	Yes	V,S,M/DF	The caster summons a mass of spores that fill the area around him. (BoVD105)
	<b>Stabilize</b>	18	1 Swift	Conj	50 ft.	Instantaneous	Will Negates (Harmless); See Text	Yes:h	V,S,DF	A burst of golden energy springs forth, spreading from you; those still alive seem less bloody and in less pain (SpC204)
	<b>Status</b>	18	1 Action	Div	Touch	1 hour/level	Will Negates (Harmless)	Yes:h	V,S	Monitors condition, position of allies (PH284).
	<b>Stone Bones</b>	18	1 Action	Trans	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S,F	The skeleton glows a foggy gray for a moment, thickening with eldritch power, then all is as it was before (SpC208)
	<b>Stone Bones</b>	18	1 Action	Trans	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S,F	The skeleton glows a foggy gray for a moment, thickening with eldritch power, then all is as it was before (SpC208)
	<b>Stone Fist</b>	18	1 Action	Trans	Personal	1 round/level (D)	None	-	V,S,DF	Your fists turn into menacing, rocky lumps capable of inflicting deadly wounds. (RoS163)
	<b>Summon Elysian Thrush</b>	18	10 Minutes	Conj	25 ft.+5 ft./2 levels	8 hours	None	No	V,S,DF	Evoke the powers of Elysium and of song, and the bird responds; it settles on a branch and begins to warble (SpC214)
	<b>Summon Elysian Thrush</b>	18	10 Minutes	Conj	25 ft.+5 ft./2 levels	8 hours	None	No	V,S,DF	Evoke the powers of Elysium and of song, and the bird responds; it settles on a branch and begins to warble (SpC214)
	<b>Summon Monster II</b>	18	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,F/DF	Calls outsider to fight for you (PH286).
	<b>Summon Undead II</b>	18	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Summons undead to fight for you. (PGtoFR114)
	<b>Summon Undead II</b>	18	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Summons undead to fight for you. (PGtoFR114)
	<b>Summon Undead II</b>	18	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Summons undead to fight for you. (PGtoFR114)
	<b>Summon Undead II</b>	18	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Summons undead to fight for you. (PGtoFR114)
	<b>Sun Bolt</b>	18	1 Action	Evoc	100 ft.+10 ft./level	1 round	Reflex Partial	Yes	V,S	A ray of burning sunlight springs forth from your hand; requires ranged touch to hit target (ShS51)
	<b>Suppress Magic</b>	18	1 Action	Abjur	100 ft.+10 ft./level	1 round/level (D)	See text	No	V,S(E)	Magic item or soulmeld is suppressed for 1 round/level.
	<b>Thin Air</b>	18	1 Action	Necro	100 ft.+10 ft./level	1 minute/level	Fortitude Negates	No	V,S	Creatures suffer from altitude sickness (Frstbn105)
	<b>Undead Eyes</b>	18	1 Round	Necro	Touch	1 day/level	None	No	V,S,F	Forms a telepathic link with an undead creature that the caster has first cast control undead upon (SotLW20).
	<b>Undetectable Alignment</b>	18	1 Action	Abjur	25 ft.+5 ft./2 levels	24 hours	Will Negates (Object)	Yes (object)	V,S	Conceals subject`s alignment for 24 hours (PH297).
	<b>Unseen Crafter</b>	18	1 Action	Conj	25 ft.+5 ft./2 levels	1 day/level (D)	None	No	V,S	As unseen servant except the crafter can be assigned any one task accomplished through the craft skill (RoE191)
	<b>Veil of Shadow</b>	18	1 Action	Evoc	Personal	1 minute/level	None	-	V,S	Darkness grants you concealment (20% miss chance). (MHB40)
	<b>Veil of Shadow</b>	18	1 Action	Evoc	Personal	1 minute/level	None	-	V,S	Darkness grants you concealment (20% miss chance). (MHB40)
	<b>Warning</b>	18	1 Action	Div	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S	Grants uncanny dodge and +4 insight bonus on Listen and Spot checks. (PGtoFR118)
	<b>Wave of Grief</b>	18	1 Action	Ench	30 ft.	1 round/level	Will Negates	Yes	V,S,M	Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness (SpC236)

<b>Wave of Grief</b>	18	1 Action	Ench	30 ft.	1 round/level	Will Negates	Yes	V,S,M	Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness (SpC236)
<b>Whispering Flame</b>	18	1 Action	Div	Touch	1 day/level	None	No	V,S,M,DF	Allows verbal communication via two candles (Eb5Nat155)
<b>Wings of the Sea</b>	18	1 Action	Trans	Touch	1 minute/level	Fortitude Negates (Harmless)	Yes:h	S,M	Increase the touched creatures swim speed by 30 feet (SpC240)
<b>Wither Limb</b>	18	1 Action	Necro	25 ft.+5 ft./2 levels	Permanent	Fortitude Negates	Yes	V,S	Cause enemy's limbs to wither (LM72).
<b>Zone of Truth</b>	18	1 Action	Ench	25 ft.+5 ft./2 levels	1 minute/level	Will Negates	Yes	V,S,DF	Subjects within range cannot lie (PH303).

### 3rd LEVEL

<b>Absorb Mind</b>	19	1 Action	Div	Personal	1 minute/level	None	-	V,S,F,Corrupt	The caster eats at least a portion of the brain of another creature's corpse. (BoVD84)
<b>Affliction</b>	19	1 Action	Necro	Touch	Instantaneous	Fortitude Negates	Yes	V,S	Infects evil subject with chosen affliction (BoED89).
<b>Aid, Mass</b>	19	1 Action	Ench	25 ft.+5 ft./2 levels	1 minute/level	None	Yes:h	V,S,DF	As Aid but affects multiple subjects at a distance (SpC8)
<b>Air Breathing</b>	19	1 Action	Trans	Touch	2 hours/level (see text)	Will Negates (Harmless)	Yes:h	S,M/DF	Subjects can breathe air freely (CoR28).
<b>Air Breathing</b>	19	1 Action	Trans	Touch	2 hours/level (see text)	Will Negates (Harmless)	Yes:h	S,M/DF	Subjects can breathe air freely (CoR28).
<b>Air Breathing</b>	19	1 Action	Trans	Touch	2 hours/level (see text)	Will Negates (Harmless)	Yes:h	S,M/DF	Subjects can breathe air freely (CoR28).
<b>Align weapon, Mass</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,DF	As Align Weapon but on multiple weapons or projectiles (SpC9)
<b>Amanuensis</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates (Object)	Yes (object)	V,S	You cause writing from one source to be copied into a book, paper or parchment (SpC9)
<b>Anarchic Storm</b>	19	1 Action	Conj	Personal	1 round/level (D)	None	No	V,S,M/DF	Chaotic-aligned rain falls in 20-ft. radius (PlanHB93)
<b>Anarchic Storm</b>	19	1 Action	Conj	Personal	1 round/level (D)	None	No	V,S,M/DF	Chaotic-aligned rain falls in 20-ft. radius (PlanHB93)
<b>Animate Dead</b>	19	1 Action	Necro	Touch	Instantaneous	None	No	V,S,M	Turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands (PH198)
<b>Antidragon Aura</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,M,DF	Allies gain bonus to AC and saves against Dragons (Drac109).
<b>Anyspell</b>	19	15 Minutes	Trans	Personal	Instantaneous	None	-	V,S,DF	Allows you to read and cast any spell up to 2nd level from scroll or book, using required components.
<b>Anyspell</b>	19	15 Minutes	Trans	Personal	Instantaneous	None	-	V,S,DF	Allows you to read and cast any spell up to 2nd level from scroll or book, using required components.
<b>Aspect of the Deity, Lesser</b>	19	1 Action	Trans	Personal	1 minute/level (D)	None	No	V,S,DF	Your form becomes more like your deity's (BoED91).
<b>Attune Form</b>	19	1 Action	Trans	Touch	24 hours	None	No	V,S,M/DF	Attune the affected creatures to the plane you are currently on, negating the harmful effects of that plane (SpC17)
<b>Attune Form</b>	19	1 Action	Trans	Touch	24 hours	None	No	V,S,M/DF	Attune the affected creatures to the plane you are currently on, negating the harmful effects of that plane (SpC17)
<b>Augment Object</b>	19	1 Minute	Trans	25 ft.+5 ft./2 levels	1 day/level	None	Yes (object)	V,S,M	Adds +20 to objects break DC and doubles hardness and hit points (SBG41).
<b>Aura of Cold, Lesser</b>	19	1 Action	Trans	5 ft.	1 round/level (D)	None	Yes	V,S,DF	Intense cold deals 1d6 damage to creatures within 5 ft (Frstbn88)
<b>Awaken Sin</b>	19	1 Action	Ench	Touch	Instantaneous	Will Negates	Yes	V,S,DF	Subject takes nonlethal damage and is stunned; if n=knocked out subject also takes Wisdom damage (SpC21)
<b>Axiomatic Storm</b>	19	1 Action	Conj	Personal	1 round/level (D)	None	No	V,S,M/DF	Lawful-aligned rain falls in 20-ft. radius (PlanHB95)
<b>Axiomatic Storm</b>	19	1 Action	Conj	Personal	1 round/level (D)	None	No	V,S,M/DF	Lawful-aligned rain falls in 20-ft. radius (PlanHB95)
<b>Battlemagic Perception</b>	19	1 Action	Div	Personal	10 minutes/level (D)	None	No	V,S	Sense and counter spellcasting within 100 ft. (HoB125).
<b>Bestow Curse</b>	19	1 Action	Necro	Touch	Permanent	Will Negates	Yes	V,S	Places a curse on the subject. Choose one: -6 to ability; -4 on all rolls and checks; 50% chance to lose action (PH203)
<b>Binding Snow</b>	19	1 Action	Trans	100 ft.+10 ft./level	1 hour/level	Reflex Negates	Yes	V,S,DF,Frostfell	Snow freezes, impeding movement (Frstbn89)
<b>Black Sand</b>	19	1 Action	Necro	100 ft.+10 ft./level	1 minute/level	Reflex Negates; See Text	Yes	V,S	Creates a 20-ft.-radius area of black sand (Sand111).
<b>Blade of Pain and Fear</b>	19	1 Action	Evoc	0 ft.	1 minute/level (D)	Will Partial	Yes	V,S,DF	Creates blade of gnashing teeth (LM63).
<b>Bladebane</b>	19	1 Action	Trans	Touch	1 round/level	Will Negates	Yes:h	V,S,M	A single bladed weapon gains the Bane ability against a creature type of your choosing. (UE48)
<b>Blessed Aim</b>	19	1 Action	Div	60 ft.	Concentration	Will Negates (Harmless)	No	V,S	This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread. (CD154)
<b>Blessed Sight</b>	19	1 Action	Div	Personal	1 minute/level (D)	None	No	V,S	Evil auras become visible to you (BoED92).
<b>Blessing of the Snake Mother</b>	19	1 Action	Trans	Touch	10 minutes/level	Fortitude Negates	Yes:h	V,S,M	Target temporarily gains yuan-ti traits. (GW49)
<b>Blindness/Deafness</b>	19	1 Action	Necro	100 ft.+10 ft./level	Permanent	Fortitude Negates	Yes	V	You call upon the powers of unlife to render the subject blinded or deafened, as you choose (PH206)

<b>Blindsight</b>	19	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless)	Yes:h	V,S	Grants blindsight out to 30 ft. (PGtoFR100)
<b>Blindsight</b>	19	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless)	Yes:h	V,S	Grants blindsight out to 30 ft. (PGtoFR100)
<b>Boneblade</b>	19	1 Action	Necro	Touch	10 minutes/level	None	-	V,S,F,Undead	The caster changes a bone at least 6 inches long into a longsword, short sword, or greatsword (caster's choice).(BoVD86)
<b>Briar Web</b>	19	1 Action	Trans	100 ft.+10 ft./level	1 minute/level	Special; See Text	No	V,S,DF	This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine. (MOTW85)
<b>Briar Web</b>	19	1 Action	Trans	100 ft.+10 ft./level	1 minute/level	Special; See Text	No	V,S,DF	This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine. (MOTW85)
<b>Bridge of Sound</b>	19	1 Action	Conj	25 ft.+5 ft./2 levels	Concentration +1 round/level	None	Yes	V,S,DF	Invisible bridge spans gap of 10 ft./Level (SS63)
<b>Brilliant Emanation</b>	19	1 Action	Evoc	100 ft.+10 ft./level	1d4 rounds	Fortitude Partial	Yes	Sacrifice	Reflective surfaces shed brilliant light that blinds evil creatures (BoED92)
<b>Burrow</b>	19	1 Action	Trans	Touch	1 minute/level	Will Negates	Yes:h	V,S,F,DF	Subject gains claws & can dig through the earth at a speed of 10 ft. (Supercedes Magic of Faerun version) (Udrk 56)
<b>Cacophony</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	3d6 rounds	Fortitude Partial	Yes	V	Chaotic sounds deafen and daze creatures (splmgc67).
<b>Celestial Aspect</b>	19	1 Round	Trans	Touch	1 minute/level	Fortitude Negates (Harmless); See Text	No	V,Sacrifice	Target gains one of four celestial properties (BoED93).
<b>Chain of Eyes</b>	19	1 Action	Div	Touch	1 hour/level	Will Negates	Yes	V,S	With the creatures will to resist brushed aside, you gaze out from its eyes to see your own satisfied smile (SpC45)
<b>Chain of Eyes</b>	19	1 Action	Div	Touch	1 hour/level	Will Negates	Yes	V,S	With the creatures will to resist brushed aside, you gaze out from its eyes to see your own satisfied smile (SpC45)
<b>Checkmate's Light</b>	19	1 Action	Evoc	Touch	1 round/level (D)	None	No	V,S,DF	Imbue the touched weapon with an enhancement bonus, weapon glows red and grants a morale bonus on saves vs. fear (SpC46)
<b>Circle Dance</b>	19	1 Minute	Div	Personal	Instantaneous	None	-	V,S	Indicates direction to known target. (MagFR84)
<b>Circle Dance</b>	19	1 Minute	Div	Personal	Instantaneous	None	-	V,S	Indicates direction to known target. (MagFR84)
<b>Circle of Nausea</b>	19	1 Action	Evoc	Personal	1 minute/level	Fortitude Negates	Yes	V,S,F	Evil energy bursts in all directions from the spell's origin, filling the area with pain. (BoVD88)
<b>Cloak of Bravery</b>	19	1 Action	Abjur	60 ft.	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S	You and your allies gain a bonus on saves against fear (Drac110).
<b>Cloak of Bravery</b>	19	1 Action	Abjur	60 ft.	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S	You and your allies gain a bonus on saves against fear (Drac110).
<b>Close Wounds</b>	19	1 Immediate	Conj	25 ft.+5 ft./2 levels	Instantaneous	Will Half (Harmless); See Text	Yes:h	V	Speak words of power that cause the injuries to glow golden and begin to heal (SpC48)
<b>Clutch of Orcus</b>	19	1 Action	Necro	100 ft.+10 ft./level	Concentration	Fortitude Negates	Yes	V,S	Deals 1d3 damage/round and paralyzes foe with concentration (LM63).
<b>Clutch of Orcus</b>	19	1 Action	Necro	100 ft.+10 ft./level	Concentration	Fortitude Negates	Yes	V,S	Deals 1d3 damage/round and paralyzes foe with concentration (LM63).
<b>Conjure Ice Beast III</b>	19	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,DF	Conjures ice creature to fight for you. (Frstbn91)
+1 <b>Contagion</b>	19	1 Action	Necro	Touch	Instantaneous	Fortitude Negates	Yes	V,S	The subject contracts a disease (see table), which strikes immediately, with no incubation period (PH213)
<b>Continual Flame</b>	19	1 Action	Evoc	Touch	Permanent	None	No	V,S,M	A magic flame, equal in brightness to a torch, springs forth from an object that you touch (PH213)
<b>Control Sand</b>	19	1 Action	Trans	400 ft.+40 ft./level	10 minutes/level (D)	None; See Text	No	V,S,DF	Raise or lower the level of sand (Sand112).
<b>Control Snow and Ice</b>	19	1 Action	Trans	400 ft.+40 ft./level	10 minutes/level (D)	None	No	V,S,DF	Raise or lower ice or snow (Frstbn92)
<b>Conviction, Legion's</b>	19	1 Action	Abjur	100 ft.+10 ft./level	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,M	Allies gain +2 or higher save bonus. (MHB34)
<b>Conviction, Mass</b>	19	1 Action	Abjur	100 ft.+10 ft./level	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S,M	Bolster the mental, physical and spiritual strengths of allies in the area (SpC52)
<b>Corona of Cold</b>	19	1 Action	Evoc	10 ft.	1 round/level (D)	Fortitude Negates	Yes	V,S,DF	Surround yourself by a protective aura of cold that also causes damage to others within its radius (SpC52)
<b>Create Food and Water</b>	19	10 Minutes	Conj	25 ft.+5 ft./2 levels	24 hours; See Text	None	No	V,S	The food that this spell creates is simple fare of your choice - highly nourishing, if rather bland (PH214)
<b>Cure Serious Wounds</b>	19	1 Action	Conj	Touch	Instantaneous	Will Half	Yes:h	V,S	Cures 3d8 +1/level damage [max +15] (PH190)
<b>Curse of Petty Failing</b>	19	1 Action	Necro	25 ft.+5 ft./2 levels	1 minute/level	None	Yes	V,S,DF	The subject takes a -2 penalty to on attack rolls and saving throws. (MHB35)
<b>Curse of the Brute</b>	19	1 Action	Trans	Touch	1 round/level	Fortitude Negates	Yes	V,S	Up to +1/level Str, Dex, or Con; Int and Cha drop the same amount. (DotF82)
<b>Dark Way</b>	19	1 Action	Ill	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Standing at the edge, a thin black bridge appears that arches across the canyon (SpC58)
<b>Darkfire</b>	19	1 Action	Evoc	0 ft.	1 round/level	None	Yes	V,S	Dark flames appear in your hand. (LoD186)
<b>Darkfire</b>	19	1 Action	Evoc	0 ft.	1 round/level	None	Yes	V,S	Dark flames appear in your hand. (LoD186)

