Billy Bob	Len Bland	Aegir	Chaotic Neutral
NAME Clr15 113531	PLAYERNAME Human Medium	DEITY 6' 11" 174 lbs.	ALIGNMENT
CLASS EXPERIENCE	RACE SIZE	HEIGHT WEIGHT	VISION
15 120000	23 Male	Gray Brown, Crewcut	-129
Character Level NEXT LEVEL ABILITY NAME BASE BASE ABILITY ABILITY TEMP	AGE GENDER	EYES HAIR RRENT HP SUBDUAL DAMAGE	POINTS DAMAGE REDUCTION SPEED
STR 18 +4 20 +5 20	HP 118	SUBDUAL DAMAGE	Walk 20 ft.
Strength 10 11 20 10 20)+6 40 -5 0
DEX 15 +2 15 +2 15 +2 15	+2 armor class [29]: 20]: 17 TOTAL FLAT TOUC	H BASE ARMOR SHIELD STAT SIZE NATU	
Constitution 17 +3 17 +3 17	+3	BONUS BONUS	FAILURE PENALTY
INT 14 +2 14 +2 14	+2 INITIATIVE +2 = +2		SKILLS MAX RANKS 18/9 KEY ABILITY SKILL ABILITY MISC MODIFIER MODIFIER RANKS MODIFIER
	TOTAL MODIFIER		$\frac{1}{100} = 2 + +$
Wisdom 10 11 20 10 20	+6 BASE ATTACK +11/+6/-	+1 / Balance	DEX -3 = 2 + + -5
CHA 18 +4 22 +6 22	+6	✓ Bluff	CHA 6 = 6 + +
SAVING THROWS TOTAL BASE ABILITY	MAGIC MISC EPIC TEMP conditional modifiers	Climb	STR 0 = 5 + + -5 CON 21 = 3 + 18.0 +
		✓ Control Shape	WIS $6 = 6 + +$
(constitution)		Craft (Shipmaking)	INT 10 = 2 + 6.0 + 2
REFLEX (dexterity) +12 = +5 + +2	+ +5 + +0 + +0 +	✓ Craft (Untrained)	INT 2 = 2 + +
WILL +20 = +9 + +6	+ +5 + +0 + +0 +	 ✓ Diplomacy ✓ Disguise 	CHA 14 = 6 + 8.0 + CHA 6 = 6 + +
(wisdom)		 Escape Artist 	DEX $-3 = 2 + + -5$
TOTAL MELEE +16/+11/+6 =	BASE ATTACK BONUS STAT SIZE MISC EPIC +11/+6/+1 + +5 + +0 + +0 + +0		INT 2 = 2 + +
attack bonus			CHA 6 = 6 + +
RANGED +13/+8/+3 =	+11/+6/+1 + +2 + +0 + +0 + +0) +	WIS 11 = 6 + 5.0 + DEX -3 = 2 + + -5
GRAPPLE +16/+11/+6 =	+11/+6/+1 + +5 + +0 + +0 + +0		CHA 6 = 6 + +
	ONUS DAMAGE CRITICAL REA	ACH Jump	STR -6 = 5 + + -11
UNARMED TOTAL ATTACK BO +16/+11/+6		ft. Knowledge (Religion)	INT 12 = 2 + 10.0 +
Greatclub +2	HAND TYPE SIZE CRITICAL	Knowledge (The Plane of Water)	INT $6 = 2 + 4.0 +$
To Hit Dam	Carried B M 20/x2	0 ft. Dam	WIS 6 = 6 + +
2H +18/+13/+8 1d10+9		N/A View Move Silently	DEX -3 = 2 + + -5
Special Properties	Masterwork, Wood	Perform (Harp)	CHA 7 = 6 + 1.0 +
*Rod of Thunder and Lightr	ning HAND TYPE SIZE CRITICAL	REACH Off	CHA 6 = 6 + + WIS 14 = 6 + 8.0 +
(Medium)	Primary B M 20/x2	0 ft. Profession (Boaler) Profession (Sailor)	WIS $14 = 6 + 8.0 +$
To Hit Dam		Dam ✓ Ride	DEX 2 = 2 + +
1H-P +18/+13/+8 1d8+7 1H-O +14/+9/+4 1d8+4		d8+7 ✓ Search	INT 2 = 2 + +
^{2H} +18/+13/+8 1d8+9	2W-ОН +8 1	d8+4 Spellcraft	WIS $6 = 6 + +$ INT $3 = 2 + 1.0 +$
	- +2d6 electricity damage ~ 1/day - Thunderclap (2d ng Stroke (9d6 electricity damage) ~ 1/day - Thunder	6 sonic	$\begin{array}{c} \text{WIS} & 6 &= 6 &+ &+ \end{array}$
uanage) ~ nuay - Lightini	Lightning ~ 1/wk	✓ Survival	WIS 6 = 6 + +
Mace +2 (Light)		REACH Swim	STR $6 = 5 + 6.0 + -5$
To Hit Dam	Carried B M 20/x2	0 ft. ✓ Use Rope Dam	DEX 6 = 2 + 4.0 +
1H-P +18/+13/+8 1d6+7	2W-P-(OH) +12/+7/+2 1	d6+7	= + +