<b>Daylight</b>	19	1 Action	Evoc	Touch	10 minutes/level (D)	None	No	V,S	The object touched sheds light as bright as daylight in a 60-foot radius, and additional dim light beyond that (PH216)
<b>Death Lock</b>	19	1 Action	Necro	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	Yes	V,S	Target cannot become a ghost and goes to the True Afterlife if killed. (GW51)
<b>Deeper Darkness</b>	19	1 Action	Evoc	Touch	1 day/level (D)	None	No	V,S	Object radiates shadowy illumination in 60-ft. radius (PH191).
<b>Defile Snow and Ice</b>	19	1 Action	Evoc	100 ft.+10 ft./level	1 minute/level	None	No	V,S	Grants undead a +4 turning bonus and cold creatures SR 15 against fire spells. (Frstbn92)
<b>Delay Death</b>	20	1 Immediate	Necro	25 ft.+5 ft./2 levels	1 round/level	Will Negates (Harmless)	Yes:h	V,S,DF	The subject of this spell is unable to die from hit point damage (SpC63)
<b>Demon Dirge</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	Instantaneous (1d4 rounds)	Negates or Partial; See text	Yes and No; See Text	V,S,DF	Demons are stunned and take 3d6 damage/round for 1d4 rounds (PlanHB97).
<b>Detect Metal and Minerals</b>	19	1 Action	Div	60 ft.	Concentration	None	No	V,S,M	You can detect large deposits of metal and other minerals, whether worked or unworked. (RoFR189).
<b>Devil Blight</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	1d6 rounds; see text	None or Fortitude Partial; See Text	Yes	V,S,DF	Cry out the ancient words, and your foe lets out a shriek of agony as it stumbles under the force of the spell (SpC64)
<b>Devil Blight</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	1d6 rounds; see text	None or Fortitude Partial; See Text	Yes	V,S,DF	Cry out the ancient words, and your foe lets out a shriek of agony as it stumbles under the force of the spell (SpC64)
<b>Devil's Eye</b>	19	1 Action	Div	Personal	1 minute/level	None	-	V,S	The caster gains the visual acuity of a devil. (BoVD92)
<b>Dispel Magic</b>	19	1 Action	Abjur	100 ft.+10 ft./level	Instantaneous	None	No	V,S	Dispel magic can end ongoing spells, suppress the abilities of an item, or to counter another spellcasters spell (PH223)
<b>Downdraft</b>	19	1 Action	Evoc	400 ft.+40 ft./level	Instantaneous	Reflex partial; see text	Yes	V,S,M	Send a turbulent column of air rushing towards the earth (SpC72)
<b>Energize Potion</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half	Yes:h	V,S,M	Transforms potion into a grenade that deals energy damage in a 10-ft.-radius burst (BoED 98).
<b>Energized Shield</b>	19	1 Action	Abjur	Touch	1 round/level	None	No	V,S,DF	A silver aura surrounds the touched shield for a moment before it appears to transform into energy (SpC79)
<b>Energy Vortex</b>	20	1 Action	Evoc	20 ft.	Instantaneous	Reflex Half	Yes	V,S	Energy wells up inside you and explodes outward in a furious burst (SpC81)
<b>Entropic Shield, Mass</b>	19	1 Action	Abjur	25 ft.+5 ft./2 levels	1 minute/level (D)	Will Negates (Harmless)	No	V,S	This spell functions like entropic shield except it affects multiple targets (ShS46)
<b>Favorable Sacrifice</b>	19	1 Action	Abjur	Touch	1 hour/level	Will Negates (Harmless)	Yes:h	V,S,M	Subject receives the protection of a divine power commensurate with value of Material component expended (SpC89)
<b>Fell the Greatest Foe</b>	20	1 Action	Trans	Touch	1 round/level	Fortitude Negates (Harmless)	Yes:h	V,S,M	Subject gains ability to deal greater damage to larger foes (SpC90)
<b>Flame of Faith</b>	19	1 Action	Evoc	Touch	1 round/level	None	No	V,S,M	Temporarily turn a normal or masterwork weapon into a flaming one, act as +1 flaming burst weapon. (CD166)
<b>Flame of Faith</b>	19	1 Action	Evoc	Touch	1 round/level	None	No	V,S,M	Temporarily turn a normal or masterwork weapon into a flaming one, act as +1 flaming burst weapon. (CD166)
<b>Flamebound Symbol</b>	19	1 Swift	Trans	Personal	1 round	None	-	V,S,DF	Your turn undead ability deals sacred damage to undead instead (Eb5Nat154)
<b>Flesh Ripper</b>	19	1 Action	Evoc	25 ft.+5 ft./2 levels	Instantaneous	None	Yes	V,S,Undead,Fiend	The caster evokes pure evil power in the form of a black claw that files at the target. (BoVD96)
<b>Forced Incorporeality</b>	19	1 Action	Trans	100 ft.+10 ft./level	1 round/level	Will Negates	Yes	V,S	Manifested creature become incorporeal. (GW52)
<b>Forced Manifestation</b>	19	1 Action	Trans	100 ft.+10 ft./level	1 round/level	Will Negates	Yes	V,S	Incorporeal creature manifests fully. (GW52)
<b>Forceward</b>	19	1 Round	Abjur	10 ft.	1 minute/level	None; See Text	Yes	V,S,DF	Creates a sphere of force that prevents entry by all but you and your allies. (PGtoFR103)
<b>Furnace Within</b>	19	1 Action	Evoc	10 ft.	Instantaneous	Reflex Half	Yes	V,S,DF,dwarf	Casting this spell releases a great burst of energy that sets fire to combustibles and damages objects (RoE185)
<b>Fuse Arm</b>	19	1 Action	Trans	Touch	10 minutes/level	Fortitude Negates	Yes:h	V,S	Multiple arm/tentacles become one pair of stronger limbs (SS66)
<b>Ghost Touch Weapon</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S	Empower a weapon to strike true against incorporeal foes (SpC102)
<b>Girallon's Blessing</b>	19	1 Action	Trans	Touch	10 minutes/level	Fortitude Negates	Yes:h	V,S,M	Subject gains one additional pair of arms per four levels (SS66)
<b>Girallon's Blessing</b>	19	1 Action	Trans	Touch	10 minutes/level	Fortitude Negates	Yes:h	V,S,M	Subject gains one additional pair of arms per four levels (SS66)
<b>Glyph of Turning</b>	19	10 Minutes	Abjur	Touch	Permanent until discharged	Special; See Text	Yes	V,S,M	As glyph of warding, except channeling positive or negative energy. (GW54)
<b>Glyph of Warding</b>	19	10 Minutes	Abjur	Touch	Permanent until discharged (D)	Special; See Text	No (Object) and Yes; See Text	V,S,M	Harms (1d8 damage/2 caster levels, max 5d8) those who enter, pass, or open the warded area or object (PH236)
<b>Grace</b>	19	1 Swift	Trans	Personal	1 round/level	None	-	V	Your body glows with silvery light and you feel quick and light on your feet (SpC107)
<b>Guardian Spirit</b>	19	1 Action	Div	Touch	1 hour/level or until discharged	Will Negates (Harmless)	Yes:h	V,S(E)	Spirit grants +2 (+1/essentia) on AC, Reflex saves, Initiative, and all Dexterity checks.
<b>Haboob</b>	19	1 Action	Conj	100 ft.+10 ft./level	1 minute/level	None or Reflex Half; See Text	No	V,S,M	Cloud of dust obscures sight and abrades those passing through it (Sand117).

<b>Hamatual Barbs</b>	19	1 Action	Trans	Touch	10 minutes/level	Fortitude Negates (Harmless)	Yes:h	V,S,M/DF	Subject grows barbs, which damage foes that attack subject in melee (PlanHB98).
<b>Hamatula Barbs</b>	19	1 Action	Trans	Touch	10 minutes/level	Fortitude Negates (Harmless)	Yes:h	V,S,M	Invoke the dark nature of the spell and slender, sharp-edged barbs sprout from your body (SpC109)
<b>Hammer of Righteousness</b>	19	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	Fortitude Half	Yes	V,S,Sacrifice	Deals 1d6 points of damage per caster level, or 1d8/level if target is evil (BoED 100).
<b>Handfang</b>	19	1 Action	Trans	Personal	1 round/level	None	No	V,S	You create a fanged, biting mouth in the palm of your hand (WotC-SK156).
<b>Heart`s Ease</b>	19	1 Action	Ench	25 ft.+5 ft./2 levels	Permanent	Will Negates (Harmless)	Yes:h	V,S,DF	Removes several mind-influencing effects and restores 2d4 points of Wisdom damage (BoED 100).
<b>Helping Hand</b>	19	1 Action	Evoc	5 miles	1 hour/level	None	No	V,S,DF	You create the ghostly image of a hand, which you can send to find a creature within 5 miles (PH239)
<b>Hold Person or Ghost</b>	19	1 Action	Ench	100 ft.+10 ft./level	1 round/level	Will Negates	Yes	V,S,F/DF	Holds one person or ghost helpless; 1 round/level. (GW54)
<b>Holy Storm</b>	19	1 Action	Conj	20 ft.	1 round/level (D)	None	No	V,S,M,DF	Call upon the forces of good, and a heavy rain begins to fall, its raindrops soft and warm (SpC115)
<b>Holy Storm</b>	19	1 Action	Conj	20 ft.	1 round/level (D)	None	No	V,S,M,DF	Call upon the forces of good, and a heavy rain begins to fall, its raindrops soft and warm (SpC115)
<b>Humanoid Essence, Lesser</b>	19	1 Action	Trans	Touch	1 round/level	Will Negates (Harmless)	Yes:h	V,S	Construct takes on more of the qualities of a living creature (RoE187)
<b>Ice Axe</b>	19	1 Action	Evoc	0 ft.	1 round/level (D)	None	Yes	V,S,M	Shards of ice descend from the sky and coalesce into the form of a battleaxe (SpC118)
<b>Ice Shape</b>	19	1 Action	Trans	Touch	Instantaneous	None	No	V,S,M/DF	Sculpts ice into any shape (Frstbn99)
<b>Inflict Serious Wounds</b>	19	1 Action	Necro	Touch	Instantaneous	Will Half	Yes	V,S	Touch attack, 3d8 +1/level damage (max +15) (PH217).
<b>Insignia of Blessing</b>	19	1 Action	Ench	400 ft.+40 ft./level	1 minute/level	None	Yes:h	V,S,F	Bearers of special insignia gain +1 bonus on attacks and saves against fear.(RoD166)
<b>Insignia of Healing</b>	19	1 Action	Conj	400 ft.+40 ft./level	Instantaneous	Will Half; See Text	Yes:h	V,S,F	Bearers of special insignia healed 1d8 damage +1 point/level (max +10)(RoD166)
<b>Insignia of Warding</b>	19	1 Action	Abjur	400 ft.+40 ft./level	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,F	Bearers of special insignia gain +1 to AC, Fortitude saves.(RoD166)
<b>Inspired Aim</b>	19	1 Action	Ench	40 ft.	Concentration	Will Negates (Harmless)	Yes:h	V	Allies within 40 ft. gain +2 insight bonus on ranged attack rolls (BoED 101).
<b>Interplanar Message</b>	19	1 Action	Trans	Special; See Text	1 round	Will Negates (Harmless)	Yes:h	V,S	Transmits up to 25 words through the Astral Plane to the target. (MotP36).
<b>Interplanar Message</b>	19	1 Action	Trans	Special; See Text	1 round	Will Negates (Harmless)	Yes:h	V,S	Transmits up to 25 words through the Astral Plane to the target. (MotP36).
<b>Invisibility Purge</b>	19	1 Action	Evoc	Personal	1 minute/level (D)	None	-	V,S	Dispels invisibility within 5 ft. /level (PH245).
<b>Invoke the Cerulean Sign</b>	19	1 Action	Evoc	30 ft.	Instantaneous	Fortitude Negates	No	S	Aberrations become sickened, nauseated, dazed, or stunned (LoM211).
<b>Irian`s Light</b>	19	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S,DF	You channel the light of Irian, the eternal day, into one or more brilliant rays of positive energy (RoE188)
<b>Knight`s Move</b>	19	1 Swift	Trans	5 ft/2 levels; see text	Instantaneous	None	-	V,S,DF	Time stops for you as you move without walking to the indicated location (SpC129)
<b>Know Opponent</b>	19	1 Action	Div	25 ft.+5 ft./2 levels	Instantaneous	Will Negates	Yes	S,DF	Magical words describe the creatures strengths/weaknesses as you desire (SpC129)
<b>Know Vulnerabilities</b>	20	1 Action	Div	25 ft.+5 ft./2 levels	Instantaneous	Will Negates	Yes	V,S	Determine targets vulnerabilities and resistances.(MagFR104)
<b>Laogzed`s Breath</b>	19	1 Action	Conj	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Negates; See Text	No	V,S,M	As Stinking Cloud, except that the nauseating vapors persist for 10 rounds (WotC-SK156).
<b>Light of Venya</b>	19	1 Action	Evoc	100 ft.+10 ft./level	10 minutes/level (D)	None	Yes; See Text	V,S	Invoke the powers of good and you begin to glow with the soft pearly light of fabled Venya (SpC132)
<b>Locate Node</b>	19	1 Action	Div	1 mile/level	1 minute/level	None	No	V,S,F/DF	You sense the direction of any earth node within range. (Udrk 59)
<b>Locate Node</b>	19	1 Action	Div	1 mile/level	1 minute/level	None	No	V,S,F/DF	You sense the direction of any earth node within range. (Udrk 59)
<b>Locate Object</b>	19	1 Action	Div	400 ft.+40 ft./level	1 minute/level	None	No	V,S,F/DF	Senses direction toward object (specific or type) (PH249).
<b>Love`s Pain</b>	19	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S,Corrupt	The caster blasts a lancelike projectile of greenish black energy from his hand. (BoVD98)
<b>Mace of Odo</b>	19	1 Action	Evoc	0 ft.	1 round/level	Fortitude Negates; See Text	Yes	V,S,DF	Creates a glowing mace that deals 1d6 damage/level and paralysis. (PGtoFR106)
<b>Magic Circle against Chaos</b>	19	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Spec	V,S,M/DF	As protection spells, but 10-ft. radius and 10 min/level (PH249).
<b>Magic Circle against Evil</b>	19	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Spec	V,S,M/DF	As protection spells, but 10-ft. radius and 10 min/level (PH249).
<b>Magic Circle against Good</b>	19	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Spec	V,S,M/DF	As protection spells, but 10-ft. radius and 10 min/level (PH250).
<b>Magic Circle against Law</b>	19	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Spec	None	As protection spells, but 10-ft. radius and 10 min/level (PH250).



<b>Magic Vestment</b>	19	1 Action	Trans	Touch	1 hour/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,DF	Armor or shield gains +1 enhancement per four levels. (PH251).
<b>Mantle of Chaos</b>	19	1 Action	Abjur	Personal	10 minutes/level (D)	None	Yes	V,S,M/DF	You gain SR 12 + caster level against spells opposite alignment descriptor (PlanHB100).
<b>Mantle of Chaos</b>	19	1 Action	Abjur	Personal	10 minutes/level (D)	None	Yes	V,S,M/DF	You gain SR 12 + caster level against spells opposite alignment descriptor (PlanHB100).
<b>Mantle of Evil</b>	19	1 Action	Abjur	Personal	10 minutes/level (D)	None	Yes	V,S	Gain spell resistance against spells with the Good descriptor (SpC137)
<b>Mantle of Evil</b>	19	1 Action	Abjur	Personal	10 minutes/level (D)	None	Yes	V,S	Gain spell resistance against spells with the Good descriptor (SpC137)
<b>Mantle of Good</b>	19	1 Action	Abjur	Personal	10 minutes/level (D)	None	Yes	V,S	Gain spell resistance against spells with the Evil descriptor (SpC137)
<b>Mantle of Good</b>	19	1 Action	Abjur	Personal	10 minutes/level (D)	None	Yes	V,S	Gain spell resistance against spells with the Evil descriptor (SpC137)
<b>Mantle of Law</b>	19	1 Action	Abjur	Personal	10 minutes/level (D)	None	Yes	V,S	Gain spell resistance against spells with the Chaos descriptor (SpC138)
<b>Mantle of Law</b>	19	1 Action	Abjur	Personal	10 minutes/level (D)	None	Yes	V,S	Gain spell resistance against spells with the Chaos descriptor (SpC138)
<b>Masochism</b>	19	1 Action	Ench	Personal	1 round/level	None	-	V,S,M	For every 10 hp damage caster takes, he gains +1 on attacks, saves, and checks. (BoVD99)
<b>Mass Resist Elements</b>	19	1 Action	Abjur	Touch	1 minute/level	None	Yes	V,S,DF	All affected ignore first 12 damage from one energy type each round (T&B93)
<b>Meld into Ice</b>	19	1 Action	Trans	Personal	10 minutes/level	None	-	V,S,DF	You and your gear merge with ice (Frstbn102)
<b>Meld into Stone</b>	19	1 Action	Trans	Personal	10 minutes/level	None	-	V,S,DF	You and your gear merge with stone (PH252).
<b>Misrepresent Alignment</b>	19	1 Action	Ill	25 ft.+5 ft./2 levels	1 hour/level (D)	Will Negates (Object)	Yes (object)	V,S,F/DF	Conceal the alignment of an object or creature from all forms of divination, rendering a misleading result (RoE188)
<b>Mold Touch</b>	19	1 Action	Conj	Touch	Instantaneous	None	No	V,S,DF	Creates 5-ft. patch of brown mold. (PGtoFR106)
<b>Moon Blade</b>	19	1 Action	Evoc	0 ft.	1 minute/level	None	Yes	V,S,M/DF	Attacks with melee touch attacks, doing 1d8 points damage +1 per 2 caster levels. 2d8 +1 per caster lvl against undead.
<b>Mystic Lash</b>	19	1 Action	Evoc	15 ft.	1 round/level	Fortitude Partial	Yes	V,S,DF	Creates energy whip that deals 1d6/three levels electricity damage. (PGtoFR106)
<b>Nauseating Breath</b>	19	1 Action	Conj	30 ft.	Instantaneous	Fortitude Negates	No	V,S,M	Breathe out a cone of nauseating vapors (SpC146)
<b>Necrotic Bloat</b>	19	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	None	No	V,S,F	Encysted subject takes 1d6 damage/level (LM67).
<b>Necrotic Claws</b>	19	1 Action	Necro	Personal	2d6 rounds plus 1 round/level	None	No	V,S,M	Your hands are transformed into claws (splmgc79).
<b>Obscure Object</b>	19	1 Action	Abjur	Touch	8 hours (D)	Will Negates (Object)	Yes (object)	V,S,M/DF	Masks object against divination (PH258).
<b>Path of the Exalted</b>	19	1 Action	Div	Personal	Special; See Text	None	-	V,Abstinence	Caster receives divine guidance from a higher power (BoED 103).
<b>Phantom Plow</b>	19	0 Action	Evoc	Special; See Text	Permanent	Special; See Text	No	V,S,M	You turn aside raw earth in a furrow in a straight line (LoD187)
<b>Phieran `s Resolve</b>	19	1 Action	Abjur	20 ft.	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,DF	+4 sacred bonus on saves against spells with the evil descriptor (BoED 103).
<b>Plague Carrier</b>	19	1 Action	Necro	Touch	Special; See Text	Fortitude Negates	Yes	V,S	Infects subject with chosen disease after an incubation period during which it can spread. (RoFR190)
<b>Positive Energy Protection</b>	19	1 Action	Abjur	Touch	1 round/level	Will Negates (Harmless)	No	V,S	Touched creature gain partial protection from the from the effects of positive energy. (BBS46)
<b>Possess Animal</b>	19	1 Round	Necro	25 ft.+5 ft./2 levels	1 round/level (D)	Will Negates	Yes	V,S,M	You possess a normal animal. (PGtoFR108).
<b>Prayer</b>	19	1 Action	Ench	40 ft.	1 round/level	None	Yes	V,S,DF	Allies gain +1 on most rolls, and enemies suffer -1 (PH264).
<b>Protection from Dessication</b>	19	1 Action	Abjur	Touch	10 minutes/level or until discharged	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Absorb 10 points/level of dessication damage (Sand119).
<b>Protection from Energy</b>	19	1 Action	Abjur	Touch	10 minutes/level (D)	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Immune to damage from one kind of energy (PH266).
<b>Protection from Negative Energy</b>	19	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S	Guard subject from the effects of negative energy (SpC163)
<b>Protection from Positive Energy</b>	19	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S	Ignore 10 points of positive energy damage per attack (PlanHB104).
<b>Red Fester</b>	19	1 Action	Necro	Touch	Instantaneous	Fortitude Negates	Yes	V,S,Corrupt	The subject `s skin turns red and blisters. (BoVD102)
<b>Redirect Spell</b>	19	1 Action	Abjur	100 ft.+10 ft./level	1 round/level (D)	Will Negates (Harmless)	Yes	V,S,DF	You create a magical connection between you and an ally such that any spells targeting the ally get you instead (ShS48)
<b>Refreshment</b>	19	1 Action	Conj	20 ft.	Instantaneous	Will Negates (Harmless)	Yes:h	V,S	Cures creatures of all nonlethal damage. (BoED105).
<b>Regenerate Moderate Wounds</b>	19	1 Action	Conj	Touch	10 rounds + 1 round/level	Will Negates (Harmless)	Yes:h	V,S	With a touch of your hand, you boost the subject `s life energy, granting them the fast healing ability. (MOTW93)
<b>Rejuvenative Corpse</b>	19	1 Action	Necro	Touch	24 hours or until discharged; see text	Will Negates (Object)	Yes (object)	V,S,DF	Charge a dead body with negative energy enabling undead who dine on it to heal wounds (SpC172)
<b>Remedy Moderate Wounds</b>	19	1 Action	Conj	Touch	10 Rounds +1/2 levels.	Will Negates	Yes:h	V,S	Target gains fast healing 2 for 10 rounds +1 round / 2 levels.(MagFR113)
<b>Remove Blindness/Deafness</b>	19	1 Action	Conj	Touch	Instantaneous	Fortitude Negates (Harmless)	Yes:h	V,S	Cures normal or magical conditions (PH270).

<b>Remove Curse</b>	19	1 Action	Abjur	Touch	Instantaneous	Will Negates (Harmless)	Yes:h	V,S	Frees object or person from curse (PH270).
<b>Remove Disease</b>	19	1 Action	Conj	Touch	Instantaneous	Fortitude Negates (Harmless)	Yes:h	V,S	Cures all diseases affecting subject (PH271).
<b>Remove Nausea</b>	19	1 Action	Conj	Touch	Instantaneous	Will Negates (Harmless)	Yes:h	V,DF	Cure a nauseated or sickened creature (BoED 105).
<b>Resist Energy, Mass</b>	19	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes/level	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Targeted creatures ignore damage from specified ed energy type. (CA120)
<b>Resist Energy, Mass</b>	19	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes/level	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Targeted creatures ignore damage from specified ed energy type. (CA120)
<b>Resist Taint</b>	19	1 Action	Abjur	Touch	10 minutes/level	Fortitude Negates (Harmless)	Yes	V,S,DF	Bestows a +4 bonus on saves against taint (HH132).
<b>Resurgence, Mass</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	Instantaneous	Will Negates (Harmless)	Yes:h	V,S,DF	Convince a higher power to grant a group pf allies another chance (SpC175)
<b>Revitalize Legacy, Least</b>	19	1 Action	Trans	Touch	1 hour/level or until discharged	None	No	V,S,F	Get extra use of chosen least legacy ability (WoL 17)
<b>Ring of Blades</b>	19	1 Action	Conj	Personal	1 minute/level	None	-	V,S,M	Conjure a horizontal ring of swirling metal blades around you (SpC177)
<b>Ring of Blades</b>	19	1 Action	Conj	Personal	1 minute/level	None	-	V,S,M	Conjure a horizontal ring of swirling metal blades around you (SpC177)
<b>Rockburst</b>	19	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	Special; See Text	No	V,S	You cause a stone object, with volume of at least 8 cubic feet to explode. (ShS48)
<b>Rotting Curse of Urfestra</b>	19	1 Action	Trans	Touch	Instantaneous	Fortitude Negates	Yes	V,S,Corrupt	The subject` s flesh and bones begin to rot. (BoVD102)
<b>Sadism</b>	19	1 Action	Ench	Personal	1 round/level	None	-	V,S,M	For every 10 hp damage caster deals, he gains +1 on attacks, saves, and checks. (BoVD103)
<b>Safety</b>	19	1 Action	Div	Touch	10 minutes/level	None or Will Negates (Harmless)	No or Yes (Harmless)	V,S	Allow subject to find the shortest, most direct direction to a place of safety (SpC179)
<b>Safety</b>	19	1 Action	Div	Touch	10 minutes/level	None or Will Negates (Harmless)	No or Yes (Harmless)	V,S	Allow subject to find the shortest, most direct direction to a place of safety (SpC179)
<b>Searing Light</b>	19	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S	Ray deals 1d8/two levels (max 5d8), undead take more, see book for details. (PH275).
<b>Serpents of Theggeron</b>	19	1 Action	Trans	Personal	1 minute/level	None	-	S,Corrupt	The caster` s arms turn into serpents that can be used as natural weapons. (BoVD103)
<b>Sheltered Vitality</b>	20	1 Action	Abjur	Touch	1 minute/level	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Subject gains immunity to fatigue, exhaustion, ability damage and ability drain (SpC188)
<b>Shield of Warding</b>	19	1 Action	Abjur	Touch	1 minute/level	Will Negates (Harmless, Object)	No	V,S	Grants a sacred bonus to AC (SpC188)
<b>Shield of Warding</b>	19	1 Action	Abjur	Touch	1 minute/level	Will Negates (Harmless, Object)	No	V,S	Grants a sacred bonus to AC (SpC188)
<b>Shivering Touch</b>	19	1 Action	Necro	Touch	1 round/level	None	Yes	V,S	Touch deals 3d6 Dex damage (Frstbn104)
<b>Shriveling</b>	19	1 Action	Necro	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half	Yes	V,S,Disease	The caster channels dark energy that blasts and blackens the subject` s flesh. (BoVD103)
<b>Sink</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	1 round	Will Negates	Yes	V,S,DF	Make the water around the spell` s targets roil; causing the targets to struggle against the water (SpC190)
<b>Skull Watch</b>	19	1 Action	Necro	Touch	1 hour/level or until discharged	None	No	V,S,F	Skull shrieks when creature enters warded area. (PGtoFR112)
<b>Skull Watch</b>	19	1 Action	Necro	Touch	1 hour/level or until discharged	None	No	V,S,F	Skull shrieks when creature enters warded area. (PGtoFR112)
<b>Slashing Darkness</b>	19	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S	A hissing, hurtling ribbon of pure darkness flies from your hand (SpC191)
<b>Slashing Darkness</b>	19	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S	A hissing, hurtling ribbon of pure darkness flies from your hand (SpC191)
<b>Slashing Darkness</b>	19	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S	A hissing, hurtling ribbon of pure darkness flies from your hand (SpC191)
<b>Snowshoes, Mass</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	1 hour/level (D)	Will Negates (Harmless)	Yes:h	V,S	Affected creatures can walk lightly over ice and snow without having their speed reduced (SpC194)
<b>Sonorous Hum</b>	19	1 Action	Evoc	Personal	1 minute/level (D)	None	-	V,S	The area around you is abuzz with a low, droning hum that improves your concentration (SpC196)
<b>Sonorous Hum</b>	19	1 Action	Evoc	Personal	1 minute/level (D)	None	-	V,S	The area around you is abuzz with a low, droning hum that improves your concentration (SpC196)
<b>Soul Boon</b>	19	1 Action	Necro	100 ft.+10 ft./level	1 minute	Will Negates (Harmless)	Yes:h	V,S,M	Grant 1 point of essentia per three caster levels to subject.
<b>Soul of the Waste</b>	19	1 Action	Trans	Personal	10 minutes/level (D)	None	No	V,S,DF	Meld into surrounding sand (Sand121).
<b>Sound Lance</b>	20	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	Fortitude Half	Yes	V,S	Unleash a shrill, piercing cry at your target, sending a translucent lance hurtling through the air (SpC196)
<b>Spark of Life</b>		1 Action	Necro	Touch	1 round/level	Will Negates	Yes	V,S	Undead creature loses most immunities (LM71).
<b>Speak with Dead</b>	19	10 Minutes	Necro	10 ft.	1 minute/level	Will Negates; See Text	No	V,S,DF	Corpse answers one question/two levels (PH281).

<b>Spikes</b>	19	1 Action	Trans	Touch	1 hour/level	None	No	V,S,M	As brambles, except that the affected weapon gains a +2 enhancement bonus (CD181)
<b>Spikes</b>	19	1 Action	Trans	Touch	1 hour/level	None	No	V,S,M	As brambles, except that the affected weapon gains a +2 enhancement bonus (CD181)
<b>Spiritual Charger</b>	19	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S,DF	Horseman of force attack enemy (HoB128).
<b>Sticks and Stones</b>	19	1 Action	Necro	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S	You animate a pile of rocks, branches, limbs and other debris into the crude shape of a skeletal creature (ShS49)
<b>Stone Shape</b>	19	1 Action	Trans	Touch	Instantaneous	None	No	V,S,M/DF	Sculpts stone into any shape (PH284).
<b>Summon Monster III</b>	19	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,F/DF	Calls outsider to fight for you (PH286).
<b>Summon Undead III</b>	19	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Summons undead to fight for you. (PGtoFR114)
<b>Summon Undead III</b>	19	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Summons undead to fight for you. (PGtoFR114)
<b>Summon Undead III</b>	19	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	Summons undead to fight for you. (PGtoFR114)
<b>Sunrise</b>	19	1 Action	Evoc	25 ft.+5 ft./2 levels	Instantaneous	Reflex Partial; See Text	Yes	V,S,DF	Burst of light blinds and damages creatures. (PGtoFR114)
<b>Suppress Glyph</b>	22	1 Action	Trans	100 ft.	1 minute/level	Will Negates (Object)	Yes (object)	V,S	You cast the spell, a dancing crown of ruby runes orbits your head briefly (SpC216)
<b>Sweet Water</b>	19	1 Action	Div	400 ft.+40 ft./level	Instantaneous	None	No	V,S,M	Creates a well to fresh water up to 100 ft. down. (DotF90)
<b>Sword Stream</b>	19	1 Action	Evoc	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half	Yes	V,S	As knife spray, but 1d8 and max +10. (DotF90)
<b>Telepathic Bond, Lesser</b>	19	1 Action	Div	30 ft.	10 minutes/level	None	No	V,S	Link with subject within 30 ft. for 10 minutes/level. (ExpSiHb220)
<b>Telepathy Tap</b>	19	1 Action	Div	Personal	1 round/level (D)	None	No	Sacrifice	Overhear creatures` telepathic communications (BoED110).
<b>Touch of Juiblex</b>	19	1 Action	Trans	Touch	Instantaneous	Fortitude Negates	Yes	V,S,Corrupt	The subject turns into green slime over the course of 4 rounds. (BoVD107)
<b>Tremor</b>	19	1 Action	Evoc	100 ft.+10 ft./level	1 round/3 levels	See text	No	V,S,DF	Detritus and loose debris rattle with the small quake, and creatures caught in the area stumble and fall (SpC223)
<b>Trove Sacrifice</b>	19	1 Action	Abjur	Personal	1 round/level (D)	None	No	V,S	Allow trove to be destroyed to protect self (splmgc85).
<b>Understand Device</b>	19	1 Action	Div	25 ft.+5 ft./2 levels	1 minute/level	None	-	V,S	Grants an insight bonus equal to caster level on Disable Device and Open Lock checks. (PGtoFR117)
<b>Unholy Storm</b>	19	1 Action	Conj	Personal	1 round/level (D)	None	No	V,S,M/DF	Evil-aligned rain falls in 20-ft. radius (PlanHB106).
<b>Unholy Storm</b>	19	1 Action	Conj	Personal	1 round/level (D)	None	No	V,S,M/DF	Evil-aligned rain falls in 20-ft. radius (PlanHB106).
<b>Unliving Weapon</b>	19	1 Round	Necro	Touch	1 hour/level	Will Negates	Yes	V,S,M	This spell causes an undead creature to explode in a burst of powerful energy. (BoVD108)
<b>Venomfire</b>	19	1 Action	Trans	Touch	1 hour/level	Fortitude Negates (Harmless)	Yes:h	V,M	You cause the subject` s venom to become caustic, dealing an additional 1d6/caster level acid damage (WotC-SK158).
<b>Vigor</b>	19	1 Action	Conj	Touch	10 rounds + 1 round/level	Will Negates (Harmless)	Yes:h	V,S	Subject gains fast healing 2; automatically healing 1 hit point per round until the spell ends - Max 25 rounds (SpC229)
<b>Vigor</b>	19	1 Action	Conj	Touch	10 rounds + 1 round/level	Will Negates (Harmless)	Yes:h	V,S	Subject gains fast healing 2; automatically healing 1 hit point per round until the spell ends - Max 25 rounds (SpC229)
<b>Vigor, Mass Lesser</b>	19	1 Action	Conj	20 ft.	10 rounds + 1 round/level	Will Negates (Harmless)	Yes:h	V,S	Multiple subjects gain fast healing 1; automatically healing 1 hit point per round until the spell ends -Max 25 (SpC229)
<b>Vigor, Mass Lesser</b>	19	1 Action	Conj	20 ft.	10 rounds + 1 round/level	Will Negates (Harmless)	Yes:h	V,S	Multiple subjects gain fast healing 1; automatically healing 1 hit point per round until the spell ends -Max 25 (SpC229)
<b>Vile Lance</b>	19	1 Action	Evoc	Touch	10 minutes/level	None	-	V,S,M/DF	Creates a weapon of blackness that the caster (and only the caster) can wield with proficiency. (BoVD108)
<b>Visage of the Deity, Lesser</b>	19	1 Action	Trans	Personal	1 round/level	None	-	V,S,DF	Feel the hand of your deity upon you; your appearance reflects her divine power; her touch grants resistances (SpC231)
<b>Visage of the Deity, Lesser [Evil]</b>	19	1 Action	Trans	Personal	1 round/level	None	-	V,S,DF	Body changes to be more like your deity (CD187)
<b>Visage of the Deity, Lesser [Good]</b>	19	1 Action	Trans	Personal	1 round/level	None	-	V,S,DF	Body changes to be more like your deity (CD187)
<b>Wall of Light</b>	19	1 Action	Evoc	25 ft.+5 ft./2 levels	1 minute/level (D)	None	Yes; See Text	V,S,M	A wall of pure light springs into being (SpC234)
<b>Water Breathing</b>	19	1 Action	Trans	Touch	Special; See Text	Will Negates (Harmless)	Yes:h	V,S,M/DF	Subjects can breathe underwater (PH300).
<b>Water Walk</b>	19	1 Action	Trans	Touch	10 minutes/level (D)	Will Negates (Harmless)	Yes:h	V,S,DF	Subject treads on water as if solid (PH300).
<b>Weapon of Energy</b>	20	1 Round	Trans	Personal	1 round/level	Fortitude Negates	No	V,S,DF	Weapon deals extra energy damage (SS72)
<b>Weapon of Impact</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	Yes:h	V,S	As keen edge, but aids blunt weapons. (MagFR134)
<b>Weapon of Impact</b>	19	1 Action	Trans	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	Yes:h	V,S	As keen edge, but aids blunt weapons. (MagFR134)
+1 <b>Weapon of the Deity</b>	20	1 Action	Trans	0 ft.	1 round/level	None	-	V,DF	Must use your deity` s favored weapon to cast this spell (CD188)
<b>Wind Wall</b>	19	1 Action	Evoc	100 ft.+10 ft./level	1 round/level	Special; See Text	Yes	V,S,M/DF	Deflects arrows, smaller creatures, and gases (PH302).