1H-O +14/+9/+4 1d6+4 2H +18/+13/+8 1d6+7		d6+7 √: can be used d6+4	untrained. X: exclusive skills
110/110/10 10017	2W-OH +10 1 2 (Weapon) (Light)), Masterwork, Steel		
*: weapon is equipped 1H-P: One handed, in primary hand. 1H-O: One handed, in off weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off h	f hand. 2H : Two handed. 2W-P-(OH) : 2 weapons, primary hanc nand weapon is light). 2W-OH : 2 weapons, off hand.	l (off hand	
ARMOR *Plate Armor of the Deep [Magic Ves The wearer is treated as unarmored for purposes o		FAILURE 35 and can	
	nguage that breathes water, Masterwork, Steel	5	
(Buckler +2 (Shield/M	lasterwork)), Masterwork, Steel		
*Ring of Protection +3	+3 +0 eflection bonus to AC	0	

	Mace ·	+1 (Heavy)		HAND			CRITIC		EQUIPME				
	Tell)	Carried		M	20/x2		ITEM Water (Flask), 1 Scroll of Heal, 1 Tuning Fork (Astral), 1 Tuning	LOCATION	QTY	WT	COST
1H-P	To H +17/+12		Dam 18+6 ²	W-P-(OH)		Hit +6/+	1	Dam 1d8+6	Forks (Prime), 1 Pearl of the Sirines, 1 Potion of Inflict Serious				
1H-0	+13/+8			2W-P-(OL)		+0/+		1d8+6	Wounds (9th) It has two side pouches, each of which appears large enough to hold				
2H	+17/+12		18+8	2W-OH		+7	,	1d8+3	about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20				
Specia	I Properties	2/11 10		Masterwor				10010	pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the				
	Danta 1			HAND	TYPE SI	ZE	CRITIC	L REACH	backpack always weighs only 5 pounds				
	Darts +1,	Returning	9	Carried		M	20/x2		Holy Symbol (Silver)	Equipped	1	1.0	25.0
тн	20 ft.	30 ft.		40 ft.	60 ft			80 ft.	Holy Water (Flask)	Heward's Handy	7	1.0	25.0
Dam	+14/+9/+4 1d4+6	+12/+7/+2 1d4+6		2/+7/+2 d4+6	+10/+5 1d4+			-8/+3/-2 1d4+6		Haversack		(7.0)	. ,
		(Dart (+1 (Weapo			-	-	Wood		Incense of Meditation	Heward's Handy Haversack	4	1.0	4900.0 (19600.0)
		(Barr (11 (Weapo	ing/rectain	ing/master	ionit)), maote		, 11000	rtetarring	When a divine spellcaster lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense	Traversaux		(4.0)	(13000.0)
		E	EQUIP	MENT					enables him to prepare all his spells as though affected by the Maximize Spell feat. However, all the spells prepared in this way are				
		ITEM			CATION	QT			at their normal level, not at three levels higher	Llaura d'a lla a du		10	0.4
	club +2				ard's Hand aversack	ly 1	8.	8305.0	Oil Flask (1 pt)	Heward's Handy Haversack	1	1.0	0.1
	ork, Wood	nd liabtaine	· /Madi		quipped	1	10	0 33000.0	Peasant's Outfit	Heward's Handy	1	2.0	0.0
		+2d6 electricity dam		,	quippeu	'	10	0 33000.0		Haversack			
hunderc	lap (2d6 sonic dama	ige) ~ 1/day - Lightnin Thunder and Lightning	ng Stroke (9	d6					Pearl of the Sirines	Equipped	1	0.01	15300.0
	+2 (Light)	munder and Lightning	у~1/wк	Hew	ard's Hand	lv 1	4.) 8305.0	The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 60 feet, and she can cast spells				
	(Weapon) (Light)), N	Masterwork, Steel			aversack	., .			and act underwater without hindrance	Linua alla Lina du		0.04	45000.0