<b>Wrack</b>	20	1 Action	Necro	25 ft.+5 ft./2 levels	1 round/level	Fortitude Negates	Yes	V,S	The subject is wracked with such pain that he doubles over and collapses. (BoVD110)
<b>Zone of Respite</b>	21	2 Rounds	Abjur	100 ft.+10 ft./level	10 minutes/level	None	No	V,S,M	You create a region that is temporarily proof against interplanar intrusion. (MotP40).
<b>Zone of Revelation</b>	21	1 Action	Div	25 ft.+5 ft./2 levels	1 minute/level	None	Yes	V,S,M/DF	All creatures and objects within the Zone of Revelation are made visible, including those in coexistent planes. (MotP40)

#### 4th LEVEL

<b>Absorb Strength</b>	20	1 Action	Necro	Personal	10 minutes/level	None	-	V,S,F,Corrupt	The caster eats at least a portion of the flesh of another creature's corpse gaining part of their strength (BoVD84)
<b>Abyssal Might</b>	20	1 Action	Conj	Personal	10 minutes/level	None	-	V,S,M,Demon	The caster summons evil energy from the Abyss and imbues himself with its might. (BoVD84)
<b>Aerial Summoning Dance</b>	20	3 Rounds	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,DF	As Summon Monster VI, except this spell requires a special dance by the caster and 4 others. (RoFR189)
<b>Aid, Legion's</b>	20	1 Action	Ench	Touch	1 minute/level	None	Yes:h	V,S,DF	+1 morale bonus on attacks and saves against fear, 1d8 +1/caster level temporary hit points. (MHB33)
<b>Air Walk</b>	20	1 Action	Trans	Touch	10 minutes/level	None	Yes:h	V,S,DF	Subject treads on air as if solid, and can climb at up to a 45-degree angle, at half speed (PH196)
<b>Align Weapon, Legion's</b>	20	1 Action	Trans	100 ft.+10 ft./level	1 minute/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,DF	Align weapon makes each allies weapon good-, evil-, lawful- or chaotic-aligned as you choose. (MHB33)
<b>Animate Legion</b>	20	1 Action	Necro	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,M	Creates skeletons and zombies (HoB124)
<b>Antidragon Aura</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,M,DF	Allies gain bonus to AC and saves against Dragons (Drac109).
<b>Armor of Deflection</b>	20	1 Action	Abjur	Touch	1 minute/level	Will negates (harmless)	Yes:h	V,S	The subject gains damage reduction and deflection AC bonus (splmgc64).
<b>Assay Resistance</b>	20	1 Swift	Div	Personal	1 round/level	None	-	V,S	+10 bonus on caster level checks to defeat one creature's spell resistance. (CA98)
<b>Assay Spell Resistance</b>	20	1 Swift	Div	Personal	1 round/level	None	-	V,S	This spell gives +10 bonus to overcome spell resistance of a specific creature (SpC17)
<b>Astral Hospice</b>	20	1 Action	Conj	25 ft.+5 ft./2 levels	24 hours/level	None	No	V,S,M	Can only be cast on the Astral Plane; it opens a portal to demiplane of natural healing (SpC17)
<b>Astral Hospice</b>	20	1 Action	Conj	25 ft.+5 ft./2 levels	24 hours/level	None	No	V,S,M	Can only be cast on the Astral Plane; it opens a portal to demiplane of natural healing (SpC17)
<b>Balor Nimbus</b>	20	1 Action	Trans	Personal	1 round/level	None	-	V,S,M/DF	Flames created by this spell do not harm you but do damage to anyone you are grappling with (SpC24)
<b>Battlefield Illumination</b>	20	1 Round	Evoc	400 ft.+40 ft./level	10 minutes/level (D)	None	No	V,S	Improve light in 80-ft.-radius cylinder (HoB125).
<b>Beast Claws</b>	20	1 Action	Trans	Personal	1 round/level	None	No	V,S,M	These claws act as slashing melee weapons inflicting 1d6 damage plus any magical or normal bonuses (Str) crit 19-20 (CD1)
<b>Blindsight, Greater</b>	20	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless)	Yes:h	V,S	Grant the blindsight ability out to 60 feet (SpC32)
<b>Blood of the Martyr</b>	20	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S	You heal a target at range and take a like amount of damage (BoED92).
<b>Briartangle</b>	20	1 Action	Trans	400 ft.+40 ft./level	1 minute/level	Reflex Partial	No	V,S,DF	As entangle, except that targets take 1d8 damage +1/two levels each round. (PGtoFR100)
<b>Castigate</b>	20	1 Action	Evoc	10 ft.	Instantaneous	Fortitude Half	Yes	V	Rebuke your foes with the magic of your sacred words (SpC44)
<b>Castigate</b>	20	1 Action	Evoc	10 ft.	Instantaneous	Fortitude Half	Yes	V	Rebuke your foes with the magic of your sacred words (SpC44)
<b>Celestial Brilliance</b>	20	1 Action	Evoc	Touch	1 day/level (D)	None	No	V,S	Object sheds brilliant light to 120 feet, hurts undead and evil outsiders (BoED94).
<b>Claws of the Savage</b>	20	1 Action	Trans	Touch	10 minutes/level	None	-	V,S	The caster grants one creature two long claws that replace it's appropriate appendage. (BoVD88)
<b>Conjure Ice Beast IV</b>	20	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,DF	Conjures ice creature to fight for you. (Frstbn91)
<b>Consumptive Field</b>	20	1 Action	Necro	30 ft.	1 round/level	Will Negates	Yes	V,S	You gain temporary hit points and Str for everyone below 0 HP that failed their saves (SpC51)
<b>Consumptive Field</b>	20	1 Action	Necro	30 ft.	1 round/level	Will Negates	Yes	V,S	You gain temporary hit points and Str for everyone below 0 HP that failed their saves (SpC51)
<b>Contingent Energy Resistance</b>	20	1 Minute	Abjur	Personal	1 hour/level (D)	None	-	V,S,M	Energy damage triggers a resist energy spell (Drac110).
<b>Contingent Energy Resistance</b>	20	1 Minute	Abjur	Personal	1 hour/level (D)	None	-	V,S,M	Energy damage triggers a resist energy spell (Drac110).
<b>Control Water</b>	20	1 Action	Trans	400 ft.+40 ft./level	10 minutes/level (D)	None; See Text	No	V,S,M/DF	The control water spell raises or lowers water by as much as 2 feet per caster level (PH214)
<b>Cure Critical Wounds</b>	20	1 Action	Conj	Touch	Instantaneous	None	Yes:h	V,S	Cures 4d8 +1/level damage [max +20] (PH215)
<b>Damning Darkness</b>	20	1 Action	Evoc	Touch	10 minutes/level (D)	None	Spec	V,M/DF	Darkness deals either 2d6 or 1d6 damage per round (LoM210).
<b>Death Ward</b>	20	1 Action	Necro	Touch	1 minute/level	Will Negates	Yes:h	V,S,DF	The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects (PH217)
<b>Delay Death</b>	20	1 Immediate	Necro	25 ft.+5 ft./2 levels	1 round/level	Will Negates (Harmless)	Yes:h	V,S,DF	The subject of this spell is unable to die from hit point damage (SpC63)

<b>Demon Dirge</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	Instantaneous (1d4 rounds)	Fortitude Negates or Partial; See Text	Yes and No; See Text	V,S,DF	Demons are stunned and take 3d6 damage/round for 1d4 rounds (PlanHB97).
<b>Diamond Spray</b>	20	1 Action	Evoc	60 ft.	Instantaneous	Reflex Half	Yes	V,S,M	Dazzles evil creatures for 2d6 rounds and deal 1d6 damage per level (max 10d6) to evil creatures (BoED96)
<b>Dimensional Anchor</b>	20	1 Action	Abjur	100 ft.+10 ft./level	1 minute/level	None	Yes (object)	V,S	Any creature or object struck by the ray is covered with a shimmering field that blocks extradimensional travel (PH221)
<b>Discern Lies</b>	20	1 Action	Div	25 ft.+5 ft./2 levels	Concentration, up to 1 round/level	Will Negates	No	V,S,DF	You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura (PH221)
<b>Dismissal</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	Instantaneous	Will Negates; See Text	Yes	V,S,DF	Forces an extraplanar creature back to its proper plane if it fails a special Will save (PH222)
<b>Divination</b>	20	10 Minutes	Div	Personal	Instantaneous	None	-	V,S,M	Provides a piece of advice in reply to a question about a goal, event, or activity occurring within one week (PH222)
<b>Divine Eminence</b>	20	1 Action	Trans	Touch	1 round/level	Will negates (harmless)	Yes:h	V,S	Raise one of the subject's ability scores to 24+1/3 levels (splmgc68).
<b>Divine Power</b>	20	1 Action	Evoc	Personal	1 round/level	None	-	V,S,DF	Your BAB = your character level, +6 enhancement bonus to Strength, 1 temporary HP / caster level (PH224)
<b>Divine Storm</b>	20	1 Round	Evoc	25 ft.+5 ft./2 levels	Concentration	Reflex Negates; See Text	Yes	V,S,DF	Spinning disk of weapons deals 1d6 +2/level damage. (DotF85)
<b>Doomtide</b>	21	1 Action	Ill	80 ft.	1 round/level	Will Negates	Yes	V,S,DF	Fill an area with illusory black, creeping mist that vaguely resembles slender grasping tentacles (SpC70)
<b>Doomtide</b>	21	1 Action	Ill	80 ft.	1 round/level	Will Negates	Yes	V,S,DF	Fill an area with illusory black, creeping mist that vaguely resembles slender grasping tentacles (SpC70)
<b>Dread Blast</b>	20	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	Will Half; See Text	-	V,S	Negative energy ray deals 4d8+1/level (max 20) and dazes target for 1 round (PGtoFR101)
<b>Dream Walk</b>	20	1 Action	Conj	Touch	Instantaneous	Will Negates	Yes	V,S	As many as eight subjects enter a dreamscape (HH129).
<b>Dust to Dust</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Partial; See Text	Yes	V,S,DF	Disintegrate undead with your ray attack. (RotW174)
<b>Dweomer of Transference</b>	20	1 Minute	Evoc	25 ft.+5 ft./2 levels	1 round/level	Will Negates (Harmless)	Yes:h	V,S	Convert spellcasting into psionic power points. (ExPsiHb219)
<b>Early Twilight</b>	20	1 Round	Evoc	400 ft.+40 ft./level	10 minutes/level (D)	None	No	V,M,DF	Reduces light in 80-ft.-radius cylinder (HoB126).
<b>Earth Reaver</b>	21	1 Action	Trans	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S	Eruption deals 5d6/level damage to all in area (SS65)
<b>Energy Vortex</b>	20	1 Action	Evoc	20 ft.	Instantaneous	Reflex Half	Yes	V,S	Energy wells up inside you and explodes outward in a furious burst (SpC81)
<b>Essentia Lock</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	1 round/level (D)	None	Yes	V	Prevent target from investing or distributing essentia.
<b>Ether Blast</b>	20	1 Action	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,M	You detonate a small ether cyclone on the Ethereal Plane. (MotP35)
<b>Evil Glare</b>	20	1 Action	Necro	30 ft.	1 round/level; see text	Will Negates	Yes	V,S,DF	Shoot a glance at your rival and she freezes in her tracks from your malignant glare (SpC85)
<b>Extend Tentacles</b>	20	1 Action	Trans	Personal	1 round/level	None	-	V	Lengthen your tentacles, increasing the reach by 5-ft (SpC86)
<b>Fang Trap</b>	20	1 Action	Abjur	Touch	Permanent until discharged (D)	Fortitude Negates; See Text	Yes	V,S,M,DF	This functions like a Glyph of Warding, except it can't activate on the basis of faith or alignment (WotC-SK155)
<b>Favor of Ilmater</b>	20	1 Action	Necro	100 ft.+10 ft./level	1 minute/level	None	Yes:h	V,S	Subject gains Endurance plus immunity to nonlethal damage, charm and compulsion effects (PGtoFR102).
<b>Fell the Greatest Foe</b>	20	1 Action	Trans	Touch	1 round/level	Fortitude Negates (Harmless)	Yes:h	V,S,M	Subject gains ability to deal greater damage to larger foes (SpC90)
<b>Focus Touchstone Energy</b>	20	1 Action	Trans	Touch	1 minute/level	None	Yes:h	V,S	Convert unused touchstone abilities into temporary hit points (PlanHB98).
<b>Freedom of Movement</b>	20	1 Action	Abjur	Personal or touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S,M,DF	This spell enables you or a creature you touch to move and attack normally for the duration of the spell (PH233)
<b>Freeze Armor</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	1 round/level	Fortitude Partial; See Text	Yes	V,S	Locks up suits of metal armor and equipment, dealing damage and impeding movement (Frstbn94)
<b>Frostburn</b>	20	1 Action	Necro	Touch	Instantaneous	Fortitude Half	Yes	V,S,DF	Touch deals 3d12 frostburn damage +1/level (max +20). (Frstbn95)
<b>Ghost Bane Weapon</b>	20	1 Action	Trans	Touch	1 hour/level	Will Negates	Yes:h	V,S,DF	Weapon gains the ghost bane property. (GW53)
<b>Ghost Touch Weapon</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S	Empower a weapon to strike true against incorporeal foes (SpC102)
<b>Giant Vermin</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	None	Yes	V,S,DF	Turns three normal-sized centipedes, two normal-sized spiders, or a normal-sized scorpion into larger forms (PH235)
<b>Glacial Globe of Invulnerability</b>	20	1 Action	Abjur	10 ft.	1 round/level (D)	None	No	V,S,M,DF	Stops 1st- through 3rd level fire re spell effects and provides concealment (Frstbn96)
<b>Glorious of the Martyr</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	1 hour/level (D)	Will Negates (Harmless)	Yes:h	V,S,F,DF	Grants +1 deflection bonus to AC and resistance on saves, share damage. (PGtoFR103)
<b>Glowing Orb</b>	20	1 Action	Evoc	Touch	Permanent	None	No	V,S,F	Coax a tiny portion of positive energy into a fragile glass sphere (SpC106)
<b>Hand of Torm</b>	20	1 Minute	Abjur	10 ft.	1 hour/level	Fortitude Negates	Yes	V,S,DF	Immobile zone of warding stuns those of different patrons.(MagFR99)

<b>Hand of the Faithful</b>	20	1 Minute	Abjur	10 ft.	1 hour/level	Fortitude Negates	Yes	V,S,DF	Summon the protective field, a shimmering border limns out along the floor, with the image of blocking hands (SpC109)
<b>Harrier</b>	20	1 Action	Conj	25 ft.+5 ft./2 levels	1 round/level (D); See Text	None	No	V,S	Summons an incorporeal bird of prey to fight for you. (DotF86)
<b>Hell` s Power</b>	20	1 Action	Conj	Personal	10 minutes/level	None	-	V,S,M,Devil	The caster summons evil energy from the nine hells and bathes himself in its power. (BoVD97)
<b>Holy Transformation, Lesser</b>	20	1 Action	Trans	Personal	1 round/level (D)	None	-	V,S,DF	You feel a closeness to your deity as well as a noticeable increase in physical girth and power (SpC116)
<b>Hypothermia</b>	20	1 Action	Evoc	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Partial	Yes	V,S	Subject falls to her knees, face pale and a bluish cast to her lips and fingers (SpC118)
<b>Identify Transgressor</b>	20	10 Minutes	Div	Personal	Instantaneous	None	-	V,S,Drug,Location	The caster is able to divine the answer to a a single question. (BoVD97)
<b>Imbue with Spell Ability</b>	20	10 Minutes	Evoc	Touch	Permanent until discharged (D)	None or Will Negates; See Text	Yes:h	V,S,DF	Transfer spells to subject (PH243).
<b>Infernal Transformation, Lesser</b>	20	1 Action	Trans	Personal	1 round/level (D)	None	-	V,S,DF	Utter evil imbues you with unholy power - Bearded Devil (SpC122)
<b>Infernal Wounds</b>	20	1 Action	Trans	Touch	1 round/level	None	No	V,S	Weapon inflicts persistent, bleeding wounds (PlanHB99).
<b>Inflict Critical Wounds</b>	20	1 Action	Necro	Touch	Instantaneous	Will Half	Yes	V,S	Touch attack, 4d8 +1/level damage (max +20) (PH244).
<b>Iron Bones</b>	20	1 Action	Trans	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S,F	Undead subjects skeleton turns to iron (SpC125)
<b>Iron Bones</b>	20	1 Action	Trans	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S,F	Undead subjects skeleton turns to iron (SpC125)
<b>Know Vulnerabilities</b>	20	1 Action	Div	25 ft.+5 ft./2 levels	Instantaneous	Will Negates	Yes	V,S	Determine targets vulnerabilities and resistances.(MagFR104)
<b>Life Ward</b>	20	1 Action	Abjur	Touch	1 minute/level	Will Negates	Yes	V,S,DF	Surround the creature in crawling shadows, a cloak of negative energy that protects it (SpC131)
<b>Lower Spell Resistance</b>	20	1 Round	Trans	25 ft.+5 ft./2 levels	1 minute/level	Fortitude Negates; See Text	No	V,S	Subject` s spell resistance is reduced (Drac114).
<b>Luminous Armor, Greater</b>	20	1 Action	Abjur	Touch	1 hour/level (D)	None	Yes:h	Sacrifice	Light around target grants +8 armor bonus, dispels magical darkness, and gives a -4 penalty on opponent` s melee attacks.
<b>Magic Weapon, Greater</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	1 hour/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,M/DF	+1 bonus/three levels (max +5) (PH251).
<b>Make Manifest</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	1 round/level	Will Negates	Yes	V,S	Forces one creature on a coterminous or coexistent plane to manifest on your plane of existence. (MotP36).
<b>Make Manifest</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	1 round/level	Will Negates	Yes	V,S	Forces one creature on a coterminous or coexistent plane to manifest on your plane of existence. (MotP36).
<b>Manifest Desire</b>	20	1 Action	Ill	25 ft.+5 ft./2 levels	Concentration +3 rounds	Will Disbelief (if interacted with)	Yes	V,S	Target` s greatest desire appears before her (HH130).
<b>Manifest Nightmare</b>	20	1 Action	Ill	25 ft.+5 ft./2 levels	Concentration +3 rounds	Will partial or disbelief (if interacted with)	Yes	V,S	Target` s greatest fear appears before him, making him shaken or panicked (HH130).
<b>Moon Bolt</b>	20	1 Action	Evoc	400 ft.+40 ft./level	Instantaneous	Fortitude half (living) or Will negates (undead)	Yes	V,S	Strike unerringly against any living or undead creature in range (SpC143)
<b>Nchaser` s Glowing Orb</b>	20	1 Action	Evoc	Touch	Permanent	None	No	V,S,F	Creates permanent magical light; you control brightness. (PGtoFR107)
<b>Necrotic Domination</b>	20	1 Round	Necro	25 ft.+5 ft./2 levels	1 day/level	Will Negates	Yes	V,S,DF	Completely control encysted subject (LM68).
<b>Negative Energy Aura</b>	20	1 Action	Necro	Personal	1 round/level	None	-	V,S	An aura of black crackling negative energy surrounds you (SpC146)
<b>Negative Energy Aura</b>	20	1 Action	Necro	Personal	1 round/level	None	-	V,S	An aura of black crackling negative energy surrounds you (SpC146)
<b>Neutralize Poison</b>	20	1 Action	Conj	Touch	10 minutes/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,M/DF	Detoxifies venom in or on subject (PH257).
<b>Night` s Mantle</b>	20	1 Action	Abjur	Personal	10 minutes/level (D)	None	No	V,S	You imbue a creature with an invisible shield that protects it from all effects of sunlight (LoD187)
<b>Open Chakra, Least</b>	20	1 Action	Trans	Touch	24 hours	Will Negates (Harmless)	Yes:h	V,S	Allow target to bind to its crown, feet, or hands chakra.
<b>Pact of Martyrdom</b>	20	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	None	Yes:h	V,S	You exchange hit point totals with the target. (PGtoFR108)
<b>Panacea</b>	20	1 Action	Conj	Touch	Instantaneous	Will Half (Harmless); See Text	Yes:h	V,S	Removes most afflictions. (MHB37)
<b>Panacea</b>	20	1 Action	Conj	Touch	Instantaneous	Will Half (Harmless); See Text	Yes:h	V,S	Removes most afflictions. (MHB37)
<b>Planar Ally, Lesser</b>	20	10 Minutes	Conj	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S,DF,XP	Exchange services with a 6 HD outsider (PH261).
<b>Planar Exchange, Lesser</b>	20	1 Round	Conj	0 ft.	1 round/level (D)	None	-	V,S,DF	Transport yourself to the planar creatures plane and it goes to where you were (SpC159)