-	+1 (Heavy)				ard's Hand	ly 1	8.	2312.0	Pearl of the Sirines	Heward's Handy Haversack	v 1	0.01	15300.0
	ork, Steel				aversack				The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 60 feet, and she can cast spells				
Acid (Flask)				ard's Hand	ly 1	1.	0 10.0	and act underwater without hindrance	Equipped	1	0.01	16000.0
\mul	et of Health	10			aversack ard's Hand	V 1	0.0	1 4000.0	Periapt of Wisdom +4 Actually increases the possessors Wisdom score in the form of an	LAnbben		0.01	10000.0
		T ∠ ement bonus to Cons [®]	titution of +		aversack	iy i	0.0	1 4000.0	enhancement bonus of +4				
		aking Artisan			quipped	1	5.) 55.0	Piton	Heward's Handy Haversack	/ 1	0.5	0.1
lasterwo	•	3							Plate Armor of the Deep	Equipped	1	50.0	24650.0
oldir	ng Boat				ard's Hand	ly 1	4.	7200.0	The wearer is treated as unarmored for purposes of Swim checks.	- 1			
		and to a 10x4x2 or 24	4x8x6 boat		aversack		_		The wearer can breathe underwater and can converse with any creature with a language that breathes water, Masterwork, Steel				
	ler +2			E	quipped	1	5.) 4165.0	Pole (10 Ft.)	Heward's Handy	1	8.0	0.2
	+2 (Shield/Masterwor	rk)), Masterwork, Stee	el	Hew	ard's Hand	lv 20	0.0	5 0.01		Haversack		0.04	00000.0
	, Sing				aversack	iy 20	(10.		Portable Hole	Carried	1	0.01	20000.0
	o occo oc	בכבבם בכבו	I						When opened fully, a portable hole is 6 feet in diameter, but it can be				
Cloak	of Arachnic	da			ard's Hand	ly 1	1.) 14000.0	folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep				
Frants sp web spell	ider-climb abillity, we	earer is immune to an t. +2 luck bonus on sa	ny entrapme	ancoy	aversack				to come into being	Howard's Handy	. 1	0.1	300.0
om spid			aree re. pe.						Potion of Cure Moderate Wounds	Heward's Handy Haversack		0.1	300.0
	of Resistan				quipped	1	1.) 25000.0	Potion of Cure Serious Wounds	Heward's Handy	. 1	0.1	750.0
Offer mag aving thr		orm of a +5 resistanc	e bonus on	all					Polion of Cure Senous wounds	Haversack	1	0.1	750.0
Darts	+1, Returnir	ng			ard's Hand	ly 3			Detion of Chaul Touch	Heward's Handy	/ 1	0.1	0.0
Dart (+1 Returning		/Masterwork)), Maste	erwork, Woo	_{id,} H	aversack		(1.5	6) (24901.5	Potion of Ghoul Touch (Potion (Ghoul Touch/Wizard/3rd))	Haversack		0.1	0.0
	ourning Torc	:h		Hew	ard's Hand	lv 1	1.0) 110.0					
	uning rere				aversack	., .			Potion of Haste	Heward's Handy	1	0.1	750.0
Fishho	ook				ard's Hand	ly 1	0.	0.1		Haversack			
Tiohin	a Not (25 Sa	E +)			aversack ard's Hand	h/ 1	5.) 4.0	Potion of Owl's Wisdom	Heward's Handy	1	0.1	300.0
-isnin	g Net (25 Sq	. Fl.)			aversack	iy i	5.	9 4.0		Haversack			
-lint a	ind Steel			Hew	ard's Hand	ly 1	0.) 1.0	Potion of Tongues	Heward's Handy	· 1	0.1	750.0
-		_			aversack					Haversack			
	tlets of Ogre				quipped	1	4.	4000.0	Belt Pouch	Heward's Handy	1	0.5	1.0
	wearer great strengt gth score	th, adding a +2 enhar	ncement bo	nus to					0 lbs.	Haversack			