<b>Planar Exchange, Lesser</b>	20	1 Round	Conj	0 ft.	1 round/level (D)	None	-	V,S,DF	Transport yourself to the planar creatures plane and it goes to where you were (SpC159)
<b>Planar Tolerance</b>	20	1 Action	Abjur	20 ft.	1 hour/level	None	Yes:h	V	Provides long-term protection against overtly damaging planar traits (PlanHB94)
<b>Planar Tolerance</b>	20	1 Action	Abjur	20 ft.	1 hour/level	None	Yes:h	V	Provides long-term protection against overtly damaging planar traits (PlanHB94)
<b>Poison</b>	20	1 Action	Necro	Touch	Instantaneous; See Text	Fortitude Negates; See Text	Yes	V,S,DF	Touch inflicts 1d10 Con damage, repeats in 1 min (PH262).
<b>Positive Energy Aura</b>	20	1 Action	Conj	Personal	1 round/level	None	No	V,S	10-ft. radius surrounding you heals 2 points of damage/round (PlanHB103).
<b>Positive Energy Aura</b>	20	1 Action	Conj	Personal	1 round/level	None	No	V,S	10-ft. radius surrounding you heals 2 points of damage/round (PlanHB103).
<b>Pronouncement of Fate</b>	20	1 Action	Necro	25 ft.+5 ft./2 levels	1 round/level	Will negates or Will partial; see text	Spec	V,S	Imposes a -4 penalty on an offender's attacks, damage, saves and checks; target loses actions (HH132).
<b>Proper State</b>	20	1 Round	Necro	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S,DF	Transforms willing incorporeal undead into a ghost. (GW56)
<b>Psychic Poison</b>	20	10 Minutes	Abjur	25 ft.+5 ft./2 levels	1 hour/level	None	-	V,S,M,DF	The caster taints an area, creature, or object. (BoVD101)
<b>Raise Ghost</b>	20	1 Minute	Conj	Touch	Instantaneous	Special; See Text	Yes:h	V,S,M,DF	Restores dead person or ghost as a ghost. (GW57)
<b>Recitation</b>	20	1 Action	Conj	60 ft.	1 round/level	None	Yes	V,S,DF	Allies gain +2 or +3 on attacks & saves, enemies suffer -2. (DotF89)
<b>Recitation</b>	20	1 Action	Conj	60 ft.	1 round/level	None	Yes	V,S,DF	Allies gain +2 or +3 on attacks & saves, enemies suffer -2. (DotF89)
<b>Recitation</b>	20	1 Action	Conj	60 ft.	1 round/level	None	Yes	V,S,DF	Allies gain +2 or +3 on attacks & saves, enemies suffer -2. (DotF89)
<b>Remove Fatigue</b>	20	10 Minutes	Trans	Touch	Instantaneous	Fortitude Negates (Harmless)	Yes:h	S	Removes affects of fatigue as 8 hours of rest (BoED 105).
<b>Repel Vermin</b>	20	1 Action	Abjur	10 ft.	10 minutes/level (D)	Special; See Text	Yes	V,S,DF	Insects stay 10 ft. away (PH271).
<b>Resistance, Greater</b>	20	1 Action	Abjur	Touch	24 hours	Will Negates (Harmless)	Yes:h	V,S,DF	A feeling of peace and watchful guardianship fills your being (SpC174)
<b>Restoration</b>	20	3 Rounds	Conj	Touch	Instantaneous	Will Negates (Harmless)	Yes:h	V,S	Restores level and ability score drains (PH272).
<b>Resurgence, Mass</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	Instantaneous	Will Negates (Harmless)	Yes:h	V,S,DF	Convince a higher power to grant a group pf allies another chance (SpC175)
<b>Revenance</b>	20	1 Action	Conj	Touch	1 minute/level	None; See Text	Yes:h	V,S,DF	You touch a recently slain ally and temporarily restore her to life so she may continue to fight. (CD178)
<b>Revenance</b>	20	1 Action	Conj	Touch	1 minute/level	None; See Text	Yes:h	V,S,DF	You touch a recently slain ally and temporarily restore her to life so she may continue to fight. (CD178)
<b>Sending</b>	20	10 Minutes	Evoc	Special; See Text	Special; See Text	None	No	V,S,M,DF	Delivers short message anywhere, instantly (PH275).
<b>Shadowblast</b>	20	1 Action	Evoc	400 ft.+40 ft./level	Instantaneous	Fortitude Negates	Yes	V,S,M	Disperse portals to the Plane of Shadow and stun creatures that fear the light (SpC186)
<b>Shadowblast</b>	20	1 Action	Evoc	400 ft.+40 ft./level	Instantaneous	Fortitude Negates	Yes	V,S,M	Disperse portals to the Plane of Shadow and stun creatures that fear the light (SpC186)
<b>Shape Metal</b>	20	1 Action	Trans	Touch	Instantaneous	Fortitude Negates	No	V,S,M,DF	Sculpts metal into any shape (RoFR191).
<b>Sheltered Vitality</b>	20	1 Action	Abjur	Touch	1 minute/level	Fortitude Negates (Harmless)	Yes:h	V,S,DF	Subject gains immunity to fatigue, exhaustion, ability damage and ability drain (SpC188)
<b>Shield of Faith, Legion's</b>	20	1 Action	Univ	100 ft.+10 ft./level	Instantaneous	Will Negates (Harmless); See Text	Yes (object)	V,S,M	Allies gain +2 or higher AC bonus. (EBCS115)
<b>Shield of Faith, Legion's (MHB)</b>	20	1 Action	Abjur	100 ft.+10 ft./level	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,M	Allies gain +3 or higher deflection bonus to AC. (MHB39)
<b>Shield of Faith, Mass</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,M	Grants AC bonus for multiple targets (SpC188)
<b>Skull of Secrets</b>	20	1 Round	Ill	25 ft.+5 ft./2 levels	Permanent until discharged	None; See Text	No	V,S	Creates an illusionary flaming skull that speaks a message and spits a tongue of flame for 1d8/two levels. (PGtoFR111)
<b>Sound Lance</b>	20	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	Fortitude Half	Yes	V,S	Unleash a shrill, piercing cry at your target, sending a translucent lance hurtling through the air (SpC196)
<b>Spell Immunity</b>	20	1 Action	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S,DF	Subject is immune to one spell/four levels (PH282).
<b>Spell Vulnerability</b>	20	1 Round	Trans	25 ft.+5 ft./2 levels	1 minute/level	Fortitude Negates; See Text	No	V,S	Reduce target creature's spell resistance by 1 per caster level (max reduction 15) (PlanHB104).
<b>Spell Vulnerability</b>	20	1 Round	Trans	25 ft.+5 ft./2 levels	1 minute/level	Fortitude Negates; See Text	No	V,S	Reduce target creature's spell resistance by 1 per caster level (max reduction 15) (PlanHB104).
<b>Stars of Arvandor</b>	20	1 Action	Evoc	25 ft.+5 ft./2 levels	1 minute/level (D)	None	Yes	V,S	Tiny starbursts each deal 1d8 damage (half nonlethal), or 1d8 damage (all lethal) to evil creatures (BoED108).
<b>Stone Metamorphosis</b>	20	1 Action	Trans	Touch	Instantaneous	None	No	V,S,M,DF	You can change a type of rock into another type of rock (Udrk 61)
<b>Stop Heart</b>	20	1 Action	Necro	Touch	Instantaneous	Fortitude Negates	Yes	S,Drug	Channeling hatred and spite, the caster calls upon dark power to give the subject a massive heart attack. (BoVD106)
<b>Strength of the Beast</b>	20	1 Action	Trans	Personal	1 round/level	None	-	V,F	You gain the benefits of your lycanthropic animal form while in human form. (PGtoFR114)

<b>Summon Bearded Devil</b>	21	1 Round	Conj	25 ft.+5 ft./2 levels	Concentration (max of 1 round/level) plus 1 round	None	No	V,S,DF	Summon a bearded devil to follow your commands (PlanHB105).
<b>Summon Hound Archon</b>	20	1 Round	Conj	25 ft.+5 ft./2 levels	Concentration, up to 1 round/level + 1 round	None	No	V,S,DF	A brilliant beam stabs from the heavens above, out of the beam strides a dog-headed humanoid with a greatsword (SpC214)
<b>Summon Hound Archon</b>	20	1 Round	Conj	25 ft.+5 ft./2 levels	Concentration, up to 1 round/level + 1 round	None	No	V,S,DF	A brilliant beam stabs from the heavens above, out of the beam strides a dog-headed humanoid with a greatsword (SpC214)
<b>Summon Monster IV</b>	20	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,F/DF	Calls outsider to fight for you (PH286).
<b>Summon Undead IV</b>	20	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,F/DF	The undead you summon appear in a burst of smoke and fog (SpC215)
<b>Summon Undead IV</b>	20	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,F/DF	The undead you summon appear in a burst of smoke and fog (SpC215)
<b>Summon Undead IV</b>	20	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,F/DF	The undead you summon appear in a burst of smoke and fog (SpC215)
<b>Sunmantle</b>	20	1 Action	Abjur	Touch	1 round/level	None	Yes	S,Sacrifice	Illuminates as a daylight spell; target gains DR 5/-; lashes foe for 5 damage each time target takes damage (BoED109).
<b>Sustain</b>	20	1 Round	Trans	Touch	6 hours/level	None	Yes:h	V,S,M	Recipients need no food or drink for 6 hours/level (BoED109).
<b>Sword and Hammer</b>	20	1 Action	Evoc	100 ft.+10 ft./level	1 round/level (D)	None	Yes	V,S,DF	As spiritual weapon but creates a longsword and warhammer of force. (PGtoFR115)
<b>Sword of Conscience</b>	20	1 Action	Ench	25 ft.+5 ft./2 levels	Instantaneous; See Text	Will Negates	Yes	V,DF	Evil creature confesses crimes, takes wisdom damage (BoED109).
<b>Thorn Spray</b>	20	1 Action	Trans	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Partial	Yes	V,S	Your ranged attack deals 1d6 damage/level (max 20d6), divided among multiple targets. (PGtoFR115)
<b>Tongues</b>	20	1 Action	Div	Touch	10 minutes/level	Will Negates (Harmless)	No	V,M/DF	Speak any language (PH294).
<b>Undead Bane Weapon</b>	20	1 Action	Trans	Touch	1 minute/level	None	No	V,S,DF	Weapon gains the bane property and is aligned good. (PGtoFR117)
<b>Undead Bane Weapon</b>	20	1 Action	Trans	Touch	1 minute/level	None	No	V,S,DF	Weapon gains the bane property and is aligned good. (PGtoFR117)
<b>Unfailing Endurance</b>	20	1 Round	Trans	Touch	1 day/level	None	Yes	V,S	+4 bonus against weakness or fatigue, endurance bonus. (DotF91)
<b>Unshape Soulmeld</b>	20	1 Action	Abjur	100 ft.+10 ft./level	1 round/level	None	No	V,S	One of targets soulmelds is destroyed.
<b>Valiant Spirit</b>	20	1 Action	Div	Touch	1 hour/level or until discharged	Will Negates (Harmless)	Yes:h	V,S(E)	Spirit grants +2 (+1/essentia) attack, damage, Fortitude saves, and strength checks.
<b>Wall of Chaos</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	Yes	V,S,M/DF	As magic circle against law, except as a one-sided wall.(MagFR131)
<b>Wall of Chaos</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	Yes	V,S,M/DF	As magic circle against law, except as a one-sided wall.(MagFR131)
<b>Wall of Evil</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes/level	See text	Yes	V,S,M/DF	Create an immobile barrier that inhibits Good creatures (SpC233)
<b>Wall of Evil</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes/level	See text	Yes	V,S,M/DF	Create an immobile barrier that inhibits Good creatures (SpC233)
<b>Wall of Good</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	Yes	V,S,M/DF	As magic circle against Evil, except as a one-sided wall.(MagFR131)
<b>Wall of Good</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	Yes	V,S,M/DF	As magic circle against Evil, except as a one-sided wall.(MagFR131)
<b>Wall of Law</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	Yes	V,S,M/DF	As magic circle against chaos, except as a one-sided wall.(MagFR132)
<b>Wall of Law</b>	20	1 Action	Abjur	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	Yes	V,S,M/DF	As magic circle against chaos, except as a one-sided wall.(MagFR132)
<b>Wall of Moonlight</b>	20	1 Action	Evoc	100 ft.+10 ft./level	1 round/level	None	Yes	V,S	Creates a luminous wall that deals 4d12 to undead and 2d10 to evil creatures. (PGtoFR118)
<b>Wall of Pain</b>	20	1 Action	Necro	25 ft.+5 ft./2 levels	1 round/level (D)	Will Negates	Yes	V,S,F	You fill an area with horrid energy that inflicts severe pain upon any who pass through it (ShS51)
<b>Wall of Salt</b>	20	1 Action	Conj	100 ft.+10 ft./level	Instantaneous	See text	No	V,S,M/DF	Wall of salt that can be shaped (Sand127).
<b>Wall of Sand</b>	20	1 Action	Conj	100 ft.+10 ft./level	Concentration +1 round/level	None	No	V,S,M/DF	A swirling wall of blowing sand leaps into being (SpC235)
<b>Wall of Sand</b>	20	1 Action	Conj	100 ft.+10 ft./level	Concentration +1 round/level	None	No	V,S,M/DF	A swirling wall of blowing sand leaps into being (SpC235)
<b>Wall of Water</b>	20	1 Action	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,M/DF	Wall impedes movement and can drown creatures (Sand128).
<b>Watchful Ancestors</b>	20	1 Action	Conj	Personal	1 minute/level	None	-	V,S,M/DF	You are surrounded by manifestations of the spirits of your ancestors providing you with protection in battle (MoE103)
<b>Weapon of Energy</b>	20	1 Round	Trans	Personal	1 round/level	Fortitude Negates	No	V,S,DF	Weapon deals extra energy damage (SS72)
<b>Weapon of the Deity</b>	20	1 Action	Trans	0 ft.	1 round/level	None	-	V,DF	Must use your deity's favored weapon to cast this spell (CD188)
<b>Weapon of the Deity</b>	20	1 Action	Trans	0 ft.	1 round/level	None	-	V,DF	Must use your deity's favored weapon to cast this spell (CD188)
<b>Weather Eye</b>	20	1 Hour	Div	Special; See Text	Instantaneous	None	No	V,S,M,DF	Accurately predict the weather up to 1 week into the future. (CD189)
<b>Winters Embrace</b>	20	1 Action	Evoc	25 ft.+5 ft./2 levels	1 round/level	Fortitude Negates	Yes	V,S	Subject takes 1d8 damage/round; can cause fatigue (Frstbn106)
<b>Wrack</b>	20	1 Action	Necro	25 ft.+5 ft./2 levels	1 round/level	Fortitude Negates	Yes	V,S	The subject is wracked with such pain that he doubles over and collapses. (BoVD110)