Gem (of Brightnes	s			ard's Hand	ly 1	0.0	1 13050.0	Trail Rations (Per Day)	Heward's Handy	7		0.5 (3.5)
hed ligh	t (0 charges) ~ bright	t ray 1 ft. wide, 50 ft. ell Effect (50 Charges	long (1 chai		aversack				Ring of Protection +3	Haversack Equipped	1	(7.0) 0.01	18000.0
		en Enect (50 Charges	spen mgg	er)					Grants +3 deflection bonus to AC	Equipped		0.01	10000.0
lamm				Hew	ard's Hand	ly 1	2.	0.5	Ring of Swimming	Equipped	1	0.01	2500.0
					aversack		-		Grants +5 competence bonus to Swim checks				
	rd's Handy H		1 Diton 1		quipped	1	5.	2000.0	Hemp Rope (50')	Heward's Handy	1	10.0	1.0
10 Ft.), 1	Potion of Cure Mod	rch, 1 Oil Flask (1 pt) lerate Wounds, 1 Poti	ion of Ghou	I					Cash	Haversack	. 1	0.5	0.1
ouch, 1	Per Day), 1 Hemp Ro	1 Belt Pouch, 20 Bulle ope (50'), 1 Sack, 1 S	Scroll of Disp	bel						Heward's Handy Haversack	I	0.5	0.1
	roll of Raise Dead, 1 16 Tindertwig, 2 Torc	Spyglass, 1 Fishhoo ch, 1 Waterskin, 1 Aci s Wisdom, 1 Wand of	к, 1 Staff of id (Flask), 1						Scroll of Delay Poison	Heward's Handy	1	0.01	150.0
vil, 4 Sc	ant 1 Dation of Ourly	 Ft.), 1 Wand of Sile 	nce, 1 Grea	itclub						Haversack			
vil, 4 Sc lealing, 1 olding B Vounds,	1 Fishing Net (25 Sq	ts +1 Returning 24 P	Black Onyx,	1					Scroll of Dispel Evil	Heward's Handy	1	0.01	1125.0
ivil, 4 Sc lealing, 1 olding B Vounds, 2, 1 Mac	1 Fishing Net (25 Sq ce +1 (Heavy), 3 Dar	ay Poison, 1 Scroll of	Neutralize						Scroll of Neutralize Poison	Haversack Heward's Handy		0.01	375.0
vil, 4 Sc lealing, 1 olding B Vounds, 2, 1 Mac lint and Poison, 1	1 Fishing Net (25 Sq ce +1 (Heavy), 3 Dari Steel, 1 Scroll of Dela Scroll of Remove Cu	ay Poison, 1 Scroll of urse, 1 Scroll of Rem	ove Paralys	is, 4 ious									
Evil, 4 Sc lealing, 1 folding B Vounds, 2, 1 Mac Poison, 1 ncense o Vounds,	1 Fishing Net (25 Sq ce +1 (Heavy), 3 Dart Steel, 1 Scroll of Dela Scroll of Remove Cu of Meditation, 1 Mace 1 Potion of Haste, 1	ay Poison, 1 Scroll of urse, 1 Scroll of Reme +2 (Light), 1 Potion of Gem of Brightness, 2	ove Paralys of Cure Ser 2 Scroll of S	ious					Scroll of Neutralize Poison	Haversack	1	0.01	01010
vil, 4 Sc lealing, 1 folding B Vounds, 2, 1 Mac lint and 3 Poison, 1 ncense o Vounds, iving, 1 \$ Peasant's	1 Fishing Net (25 Sq ce +1 (Heavy), 3 Dari Steel, 1 Scroll of Del Scroll of Remove Cu of Meditation, 1 Mace 1 Potion of Haste, 1 Scroll of Speak with I s Outfit, 1 Cloak of Ar	lay Poison, 1 Scroll of urse, 1 Scroll of Remo e +2 (Light), 1 Potion of Gem of Brightness, 2 Dead, 1 Wand of Res rachnida, 1 Amulet of	ove Paralys of Cure Ser 2 Scroll of S storation, 1 Health +2,	ious lay					Scroll of Raise Dead			0.01	6125.0
Evil, 4 Sc lealing, 1 folding B Vounds, 2, 1 Mac Poison, 1 Poison, 1 ncense o Vounds, iving, 1 S Peasant's Vand of 0 Vounds,	1 Fishing Net (25 Sq 2e +1 (Heavy), 3 Dari Steel, 1 Scroll of Del Scroll of Remove Cu of Meditation, 1 Mace 1 Potion of Haste, 1 Scroll of Speak with I Scroll of Speak with I Soutift, 1 Cloak of Ar Cure Moderate Wour 9 Copper piece (cp),	lay Poison, 1 Scroll of urse, 1 Scroll of Rem + 2 (Light), 1 Potion (Gem of Brightness, 2 Dead, 1 Wand of Res rachnida, 1 Amulet of nds, 1 Wand of Cure , 1 Silver piece (sp), 1	ove Paralys of Cure Sen 2 Scroll of S storation, 1 Health +2, Moderate I Hammer,	ious lay 1					Scroll of Raise Dead	Haversack Heward's Handy Haversack		0.01 (0.04)	6125.0) (24500.0)
Evil, 4 Sc lealing, 1 folding B Vounds, 2, 1 Mac Poison, 1 Poison, 1 ncense o Vounds, iving, 1 S Peasant's Vand of 0 Vounds,	1 Fishing Net (25 Sq ce +1 (Heavy), 3 Dari Steel, 1 Scroll of Del Scroll of Remove Cu of Meditation, 1 Mace 1 Potion of Haste, 1 Scroll of Speak with I Scroll of Speak with I Soutift, 1 Cloak of Ar Cure Moderate Wour 9 Copper piece (cp), Death Ward, 36387 C	ay Poison, 1 Scroll of urse, 1 Scroll of Remo e +2 (Light), 1 Potion of Gem of Brightness, 2 Dead, 1 Wand of Res rachnida, 1 Amulet of nds, 1 Wand of Cure	ove Paralys of Cure Ser 2 Scroll of S storation, 1 ⁵ Health +2, Moderate I Hammer, 7 fuge item, 7	ious lay 1 1 Holy			89	06456747.3	Scroll of Raise Dead TOTAL WEIGHT CARRIED/VA	Haversack Heward's Handy Haversack		0.01 (0.04)	6125.0

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

EQUIPME					SPECIAL ABILITIES
ITEM	LOCATION Heward's Handy	QTY	WT	COST 375.0	+4 to Concentration to use spell or spelllike ability on the defensive
Scroll of Remove Curse	Haversack	1	0.01	375.0	Leadership (21 cohort score/21 follower score)
Scroll of Remove Paralysis	Heward's Handy	1	0.01	150.0	Rebuke Water (Su) ~ 9/day (Rebuke Level 15 ~ Rebuke Damage 2d6+21)
Scroll of Slay Living	Haversack Heward's Handy	2	0.01	1125.0	Restricted Casting ~ May not cast Lawful spells Turn Fire (Su) ~ 9/day (Turn Level 15 ~ Turn Damage 2d6+21)
Scroll of Speak with Dead	Haversack Heward's Handy	1	(0.02) 0.01	(2250.0) 375.0	Turn Undead (Su) ~ 13/day (Turn Level 15 ~ Turn Damage 2d6+21)
·	Haversack				FEATS
Skullcap of Proof against Detection and Location	Equipped	1	0.01	52500.0	Combat Casting You are adept at casting spells in combat
Protects wearer from scrying and magical location Spell Component Pouch	Equipped	1	3.0	5.0	Endurance
Spyglass	Heward's Handy		1.0	1000.0	You are capable of amazing feats of stamina
	Haversack				Extra Turning You can turn or rebuke creatures more often than normal
Staff of Healing Lesser Restoration, Cure Serious Wounds (1 charge) ~ Remove	Heward's Handy Haversack	1	5.0	27790.0	Great Fortitude
Blindness/Deafness (2 charges) ~ Remove Disease (3 charges), Spell Effect (50 Charges/Spell Trigger)					You are tougher than normal Leadership
Tindertwig	Heward's Handy	16	0.0	1.0	You are the sort of person others want to follow, and you have done some work attempting to recruit cohorts and followrs.