### 5th LEVEL

<b>Atonement</b>	21	1 Hour	Abjur	Touch	Instantaneous	None	Yes	V,S,M,F,DF,XP	This spell removes the burden of evil acts or misdeeds from the subject (PH201)
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<b>Aura of Evasion</b>	21	1 Action	Abjur	10 ft.	1 minute/level	None	No	V,S,M,DF	Grants evasion special ability to all within the spell effect (SpC18)
<b>Aura of Evasion</b>	21	1 Action	Abjur	10 ft.	1 minute/level	None	No	V,S,M,DF	Grants evasion special ability to all within the spell effect (SpC18)
<b>Battlelode</b>	21	1 Action	Trans	25 ft.+5 ft./2 levels	1 round/level	Will Negates	Yes	V,S,DF	Targets take -2 penalty on saving throws, attack rolls, and weapon damage rolls to grant you benefits. (PGtoFR99)
<b>Bear's Heart</b>	21	1 Action	Trans	20 ft.	1 round/level	None	No	V,S	One ally/level +4 Strength and +1d4/level hit points. (DotF81)
<b>Blistering Radiance</b>	21	1 Action	Evoc	400 ft.+40 ft./level	1 round/level	None or Fortitude Partial; See Text	Yes	V,S,M	Sphere of light blinds creatures, deals 2d6 fire damage in 50-ft.-radius spread. (CA99)
<b>Blistering Radiance</b>	21	1 Action	Evoc	400 ft.+40 ft./level	1 round/level	None or Fortitude Partial; See Text	Yes	V,S,M	Sphere of light blinds creatures, deals 2d6 fire damage in 50-ft.-radius spread. (CA99)
<b>Boreal Wind</b>	21	1 Action	Evoc	400 ft.+40 ft./level	1 round +1 round/2 levels	Fortitude Negates	Yes	V,S,DF	Gust of cold wind deals 1d4 cold damage/level and knocks creatures back. (Frstbn89)
<b>Break Enchantment</b>	21	1 Minute	Abjur	25 ft.+5 ft./2 levels	Instantaneous	Special; See Text	No	V,S	This spell frees victims from enchantments, transmutations, and curses (even instantaneous effects) (PH207)
<b>Call Forth the Beast</b>	21	1 Round	Ench	25 ft.+5 ft./2 levels	Permanent until discharged, then 1 hour/level (D)	Will Negates	Yes	V,S,F,Corrupt	Target wakes up chaotic evil and goes on a rampage (HH127).
<b>Call Zelekhut</b>	21	10 Minutes	Conj	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S,DF,XP	A zelekhut aids you in hunting a fugitive (PlanHB96).
<b>Call Zelekhut</b>	21	10 Minutes	Conj	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S,DF,XP	A zelekhut aids you in hunting a fugitive (PlanHB96).
<b>Chava's Laugh</b>	21	1 Action	Ench	40 ft.	1 minute/level	Will Negates; See Text	Yes	V	Good creatures gain +2 on attack rolls and saves against fear, plus 1d8 temp hp+1/level (BoED94).
<b>Charnel Fire</b>	21	1 Minute	Necro	Touch	Instantaneous	None (Will negates for undead)	No (Yes for undead)	V,S	With sinister flame and brimstone, the caster completely consumes one dead body. (BoVD87)
<b>Choking Sands</b>	21	1 Action	Necro	Touch	Instantaneous; See Text	Fortitude Negates; See Text	Yes	V,S,M	Touched creature begins to suffocate on sand (Sand112).
<b>Claws of the Bebilith</b>	21	1 Action	Trans	Personal	10 minutes/level	None	-	V,S,Corrupt	The caster gains claws that deal damage based on her size. (BoVD88)
<b>Command, Greater</b>	21	1 Action	Ench	25 ft.+5 ft./2 levels	1 round/level	Will Negates	Yes	V	As Command, except that up to one creature per level may be affected, and the activities continue beyond 1 round (PH211)
<b>Commune</b>	21	10 Minutes	Div	Personal	1 round/level	None	-	V,S,M,DF,XP	You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no (PH211)
<b>Commune with Earth</b>	21	10 Minutes	Div	Personal	Instantaneous	Will Negates	-	V,S	You become one with the earth, attaining knowledge of surrounding geography & populations. (RoFR189).
<b>Conjure Ice Beast V</b>	21	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,DF	Conjures ice creature to fight for you. (Frstbn91)
<b>Contagion, Mass</b>	21	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	Fortitude Negates	Yes	V,S	As contagion but all creatures within the area are infected (SpC51)
<b>Convert Wand</b>	21	1 Action	Trans	Touch	1 minute/level	None	No	V,S	Transforms a magic wand into a healing wand (lasts 1 minute/level) (BoED95).
<b>Crawling Darkness</b>	21	1 Round	Conj	Personal	1 minute/level (D)	None	-	V,S,DF	A shroud of dark, writhing tentacles forms around your body as you speak the spell's final syllables (SpC55)
<b>Crawling Darkness</b>	21	1 Round	Conj	Personal	1 minute/level (D)	None	-	V,S,DF	A shroud of dark, writhing tentacles forms around your body as you speak the spell's final syllables (SpC55)
<b>Crown of Flame</b>	21	1 Round	Evoc	10 ft.	1 minute/level	None	Yes	V,Archon	Aura burns evil outsiders, undead, and fey for 2d6 points of damage/round (BoED95).
<b>Cure Light Wounds, Mass</b>	21	1 Action	Conj	25 ft.+5 ft./2 levels	Instantaneous	Will Half	Yes:h	V,S	Cures 1d8 +1/level damage to multiple allies (PH216)
<b>Curse of Ill Fortune, Mass</b>	21	1 Action	Trans	100 ft.+10 ft./level	1 minute/level	Will Negates	Yes	V,S,DF	Letting loose a stream of foul incantations you curse multiple subjects (SpC56)
<b>Curse of Petty Failing, Legion's</b>	21	1 Action	Necro	100 ft.+10 ft./level	1 minute/level	None	Yes	V,S,DF	Subjects take a -2 penalty to on attack rolls and saving throws. (MHB35)
<b>Curtain of Light</b>	21	1 Action	Evoc	100 ft.+10 ft./level	1 round/level (D)	Special; See Text	No	V,S,Sacrifice	Curtain of light deals 2d4 damage to evil creatures out to 10 ft. and 1d4 out to 20 ft. (BoED96).
<b>Dancing Web</b>	21	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	Reflex Half; See Text	Yes	V,S,M,M/DF	Energy strands deal 1d6 nonlethal damage per level plus entangles evil creatures for 1d6 rounds (BoED96).
<b>Death Throes</b>	21	1 Action	Necro	Personal	1 hour/level or until you are killed	None	No	V,S	Your body is instantly destroyed in an explosion expanding outwards in a 30-ft radius (SpC60)
<b>Death Throes</b>	21	1 Action	Necro	Personal	1 hour/level or until you are killed	None	No	V,S	Your body is instantly destroyed in an explosion expanding outwards in a 30-ft radius (SpC60)
<b>Dispel Chaos</b>	21	1 Action	Abjur	Touch	1 round/level or until discharged	Special; See Text	Spec	V,S,DF	You gain a +4 bonus to AC against attacks by chaotic creatures, and can force them back to their home plane (PH222)
<b>Dispel Cold</b>	21	1 Action	Abjur	Touch	1 round/level or until discharged	Special; See Text	Spec	V,S,DF	Cancels cold spells and effects (Frstbn93)
<b>Dispel Evil</b>	21	1 Action	Abjur	Touch	1 round/level or until discharged	Special; See Text	Spec	V,S,DF	You gain a +4 bonus to AC against attacks by evil creatures, and can force them back to their home plane (PH222)
<b>Dispel Fire</b>	21	1 Action	Abjur	Touch	1 round/level or until discharged	Special; See Text	Spec	V,S,DF	Cancels fire spells and effects (Frstbn93)
<b>Dispel Good</b>	21	1 Action	Abjur	Touch	1 round/level or until discharged	Special; See Text	Spec	V,S,DF	You gain a +4 bonus to AC against attacks by good creatures, and can force them back to their home plane (PH222)

<b>Dispel Law</b>	21	1 Action	Abjur	Touch	1 round/level or until discharged	Special; See Text	-	V,S,DF	You gain a +4 bonus to AC against attacks by lawful creatures, and can force them back to their home plane (PH223)
<b>Dispel Possession</b>	21	1 Action	Abjur	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S,M/DF	Forces possessing creature out of its host body. (GW52)
<b>Dispel Water</b>	21	1 Action	Abjur	100 ft.+10 ft./level	Instantaneous	See text	Spec	V,S	Cancels water spells and effects or dismisses water creatures (Sand114).
<b>Disrupting Weapon</b>	21	1 Action	Trans	Touch	1 round/level	Special; See Text	Yes (Harmless, Object)	V,S	This spell makes a melee weapon deadly to undead. (PH223)
<b>Divine Agility</b>	21	1 Action	Trans	Touch	1 round/level	Will Negates (Harmless)	No	V,S	Imbue a living creature with agility and skill in combat (SpC69)
<b>Divine Agility</b>	21	1 Action	Trans	Touch	1 round/level	Will Negates (Harmless)	No	V,S	Imbue a living creature with agility and skill in combat (SpC69)
<b>Doomtide</b>	21	1 Action	Ill	80 ft.	1 round/level	Will Negates	Yes	V,S,DF	Fill an area with illusory black, creeping mist that vaguely resembles slender grasping tentacles (SpC70)
<b>Dragon Breath</b>	21	1 Action	Evoc	Personal	1 round/level	None	-	V,S,M/DF	Using magic to mimic a dragon`s breath, you spew forth a gout of energy (SpC73)
<b>Dragon Breath [Evil]</b>	21	1 Action	Evoc	Personal	1 round/level	Special; See Text	Yes	V,S,M/DF	You gain the ability to breathe a gout of energy that mimics a dragon`s breath attack (CD164)
<b>Dragon Breath [Good]</b>	21	1 Action	Evoc	Personal	1 round/level	Special; See Text	Yes	V,S,M/DF	You gain the ability to breathe a gout of energy that mimics a dragon`s breath attack (CD164)
<b>Dreaming Puppet</b>	21	1 Minute	Ench	Unlimited	1 minute/level (D)	Will Negates	Yes	V,S	Control the physical body of a sleeping creature (HH129).
<b>Earth Hammer</b>	21	1 Action	Trans	Touch	1 round/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V	You infuse one melee weapon with the power of the earth. (RoS162)
<b>Earth Reaver</b>	21	1 Action	Trans	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S	Eruption deals 5d6/level damage to all in area (SS65)
<b>Energetic Healing</b>	21	1 Action	Conj	Touch	10 minutes/level or until discharged	None	Yes:h	V,S,DF	Target is immune to one energy type and gains 10% of the energy damage as healing (BoED 98).
<b>False Sending</b>	21	10 Minutes	Ill	See text	1 round	Will Negates	Yes	V,S,M/DF	The caster contacts a creature that she is familiar with and sends a short message of 25 words or less. (BoVD95)
<b>Fire in the Blood</b>	21	1 Action	Trans	Personal	1 minute/level	None	No	V,S,M	Your blood becomes a potent corrosive that burns attackers (HH129).
<b>Fireward</b>	21	1 Action	Trans	100 ft.+10 ft./level	Instantaneous	None	No	V,S,DF	As quench, but also suppresses magical fire effects in affected area. (PGtoFR102)
<b>Flame Strike</b>	21	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	Reflex Half	Yes	V,S,DF	A vertical column of divine fire roars downward, dealing 1d6 points of damage per caster level (max 15d6) (PH231)
<b>Flaywind Burst</b>	21	1 Round	Evoc	60 ft.	Instantaneous	See text	No	V,S,M	Blows away and knocks down smaller creatures and deals 1d6 damage/level (Sand115).
<b>Forbidden Speech</b>	21	1 Minute	Ench	Touch	Permanent	Will Negates	Yes	V,S,Corrupt	The caster makes it impossible for a single creature to speak about a single topic. (BoVD96)
<b>Frostbite</b>	21	1 Action	Conj	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Half	Yes	V,S,DF	Chilled air causes 6d6 cold damage and 2d6 Dex damage (Frstbn95)
<b>Gaze Trigger</b>	21	1 Action	Div	Touch	1 week/level	None	No	V,S	Casts a spell readied within a magic mirror (splmgc73).
<b>Greater Status</b>	21	1 Action	Div	Touch	1 hour/level	Will Negates (Harmless)	Yes:h	V,S,DF	As status, but cast some spells through bond (BoED 100).
<b>Hallow</b>	21	24 Hours	Evoc	Touch	Instantaneous	Special; See Text	Spec	V,S,M,DF	Hallow makes a particular site, building, or structure a holy site (PH238)
<b>Haunt Shift</b>	21	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	Will Negates	Yes	V,S,M	Turn corporeal and incorporeal undead into haunting presences (LM66).
<b>Heartclutch</b>	21	1 Action	Trans	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Partial	Yes	V,S,Disease	The caster holds forth his empty hand, and the still beating heart of the subject appears within it. (BoVD97)
<b>Hibernal Healing</b>	21	1 Round	Trans	Personal	Instantaneous	Fortitude Half	Yes:h	V,S,Frostfell	You absorb ice, slush, and snow, curing 10 points/level of damage (max 150). (Frstbn97)
<b>Hibernate</b>	21	1 Action	Necro	Touch	1 week/level (D)	Will Negates	Yes	V,S,DF	Sends subject into state of hibernation for one week/level (Frstbn97)
<b>Humanoid Essence</b>	21	1 Action	Trans	Touch	1 round/level	Will Negates (Harmless)	Yes:h	V,S	Construct takes on more of the qualities of a living creature (RoE186)
<b>Improved Blindsight</b>	21	1 Action	Trans	Touch	1 minute/level	Will Negates	Yes:h	V,S	Subject gains blindsight 60 ft. for 1 min./level (SS67)
<b>Incarnum Weapon</b>	21	1 Action	Conj	100 ft.+10 ft./level	1 round/level (D)	Will Partial	No	V,S(E)	Weapon shaped of incarnum attacks foe.
<b>Incorporeal Nova</b>	21	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	Will Negates	Yes	V,S	A nova of dissolution dissipates the immaterial bodies of incorporeal creatures, destroying them instantly (SpC121)
<b>Incorporeal Nova</b>	21	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	Will Negates	Yes	V,S	A nova of dissolution dissipates the immaterial bodies of incorporeal creatures, destroying them instantly (SpC121)
<b>Infected Wound</b>	21	1 Action	Necro	Touch	Instantaneous	Will Half	Yes	V,S	Causes a serious injury (splmgc76).
<b>Inflict Light Wounds, Mass</b>	21	1 Action	Necro	25 ft.+5 ft./2 levels	Instantaneous	Will Half	Yes	V,S	Negative Energy spreads out in all directions, dealing 1d8 +1/level of damage (max +25) (PH244)
<b>Inquisition</b>	21	1 Action	Ench	25 ft.+5 ft./2 levels	Special; See Text	Will Negates	Yes	Sacrifice	Compels target to divulge information truthfully (BoED 101).
<b>Insect Plague</b>	21	1 Round	Conj	400 ft.+40 ft./level	1 minute/level	None	No	V,S,DF	You summon a number of swarms of locusts (1/3lvs up to 6 at 18th level). See the MM for `Locust Swarms` (PH 244).

<b>Lava Splash</b>	21	1 Action	Conj	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half	No	V,S,F,DF	This spell creates a wave of lava that rises up and showers the area doing 1d4/level points of fire damage (WotC-SK156)
<b>Life`s Grace</b>	21	1 Action	Abjur	Touch	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,DF	Symbols of warding and safety appear to flow out to cover the creature in a web of protective magic (SpC131)
<b>Mark of Justice</b>	21	10 Minutes	Trans	Touch	Permanent; See Text	None	Yes	V,S,DF	Designates action that will trigger curse on subject (PH252).
<b>Mass Contagion</b>	21	1 Action	Necro	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Negates	Yes	V,S	Infects subject with chosen disease (RoFR190).
<b>Mirror Walking</b>	21	1 Round	Trans	Touch	Special; See Text	None	Yes	V,S,F	Creature touched may pass through a mirror into the Plane of Mirrors (MotP205).
<b>Monstrous Regeneration</b>	21	1 Action	Conj	Touch	Concentration +2 rounds (D)	Will Half	Yes:h	V,S	Grants the regeneration ability for 1 round/2 levels. (MagFR109)
<b>Moon Path</b>	21	1 Action	Evoc	100 ft.+10 ft./level	1 minute/level	None	No	V,S,M,DF	Allows you to create a stair or bridge from one place to another, up to 15 feet/level long. Provides sanctuary benefits
<b>Moonweb</b>	21	1 Action	Abjur	Touch	10 minutes/level	None	Yes	V,S,DF	Creates an immobile barrier of force. (PGtoFR106)
<b>Morality Undone</b>	21	1 Action	Ench	25 ft.+5 ft./2 levels	10 minutes/level	Will Negates	Yes	V,S,M,DF	Subject becomes evil (LoM212).
<b>Necrotic Burst</b>	21	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	Fortitude Partial	No	V,S,F	Encysted subject killed, cyst begins to roam (LM67).
<b>Necrotic Skull Bomb</b>	21	1 Swift	Necro	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Negates	Yes	V,S,M	Exploding skull releases negative energy; targets each gain 1d4 negative levels (CoR32).
<b>Oath of Blood</b>	21	1 Minute	Necro	25 ft.+5 ft./2 levels	See Text	None	Yes	V,S,M,DF	Extends a geas beyond death that compels the target to animate and continue her quest as undead (HH131).
<b>Opalescent Glare</b>	22	1 Action	Necro	Personal	Instantaneous	Will Partial; See Text	Yes	V,S,DF	Gain the gaze attack of the noble ghaele eladrin (SpC150)
<b>Orb of Dancing Death</b>	21	1 Action	Necro	25 ft.+5 ft./2 levels	1 round/3 levels	None	Yes	V,S,M	Call upon dark necromantic energy to drain the life force of your foes (MoE99)
<b>Parboil</b>	21	1 Action	Evoc	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Partial; See Text	Yes	V,S,M,DF	Flash-heats air dealing fire and Intelligence damage to one or more creatures (Sand118).
<b>Pass through Ice</b>	21	1 Action	Trans	Touch	1 round/level (D)	Will Negates (Harmless)	Yes:h	V,S,DF	Subject can pass through ice or snow like water (Frstbn103)
<b>Plane Shift</b>	21	1 Action	Conj	Touch	Instantaneous	Will Negates	Yes	V,S,F	Up to eight subjects travel to another plane (PH262).
<b>Power Leech</b>	21	1 Action	Necro	100 ft.+10 ft./level	1 round/level	Will Negates	Yes	V,S,Corrupt	The caster creates a conduit of evil energy between himself and another creature. (BoVD101)
<b>Psychic Turmoil</b>	21	1 Action	Abjur	25 ft.+5 ft./2 levels	1 round/level	Will Partial; See Text	Yes	V,S,M	Invisible field leeches psionic power points away. (ExPsiHb220)
<b>Raise Dead</b>	21	1 Minute	Conj	Touch	Instantaneous	Special; See Text	Yes:h	V,S,M,DF	Restores life to subject who died up to 1 day/level ago (PH268).
<b>Regenerate Serious Wounds</b>	21	1 Action	Conj	Touch	10 rounds + 1 round/level	Will Negates (Harmless)	Yes:h	V,S	With a touch of your hand, you boost the subject`s life energy, granting them the fast healing ability. (MOTW93)
<b>Resonating Resistance</b>	21	1 Action	Trans	Personal	1 minute/level	None	-	V,Fiend	The caster improves his spell resistance. (BoVD102)
<b>Revitalize Legacy, Lesser</b>	21	1 Action	Trans	Touch	1 hour/level or until discharged	None	No	V,S,F	Get extra use of chosen lesser legacy ability (WoL 17)
<b>Revivify</b>	21	1 Action	Conj	Touch	Instantaneous	None; See Text	Yes:h	V,S,M	Miraculously restore life to a recently deceased creature (SpC176)
<b>Revivify</b>	21	1 Action	Conj	Touch	Instantaneous	None; See Text	Yes:h	V,S,M	Miraculously restore life to a recently deceased creature (SpC176)
+1 <b>Righteous Might</b>	21	1 Action	Trans	Personal	1 round/level (D)	None	-	V,S,DF	Your increase 1 size category, and you gain +4 Str and +2 to Constitution, and minor DR (PH273).
<b>Righteous Wrath of the Faithful</b>		1 Action	Ench	30 ft.	1 round/level	None	Yes	V,S,DF	When you cast this spell, you fire your allies and companions with a divine madness or fury that helps combat (CD178)
<b>Sacred Guardian</b>	21	1 Action	Div	Touch	1 day/level	None; See Text	Yes:h	V,S,Celestial	You know status of subject and can teleport or scry without error (BoED106).
<b>Sanctuary, Mass</b>	21	1 Action	Abjur	25 ft.+5 ft./2 levels	1 round/level	Will Negates	No	V,S,DF	Same as Sanctuary but for multiple recipients (SpC179)
<b>Scry Trap</b>	21	1 Action	Abjur	Touch	1 hour/level	See text	See text	V,S,M	Ward a creature against scrying, granting it defenses capable of terribly wounding a would-be scryer (MoE101)
<b>Scrying</b>	21	1 Hour	Div	Special; See Text	1 minute/level	Will Negates	Yes	V,S,F,DF	Spies on subject from a distance (PH274).
<b>Shield of Lathander</b>	21	1 Action	Abjur	Touch	1 round	Will Negates (Harmless)	Yes:h	V,S	Touched creature gains damage reduction 15/- for 1 round. (PGtoFR110)
<b>Sicken Evil</b>	21	1 Action	Necro	Personal	1 minute/level (D)	None	Yes	V,S,Sacrifice	Evil creatures are sickened by your presence (BoED107).
<b>Skull Eyes</b>	21	1 Action	Trans	Personal	1 round/3 levels	None; See Text	Yes	V,S	Grants you a gaze attack that acts as either charm monster or confusion. (PGtoFR111)
<b>Slay Living</b>	21	1 Action	Necro	Touch	Instantaneous	Fortitude Partial	Yes	V,S	Touch attack kills subject (PH280).
<b>Soul Scour</b>	21	1 Action	Necro	Touch	Instantaneous	Will Negates	Yes	V,S,M	Your touch corrupts your victim`s very soul, damaging his Wisdom and Charisma. (UE52)
<b>Spell Phylactery</b>	21	10 Minutes	Trans	Touch	Permanent until discharged	None	Yes (object)	V,S,DF	Activates a spell on a scroll when a triggering condition is met. (PGtoFR113)
<b>Spell Resistance</b>	21	1 Action	Abjur	Touch	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,DF	Subject gains 12 +1/level SR (PH282).
<b>Spiritual Cavalry</b>	21	1 Action	Evoc	100 ft.+10 ft./level	Instantaneous	None	Yes	V,S,DF	Horsemen of force attack enemy (HoB127).
<b>Stalwart Pact</b>	21	1 Action	Evoc	Touch	Permanent until triggered, then 1 round/level	Will Negates (Harmless)	Yes:h	V,S,DF,XP	Target gains combat bonuses automatically when reduced to half hit points or lower. (RoD168)

<b>Stalwart Pact</b>	21	1 Action	Evoc	Touch	Permanent until triggered, then 1 round/level	Will Negates (Harmless)	Yes:h	V,S,DF,XP	Target gains combat bonuses automatically when reduced to half hit points or lower. (RoD168)
<b>Status, Greater</b>	21	1 Minute	Div	100 ft.+10 ft./level	1 hour/level	Will Negates (Harmless)	Yes:h	V,S	Monitors condition, position of many allies (HoB128).
<b>Stone Shape, Greater</b>	21	1 Action	Trans	Personal	Instantaneous	None	No	V,S,M,DF	Sculpts stone into any shape (Udrk 62).
<b>Stone Shape, Greater</b>	21	1 Action	Trans	Personal	Instantaneous	None	No	V,S,M,DF	Sculpts stone into any shape (Udrk 62).
<b>Stonefire</b>	21	1 Action	Evoc	Touch	1 round/level	None	Yes	V,S,DF	You cause natural, nonliving stone to combust, emitting thick black smoke and sending forth waves of heat (ShS50)
<b>Streamers</b>	21	1 Action	Evoc	100 ft.+10 ft./level	1 round/level	None	Yes	V,S,M	You cause s number of glowing, red streamers to shoot forth from your hand when you cast the spell (ShS50)
<b>Subvert Planar Essence</b>	21	1 Action	Trans	100 ft.+10 ft./level	1 round/level	Fortitude Negates	Yes	V,S,M/DF	Reach out with your will and deaden an area to the influence of the Outer Planes on its natives (SpC211)
<b>Subvert Planar Essence</b>	21	1 Action	Trans	100 ft.+10 ft./level	1 round/level	Fortitude Negates	Yes	V,S,M/DF	Reach out with your will and deaden an area to the influence of the Outer Planes on its natives (SpC211)
<b>Summon Bearded Devil</b>	21	1 Round	Conj	25 ft.+5 ft./2 levels	Concentration (max of 1 round/level) plus 1 round	None	No	V,S,DF	Summon a bearded devil to follow your commands (PlanHB105).
<b>Summon Bralani Eladrin</b>	21	1 Round	Conj	25 ft.+5 ft./2 levels	Concentration, up to 1 round/level + 1 round	None	No	V,S,DF	A glowing blue seal appears on the ground, when it vanishes a bralani eladrin appears (SpC213)
<b>Summon Bralani Eladrin</b>	21	1 Round	Conj	25 ft.+5 ft./2 levels	Concentration, up to 1 round/level + 1 round	None	No	V,S,DF	A glowing blue seal appears on the ground, when it vanishes a bralani eladrin appears (SpC213)
<b>Summon Monster V</b>	21	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,F/DF	Calls outsider to fight for you (PH287).
<b>Summon Undead V</b>	21	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,F/DF	The undead you summon appear in a burst of smoke and fog (SpC215)
<b>Summon Undead V</b>	21	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,F/DF	The undead you summon appear in a burst of smoke and fog (SpC215)
<b>Summon Undead V</b>	21	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,F/DF	The undead you summon appear in a burst of smoke and fog (SpC215)
<b>Summon Undead V</b>	21	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S,F/DF	The undead you summon appear in a burst of smoke and fog (SpC215)
<b>Superior Resistance</b>	21	1 Action	Abjur	Touch	1 hour/level	Will Negates	Yes:h	V,S,M/DF	Subject gains +6 on saving throws (SS71)
<b>Symbol of Pain</b>	21	10 Minutes	Necro	0 ft.	Special; See Text	Fortitude Negates	Yes	V,S,M	All Creatures within 60ft suffer -4 to attack rolls, skill and ability checks (PH290).
<b>Symbol of Sleep</b>	21	10 Minutes	Ench	0 ft.	Special; See Text	Will Negates	Yes	V,S,M	All Creatures within 60ft fall asleep for 3d6 x 10 minutes (PH290).
<b>Symbol of Spell Loss</b>	21	10 Minutes	Abjur	0 ft.; see text	See Text	Will Negates	No	V,S	Trace the symbol and feel a pull as it tugs against the magical energy in your mind (SpC218)
<b>Telepathy Block</b>	21	1 Action	Abjur	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S	Blocks all telepathic communication within 80-ft. radius (BoED109).
<b>Teleport Trace</b>	21	1 Action	Div	Personal	1 minute/level	None	No	V,S,F	Tracks teleporting creatures to their destination (splmgc83).
<b>Tree Healing</b>	21	1 Action	Conj	Personal and Touch	1 day (D)	None	No	V,S,DF	You enter a tree that nourishes and heals you. (PGtoFR116)
<b>Triadspell</b>	21	1 Action	Trans	Personal	Instantaneous	None	-	V,S	Feel one of your prepared spells subdividing into three parts, each as powerful as its original (SpC224)
<b>True Seeing</b>	21	1 Action	Div	Touch	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,M	See all things as they really are (PH296).
<b>Undying Aura</b>	21	1 Action	Trans	Touch	1 minute/level or until discharged	Will Partial	Yes	V,S,F	Wreathe the creature in a golden shield of positive energy granting it immunity to death effects (MoE103)
<b>Unhallow</b>	21	24 Hours	Evoc	Touch	Instantaneous	Special; See Text	Spec	V,S,M	Designates location as unholy (PH297).
<b>Vigor, Greater</b>	21	1 Action	Conj	Touch	Special; See Text	Will Negates (Harmless)	Yes:h	V,S	Boost subject` s life energy. (CD186)
<b>Vigor, Greater</b>	21	1 Action	Conj	Touch	Special; See Text	Will Negates (Harmless)	Yes:h	V,S	Boost subject` s life energy. (CD186)
<b>Vulnerability</b>	21	1 Action	Trans	Touch	1 round/level	Will Negates	Yes	V,S	Reduces an opponent` s damage reduction (DraC115).
<b>Vulnerability</b>	21	1 Action	Trans	Touch	1 round/level	Will Negates	Yes	V,S	Reduces an opponent` s damage reduction (DraC115).
<b>Wall of Dispel Magic</b>	21	1 Action	Abjur	25 ft.+5 ft./2 levels	1 minute/level	None	No	V,S,DF	This spell creates a transparent barrier. Anyone passing through it becomes the target of a dispel magic (Udrk 63)
<b>Wall of Dispel Magic</b>	21	1 Action	Abjur	25 ft.+5 ft./2 levels	1 minute/level	None	No	V,S,DF	This spell creates a transparent barrier. Anyone passing through it becomes the target of a dispel magic (Udrk 63)
<b>Wall of Magma</b>	21	1 Action	Conj	100 ft.+10 ft./level	1 minute/level	See text	Yes	V,S,M/DF	Deals 2d6 fire damage out to 10 ft. and 1d6 damage out to 20 ft, passing through wall deals 5d6 damage+1/level (Sand126)
<b>Wall of Ooze</b>	21	1 Action	Conj	100 ft.+10 ft./level	Concentration +1 hour/level	Fortitude Partial	No	V,S,M/DF	The caster causes a flat, vertical wall of festering, stinking organic ooze to bubble into being. (BoVD109)
<b>Wall of Stone</b>	21	1 Action	Conj	100 ft.+10 ft./level	Instantaneous	Special; See Text	No	V,S,M/DF	Creates a stone wall that can be shaped (PH299).
<b>Warding Gems</b>	21	1 Action	Conj	25 ft.+5 ft./2 levels	1 hour/level	None	No	V,S,M	Creates gems that store healing energy, encircle the target, and release their healing power on command (BoED111).

<b>Zone of Respite</b>	21	2 Rounds	Abjur	100 ft.+10 ft./level	10 minutes/level	None	No	V,S,M	You create a region that is temporarily proof against interplanar intrusion. (MotP40).
<b>Zone of Revelation</b>	21	1 Action	Div	25 ft.+5 ft./2 levels	1 minute/level	None	Yes	V,S,M/DF	All creatures and objects within the Zone of Revelation are made visible, including those in coexistent planes. (MotP40)
<b>6th LEVEL</b>									
<b>Adept Spirit, Mass</b>	22	1 Action	Div	25 ft.+5 ft./2 levels	1 hour/level or until discharged	Will Negates (Harmless)	Yes:h	V,S,DF(E)	Ancient spirit grants +1 caster level & +2 (+1/essentia) Will saves Concentration checks, and Intelligence checks.
<b>Algid Enhancement</b>	22	1 Round	Trans	25 ft.+5 ft./2 levels	24 hours	None	No	V,S,Coldfire	Grant bonuses to creatures of the cold subtype (Frstbn88)
<b>Animate Objects</b>	22	1 Action	Trans	100 ft.+10 ft./level	1 round/level	None	No	V,S	Imbues objects with mobility and a semblance of life, each immediately attacks who- or whatever you designate (PH199)
<b>Antilife Shell</b>	22	1 Round	Abjur	10 ft.	10 minutes/level (D)	None	Yes	V,S,DF	You bring into being a mobile, hemispherical field that prevents the entrance of most types of living creatures (PH199)
<b>Armor of Faith</b>	22	1 Action	Abjur	Touch	1 minute/level	Will negates (harmless)	Yes:h	V,S	As Armor of Deflection, except the protection is much greater (splmgc64).
<b>Aspect of the Deity</b>	22	1 Action	Trans	Personal	1 minute/level (D)	None	No	V,S,DF	As lesser aspect, but you get celestial powers (BoED91).
<b>Awaken Undead</b>	22	1 Action	Necro	25 ft.+5 ft./2 levels	Permanent (D)	None (harmless)	Yes:h	V,S,M,XP	Grant sentience to otherwise mindless undead (LM62).
<b>Azuth`s Exalted Triad</b>	22	1 Action	Trans	Personal	Instantaneous	None	-	V,S	Cast a preparers spell three times(MagFR78)
<b>Banishment</b>	22	1 Action	Abjur	25 ft.+5 ft./2 levels	Instantaneous	Will Negates	Yes	V,S,F	You force as many as 2 Hit Dice of extraplanar creatures per caster level out of your home plane (PH203)
<b>Barghest`s Feast</b>	22	1 Round	Necro	Touch	Instantaneous	Will Negates (Object)	Yes (object)	V,S,M	Destroy the remains of a dead creature thereby preventing any raising or resurrection that requires a corpse (SpC24)
<b>Barghest`s Feast</b>	22	1 Round	Necro	Touch	Instantaneous	Will Negates (Object)	Yes (object)	V,S,M	Destroy the remains of a dead creature thereby preventing any raising or resurrection that requires a corpse (SpC24)
<b>Bear`s Endurance, Mass</b>	22	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,DF	The affected creatures gains greater vitality and stamina;the spell grants a +4 enhancement bonus to Constitution(PH203)
<b>Blade Barrier</b>	22	1 Action	Evoc	100 ft.+10 ft./level	1 minute/level (D)	Reflex Half or Reflex Negates; See Text	Yes	V,S	An immobile, vertical (20ft. tall) curtain of whirling blades shaped of pure force deals 1d6 damage/caster level (PH205)
<b>Bolt of Glory</b>	22	1 Action	Evoc	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S,DF	Calling upon the Positive Energy Plane and the power of your faith, project a white bolt of energy at your foe (SpC35)
<b>Bull`s Strength, Mass</b>	22	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless)	Yes:h	V,S,M/DF	The subjects becomes stronger; the spell grants a +4 enhancement bonus to Strength (PH207)
<b>Call Faithful Servants</b>	22	1 Minute	Conj	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S,Abstinence,Celestial	Summons 1d4 lantern archons, coure eladrins, or musteval guardinals (BoED93).
<b>Celestial Blood</b>	22	1 Round	Abjur	Touch	1 minute/level	None	Yes:h	V,S,M	Grant energy resistance, +4 on saves against poison, and damage reduction 10/evil (BoED94).
<b>Cloak of Hate</b>	22	1 Action	Ench	25 ft.+5 ft./2 levels	1 day/level	Will Negates	Yes	V,S,M,DF	Target provokes hostile reactions, takes -10 penalty to Diplomacy checks (HH128).
<b>Cloud of the Achaierai</b>	22	1 Action	Conj	Personal	10 minutes/level	Fortitude Partial	Yes	V,S,Disease	The caster conjures a choking, toxic cloud of inky blackness. (BoVD88)
<b>Cold Snap</b>	22	1 Minute	Trans	1 mile	2d4 hours	None	No	V,S	Cause a powerful cold front to form, lowering the temperature in the affected area by 5 degrees/level (SpC50)
<b>Cometfall</b>	22	1 Action	Conj	100 ft.+10 ft./level	Instantaneous	Reflex Half	No	V,S,DF	Conjure a comet that immediately falls to ground dealing damage to everything in the area (SpC50)
<b>Cometfall</b>	22	1 Action	Conj	100 ft.+10 ft./level	Instantaneous	Reflex Half	No	V,S,DF	Conjure a comet that immediately falls to ground dealing damage to everything in the area (SpC50)
<b>Conjure Ice Beast VI</b>	22	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,DF	Conjures ice creature to fight for you. (Frstbn91)
<b>Consecrate Battlefield</b>	22	10 Minutes	Evoc	100 ft.+10 ft./level	1 day/level	None	No	V,S,M,DF	Fills large area with positive energy, making undead weaker (HoB126).
<b>Consume Likeness</b>	22	1 Action	Necro	Personal	Permanent	None	-	V,S,F,Corrupt	The caster can take on the appearance and form of a corporeal humanoid that is freshly dead. (BoVD89)
<b>Contingent Spell Lock</b>	22	10 Minutes	Trans	Personal	Instantaneous		-	V,S,DF	You store prepared spells or slots to use immediately if you become a ghost. (GW50)
<b>Create Undead</b>	22	1 Hour	Necro	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S,M	Creates an undead Ghoul, Ghost, Mummy or Mohrg to do your bidding (PH215)
<b>Crown of Brilliance</b>	22	1 Round	Evoc	20 ft.	1 round/level	Fortitude Partial	Yes	V,S,M,Archon	Holy light blinds or dazzles foes, repels light-sensitive creatures, and damages undead (BoED95).
<b>Cure Moderate Wounds, Mass</b>	22	1 Action	Conj	25 ft.+5 ft./2 levels	Instantaneous	Will Half	Yes:h	V,S	Cures 2d8 +1/level damage (Max +30) to multiple allies (PH216)
<b>Desecrate Battlefield</b>	22	10 Minutes	Evoc	100 ft.+10 ft./level	1 day/level	None	No	V,S,M,DF	Fills large area with negative energy, making undead stronger (HoB126).
<b>Desiccate, Mass</b>	22	1 Action	Necro	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Partial	Yes	V,S,M	Desiccates several creatures (Sand114).
<b>Dispel Magic, Greater</b>	22	1 Action	Abjur	100 ft.+10 ft./level	Instantaneous	None	No	V,S	Much like Dispel Magic, except it has a max +20 from caster level on the check, and can undo more effects (PH223)
<b>Eagle`s Splendor, Mass</b>	22	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless)	Yes	V,S,M/DF	The transmuted creatures become more poised, articulate, and personally forceful. +4 to Charisma (PH225)
<b>Energy Immunity</b>	22	1 Action	Abjur	Touch	24 hours	None	Yes:h	V,S	Grants a creature complete immunity to one of the five energy types (SpC80)
<b>Energy Immunity</b>	22	1 Action	Abjur	Touch	24 hours	None	Yes:h	V,S	Grants a creature complete immunity to one of the five energy types (SpC80)

	<b>Exalted Raiment</b>	22	1 Action	Abjur	Touch	1 minute/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,DF,Sacrifice	Wearer gains +1 sacred bonus to AC/5 caster levels, DR 10/evil, SR 5+caster level, and immunity to Con drain/damage.
	<b>Fantastic Machine</b>	22	1 Action	Ill	100 ft.+10 ft./level	1 minute/level	None	No	V,S,DF	Creates a noisy, many-armed construct of massive appearance that can perform a simple task.
	<b>Fiendish Quickening</b>	22	1 Round	Trans	Personal	1 round/level	None	-	V,S,Fiend	The caster's teleport or teleport without error spell-like ability is quickened. (BoVD95)
	<b>Fiery Vision</b>	22	1 Action	Evoc	25 ft.+5 ft./2 levels	1 round/level	None	Yes	V,S,DF	You can emit two fiery rays from your eyes targeting one or two targets (ShS46)
	<b>Find the Path</b>	22	3 Rounds	Div	Personal or touch	10 minutes/level	None or Will Negates (Harmless)	No or Yes (Harmless)	V,S,F	The target can find the shortest, most direct physical route to a specified destination (PH230)
	<b>Forbiddance</b>	22	6 Rounds	Abjur	100 ft.+10 ft./level	Permanent	Special; See Text	Yes	V,S,M,DF	Seals an area against all planar travel into or within it, including all teleportation spells (PH232)
	<b>Frostburn, Mass</b>	22	1 Action	Necro	25 ft.+5 ft./2 levels	Instantaneous	Fortitude Half	Yes	V,S,DF	Deals 3d12 +1/level (max +20) frostburn damage to many creatures (Frstbn95)
	<b>Gate Seal</b>	22	1 Action	Abjur	25 ft.+5 ft./2 levels	Permanent	None	No	V,S,M	You permanently seal a portal or gate.
	<b>Geas/Quest</b>	22	10 Minutes	Ench	25 ft.+5 ft./2 levels	1 day/level (D) or until discharged	None	No	V	Places a command on a creature to carry out some service or to refrain from some action or course of activity (PH234)
	<b>Ghost Trap</b>	22	1 Action	Abjur	5 ft/level	1 minute/level (D)	None	No	V,S	Energy ripples outward from you, rendering solid the insubstantial (SpC103)
	<b>Ghost Trap</b>	22	1 Action	Abjur	5 ft/level	1 minute/level (D)	None	No	V,S	Energy ripples outward from you, rendering solid the insubstantial (SpC103)
	<b>Glimpse of the Prophecy</b>	22	1 Action	Div	Personal	1 hour/level or until discharged	None	-	V,S,M	Gain powerful insight into the workings of the draconic Prophecy granting you inner strength/potent sixth sense (MoE96)
	<b>Glyph of Warding, Greater</b>	22	10 Minutes	Abjur	Touch	Permanent until discharged (D)	Special; See Text	No (Object) and Yes; See Text	V,S,M	Harms (1d8 damage/2 caster levels, max 10d8) those who enter, pass, or open the warded area or object (PH236)
+1	<b>Harm</b>	22	1 Action	Necro	Touch	Instantaneous	Will Half; See Text	Yes	V,S	Harm charges a subject with negative energy that deals 10 points of damage/caster level (to a maximum of 150) (PH239)
	<b>Heal</b>	22	1 Action	Conj	Touch	Instantaneous	Will Negates (Harmless)	Yes:h	V,S	You channel positive energy into a creature, curing 10 points of damage/caster level (to a maximum of 150) (PH239)
	<b>Heroes' Feast</b>	22	10 Minutes	Conj	25 ft.+5 ft./2 levels	1 hour plus 12 hours; special	None	No	V,S,DF	You bring forth a great feast, including a magnificent table, chairs, service, and food and drink (PH240)
	<b>Hide the Path</b>	22	10 Minutes	Abjur	Anywhere within the area to be warded	24 hours (D)	None	No	V,S,F	Finish the chant and rest your hands on the onyx sphere, envisioning the places you wish to protect (SpC114)
	<b>Ice Flowers</b>	22	1 Action	Trans	400 ft.+40 ft./level	Instantaneous	Reflex Half	No	V,S	A lance of ice and earth thrusts into the air flinging pebbles, rocks and dirt into the sky (SpC119)
	<b>Ice Rift</b>	22	1 Action	Evoc	400 ft.+40 ft./level	1 round	Special; See Text	No	V,S,M,DF	Intense quake shakes 40-ft. radius spread of ice (Frstbn99)
	<b>Incarnum Vigor</b>	22	1 Action	Trans	25 ft.+5 ft./2 levels	1 round/level	Will Negates (Harmless)	Yes:h	V,S(E)	Subject gains fast healing; his healing spells cure extra damage.
	<b>Inflict Moderate Wounds, Mass</b>	22	1 Action	Necro	25 ft.+5 ft./2 levels	Instantaneous	Will Half	Yes	V,S	Negative Energy spreads out in all directions, dealing 2d8 +1/level of damage (Max +30) (PH244).
	<b>Lucent Lance</b>	22	1 Action	Trans	25 ft.+5 ft./2 levels	Instantaneous	None	Yes; See Text	V,S,F	Ambient light coalesces around the crystal rod in your hand, then erupts in a coruscating beam of radiance (SpC134)
	<b>Magic Weapon, Greater Legion's</b>	22	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S,M,DF	As greater magic weapon but only for allies and has no effect on ammunition (MoE98)
	<b>Make Manifest, Mass</b>	22	1 Action	Trans	25 ft.+5 ft./2 levels	Instantaneous	None	-	V,S	Pull several creatures from another realm into this realm (SpC137)
	<b>Mantle of the Icy Soul</b>	22	1 Action	Trans	Touch	1 hour/level	Will Negates	Yes:h	V,S,M	Subject creature gains the cold subtype (SpC138)
	<b>Mantle of the Icy Soul</b>	22	1 Action	Trans	Touch	1 hour/level	Will Negates	Yes:h	V,S,M	Subject creature gains the cold subtype (SpC138)
	<b>Mass Manifest</b>	22	1 Action	Abjur	25 ft.+5 ft./2 levels	1 round/level	None	Yes	V,S,M	Forces creatures and unattended objects on a coterminous or coexistent plane within the area to manifest (MotP36)
	<b>Master's Lament</b>	22	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	Will Negates	Yes	V,S,Corrupt	Target and familiar take each other's damage as well as their own (HH131).
	<b>Mummify</b>	22	1 Action	Necro	Touch	Instantaneous	Fortitude Partial; See Text	Yes	V,S,M,DF	Touched living creature dies and is mummified (Sand118).
	<b>Necrotic Eruption</b>	22	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	Fortitude Partial	No	V,S,F	Encysted subject killed, those nearby damaged and possibly encysted (LM69).
	<b>Opalescent Glare</b>	22	1 Action	Necro	Personal	Instantaneous	Will Partial; See Text	Yes	V,S,DF	Gain the gaze attack of the noble ghaele eladrin (SpC150)
	<b>Owl's Wisdom, Mass</b>	22	1 Action	Trans	25 ft.+5 ft./2 levels	1 minute/level	Will Negates (Harmless)	Yes	V,S,M,DF	The transmuted creature(s) become wiser. +4 enhancement bonus to Wisdom (PH259)
	<b>Planar Ally</b>	22	10 Minutes	Conj	25 ft.+5 ft./2 levels	Instantaneous	None	No	V,S,DF,XP	As lesser planar ally, but up to 12 HD (PH261).
	<b>Planar Exchange</b>	22	1 Round	Conj	0 ft.	1 round/level (D)	None	No	V,S,DF	Trade places with one of three planar creatures (your choice) (PlanHB102).
	<b>Planar Exchange</b>	22	1 Round	Conj	0 ft.	1 round/level (D)	None	No	V,S,DF	Trade places with one of three planar creatures (your choice) (PlanHB102).

<b>Quickshift</b>	22	1 Round	Trans	Personal	1 round/level	None	-	V,S,Celestial	Caster can use teleport or greater teleport spell-like ability as a free action for 1 round/level (BoED 104).
<b>Regenerate Critical Wounds</b>	22	1 Action	Conj	Touch	10 rounds + 1 round/level	Will Negates (Harmless)	Yes:h	V,S	With a touch of your hand, you boost the subject's life energy, granting them the fast healing ability. (MOTW92)
<b>Rejection</b>	22	1 Action	Abjur	60 ft.	Instantaneous	Fortitude Negates	Yes	V,S	Push creatures away from you (SpC172)
<b>Rejection</b>	22	1 Action	Abjur	60 ft.	Instantaneous	Fortitude Negates	Yes	V,S	Push creatures away from you (SpC172)
<b>Remorseless Charm</b>	22	1 Action	Ench	25 ft.+5 ft./2 levels	See Text	Will Negates	Yes	V,S,M	Suppress the target's alignment, removing all alignment-related inhibitions (CoR34).
<b>Resistance, Superior</b>	22	1 Action	Abjur	Touch	24 hours	Will Negates (Harmless)	Yes:h	V,S,DF	A greater feeling of peace and watchful guardianship fills your being (SpC174)
<b>Revive Outsider</b>	22	1 Minute	Conj	Touch	Instantaneous	None; See Text	Yes:h	V,S,M,DF	Restores life to an outsider who died up to 1 day/level ago (MotP38).
<b>Revive Outsider</b>	22	1 Minute	Conj	Touch	Instantaneous	None; See Text	Yes:h	V,S,M,DF	Restores life to an outsider who died up to 1 day/level ago (MotP38).
<b>Sarcophagus of Stone</b>	22	1 Action	Conj	25 ft.+5 ft./2 levels	Instantaneous	Reflex Negates	No	V,S,DF	Create an airtight stone coffin that forms around the target (SpC180)
<b>Secure Corpse</b>	22	1 Action	Necro	25 ft.+5 ft./2 levels	1 day/level	None	No	V,S,DF	Traps corpse inside holy symbol (BoED106).
<b>Semblance of Life</b>	22	1 Action	Necro	100 ft.+10 ft./level	1 round/3 levels and 1 round; see text	Will Partial; See Text	Yes	V,S,DF	A solemn gray energy settles on undead targeted; it breaks apart the necromantic energy holding them together (MoE101)
<b>Snare Astral Traveler</b>	22	1 Action	Abjur	100 ft.+10 ft./level	1 round/level	Will Negates	Yes	V,S	This spell allows the caster to attract and capture an astral creature. (BoVD104)
<b>Spellmantle</b>	22	1 Round	Abjur	Touch	10 minutes/level	Will Negates (Harmless)	Yes:h	V,S	Absorbs designated incoming spells and redirects their energy to healing or a previously chosen spell. (PGtoFR112)
<b>Spider Plague</b>	22	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level	None	No	V,S	Summons huge monstrous spiders to fight for you (SS70)
<b>Stone Body</b>	22	1 Action	Trans	Personal	1 minute/level (D)	None	-	V,S,M	Your body becomes living stone. (PGtoFR113)
<b>Stone Body</b>	22	1 Action	Trans	Personal	1 minute/level (D)	None	-	V,S,M	Your body becomes living stone. (PGtoFR113)
<b>Stone Body</b>	22	1 Action	Trans	Personal	1 minute/level (D)	None	-	V,S,M	Your body becomes living stone. (PGtoFR113)
<b>Stone Metamorphosis, Greater</b>	22	1 Action	Trans	Personal	Instantaneous	None	No	V,S,M,DF	You can change a type of rock into another type of rock (Udrk 61)
<b>Stone Walk</b>	22	10 Minutes	Conj	Touch	Permanent until discharged	Will Negates (Object)	Yes (object)	V,S,M	Links two stones for teleportation. (PGtoFR113)
<b>Storm of Shards</b>	22	1 Action	Evoc	0 ft.	Instantaneous	Fortitude Negates, Reflex Half; See Text	Yes	V,S,Sacrifice	Evil creatures are blinded for 1 round; evil outsiders and undead also take 1d6 damage/level (BoED108).
<b>Summon Babau Demon</b>	22	1 Round	Conj	25 ft.+5 ft./2 levels	Concentration (max of 1 round/level) plus 1 round	None	No	V,S,DF	Summon a babau demon to follow your commands (PlanHB104).
<b>Summon Babau Demon</b>	22	1 Round	Conj	25 ft.+5 ft./2 levels	Concentration (max of 1 round/level) plus 1 round	None	No	V,S,DF	Summon a babau demon to follow your commands (PlanHB104).
<b>Summon Monster VI</b>	22	1 Round	Conj	25 ft.+5 ft./2 levels	1 round/level (D)	None	No	V,S,F/DF	Calls outsider to fight for you (PH287).
<b>Suppress Glyph</b>	22	1 Action	Trans	100 ft.	1 minute/level	Will Negates (Object)	Yes (object)	V,S	You cast the spell, a dancing crown of ruby runes orbits your head briefly (SpC216)
<b>Sword and Hammer, Greater</b>	22	1 Action	Evoc	100 ft.+10 ft./level	1 round/level (D)	None	Yes	V,S,M	As sword and hammer, but the weapons created are Large-size and +2 to hit. (PGtoFR115)
<b>Symbol of Fear</b>	22	10 Minutes	Necro	0 ft.	Special; See Text	Will Negates	Yes	V,S,M	All Creatures within 60ft become panicked for 1round/caster level (PH290).
<b>Symbol of Persuasion</b>	22	10 Minutes	Ench	0 ft.	Special; See Text	Will Negates	Yes	V,S,M	All Creatures within 60ft become charmed for 1hour/caster level (PH290).
<b>Symbol of Thirst</b>	22	10 Minutes	Ench	0 ft.; See Text	See Text	Will Negates	Yes	V,S,M	Triggered rune overwhelms nearby creatures with thirst (Sand123).
<b>Thousand Needles</b>	22	1 Action	Conj	100 ft.+10 ft./level	1 minute/level	Fortitude Partial	Yes	V,S,M	A thousand needles surround the subject and pierce his flesh, worming through armor. (BoVD106)
<b>Touch of Adamantine</b>	22	1 Action	Trans	Touch	1 minute/level	Will Negates (Harmless, Object)	Yes (Harmless, Object)	V,S	Weapon gains the properties of an adamantine weapon (BoED110).
<b>Undeath to Death</b>	22	1 Action	Necro	100 ft.+10 ft./level	Instantaneous	Will Negates	Yes	V,S,M/DF	Functions as Circle of Death except that it destroys undead creatures (PH297)
<b>Valiant Steed</b>	22	1 Hour	Conj	25 ft.+5 ft./2 levels	Instantaneous; See Text	None	No	V,S,Sacrifice	Calls a pegasus or unicorn, which serves caster for up to 1 year (BoED110).
<b>Vengeance Halo</b>	22	1 Action	Abjur	25 ft.+5 ft./2 levels	1 minute/level	None	No	V,S,DF,Abstinence	Any creature that slays the spell's recipient takes 1d6/level damage (BoED111).
<b>Vigorous Circle</b>	22	1 Action	Conj	20 ft.	10 rounds + 1 round/level	Will Negates (Harmless)	Yes:h	V,S	Multiple subjects gain fast healing 3; automatically healing 1 hit point per round until the spell ends -Max 40 (SpC229)
<b>Vigorous Circle</b>	22	1 Action	Conj	20 ft.	10 rounds + 1 round/level	Will Negates (Harmless)	Yes:h	V,S	Multiple subjects gain fast healing 3; automatically healing 1 hit point per round until the spell ends -Max 40 (SpC229)
<b>Visage of the Deity</b>	22	1 Action	Trans	Personal	1 round/level	None	-	V,S,DF	Feel the hand of your deity upon you; your appearance reflects her divine power; her touch grants resistances (SpC230)
<b>Visage of the Deity [Evil]</b>	22	1 Action	Trans	Personal	1 round/level	None	-	V,S,DF	Body changes to be more like your deity (CD187)

<b>Visage of the Deity [Good]</b>	22	1 Action	Trans	Personal	1 round/level	None	-	V,S,DF	Body changes to be more like your deity (CD187)
<b>Whirl of Fangs</b>	22	1 Action	Ench	25 ft.+5 ft./2 levels	1 minute/level (D)	Reflex Half	Yes:h	V,S	You create an immobile curtain of snapping serpent-fanged jaws shaped of pure force (WotC-SK158).
<b>Wind Walk</b>	22	1 Action	Trans	Touch	Special; See Text	Special; See Text	Spec	V,S,DF	You and your allies turn vaporous and travel fast (PH302).
<b>Word of Recall</b>	22	1 Action	Conj	Unlimited	Instantaneous	Special; See Text	Spec	V	Teleports you back to designated place (PH303).
<b>Zealot Pact</b>	22	10 Minutes	Evoc	Touch	Permanent until triggered, then 1 round/level	Will Negates (Harmless)	Yes:h	V,S,DF,XP	By binding the subject to your deity, you give it the ability to crush the deity's enemies (SpC244)
<b>Zealot Pact</b>	22	10 Minutes	Evoc	Touch	Permanent until triggered, then 1 round/level	Will Negates (Harmless)	Yes:h	V,S,DF,XP	By binding the subject to your deity, you give it the ability to crush the deity's enemies (SpC244)



## **Adventure Journal**

Mission: return the 'Egg of Lolth'

Van Null'Dia ontvangen:

\*encounter 13-10--17 (na bar fight tussen Null'Dia, Zesstra, Nymmed en Huis 5 guards)

- House insignia Huis Olath Orbb (Huis 5)

Van Zesstra ontvangen:

\* encounter 27-10-17 (Angasté Bearne)

- flesje met rode substantie (2x)

- scroll

- 100GP (reeds bijgeschreven op sheet)

## **Miscellaneous Notes**

Verlanglijstje:

\* Queen's Scourge: 47,520GP (Underdark pg70)

\* Driftdisc: 113,760GP (Underdark pg74)

Sources loaded for the creation of **Khaless Jhalavar**:

Players Handbook v35e  
Dungeon Masters Guide v35e  
Monster Manual v35e  
Core eTools Data  
CMP Bonus Data  
Easterlings Player Group  
Eberron Campaign Setting  
Living Greyhawk Gazetteer v35e  
Hero Builder's Guidebook v35e  
Sword and Fist v35e  
Monsters of Faerun v35e  
Defenders of the Faith v35e  
Tome and Blood v35e  
Magic of Faerun v35e  
Manual of the Planes v35e  
Enemies and Allies v35e  
Oriental Adventures v35e  
Lords of Darkness v35e  
Song and Silence v35e  
Masters of the Wild v35e  
Deities & Demigods v35e  
Faiths and Pantheons v35e  
Stronghold Builder's Guide v35e  
Book of Challenges v35e  
Silver Marches v35e  
Monster Manual II v35e  
Book of Vile Darkness v35e  
Savage Species v35e  
Arms & Equipment Guide v35e  
Races of Faerun v35e  
Fiend Folio v35e  
Unapproachable East v35e  
Ghostwalk Campaign Setting v35e  
Underdark v35e  
Epic Level Handbook  
Complete Warrior  
Complete Divine  
Complete Arcane  
Complete Adventurer  
Arms & Armor 3.5e  
Book of Exalted Deeds  
Champions of Ruin  
Draconomicon  
Dungeon Masters Guide II  
Eberron Explorers Handbook  
Eberron Five Nations  
Grasp of the Emerald Claw  
Magic of Eberron  
Player's Guide to Faerun  
Expanded Psionics Handbook  
Gonzo's First Spell Book  
Pale Design a Poisoner's Handbook (epg)  
Spells and Magic 3e  
the Immortal Vampirers (epg)  
User-edited (by ET Helper) rules

Races of Eberron  
Shadows of the Last War  
Sharn: City of Towers  
Whispers of the Vampire's Blade  
Frostburn  
Heroes of Battle  
Heroes of Horror  
Libris Mortis  
Lords of Madness  
Magic of Incarnum  
Miniatures Handbook  
Monster Manual III  
Planar Handbook  
Races of Destiny  
Races of the Wild  
Races of Stone  
Sandstorm  
Serpent Kingdoms  
Shining South  
Spell Compendium  
Stormwrack  
Unearthed Arcana  
Weapons of Legacy  
Complete Psionic (epg)

**Acknowledgements:**

Character Sheet by Julian Segal (Thrombin) incorporating code and ideas from -  
Code Monkey Publishing (Barak), Art (SikSavant), Colossal, LeStat and Dave Grover (Kelvin\_Cuthbert).

Last update - 8th Feb 2004