	Haversack		(0.0)	(16.0)	Martial Weapon Proficiency (Greatclub)
Torch	Heward's Handy Haversack	2	1.0 (2.0)	0.01 (0.02)	You understand how to use the chosen martial weapon in combat Scribe Scroll
Wand of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1	4500.0	You can create scrolls, from which you or another spellcaster can cast the scribed spells
Spell Effect (50 Charges/Spell Trigger)	Haversack				Armor Proficiency (Heavy) You are proficient with heavy armor
Wand of Cure Moderate Wounds	Heward's Handy	1	0.1	900.0	Armor Proficiency (Light)
Spell Effect (50 Charges/Spell Trigger)	Haversack				You are proficient with light armor
Wand of Cure Moderate Wounds	Heward's Handy	1	0.1	1350.0	Armor Proficiency (Medium) You are proficient with medium armor
Spell Effect (50 Charges/Spell Trigger)	Haversack				Shield Proficiency You are proficient with bucklers, small shields, and large shields
Wand of Restoration	Heward's Handy Haversack	1	0.1	22360.0	Simple Weapon Proficiency
Spell Effect (50 Charges/Spell Trigger)	Haveisack				You understand how to use all types of simple weapons in combat
					DOMAINS
Wand of Silence Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.1	1800.0	Strength You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength
					equal to your cleric level. Activating the power is a free
Water (Pint)	Waterskin	1	1.0	0.0	action, the power lasts 1 round, and it is usable once per day.
Waterskin 1 lbs., 1 Water (Pint)	Heward's Handy Haversack	1	0.0	1.0	Water Turn or destroy fire creatures as a good cleric turns
Scroll of Death Ward	Heward's Handy Haversack	1	0.01	700.0	undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. May use these abilities 3 + CHA times per day
Rod of Splendor	Equipped	1	5.0	25000.0	
Create fine garments and adornments that last for 12 hours \sim 1/day Create a palatial tent that lasts 1 day \sim 1/wk	-				PROFICIENCIES
Refuge item	Heward's Handy Haversack	1	0.01	1500.0	Bead of Force, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Greatclub, Javelin, Longspear, Mace
Breaking this item takes the character back to the docks in Festival Scroll of Heal	Heward's Handy	1	0.01	1650.0	(Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Unarmed Strike
	Haversack				
Tuning Fork (Astral) Astral, (Tuning Forks)	Heward's Handy Haversack	ſ	1.0	100.0	LANGUAGES Common, Elven, Literacy, Sahuagin
Tuning Forks (Prime) Prime Material	Heward's Handy Haversack	1	1.0	100.0	, , ,, ,, ,,
Potion of Inflict Serious Wounds (9th)	Heward's Handy	1	0.1	1350.0	TEMPLATES Saddle on Mount
(Potion (Inflict Serious Wounds/Cleric/5th)), (Potion), Spell Effect (Single Use/UseActivated)	Haversack				
TOTAL WEIGHT CARRIED/V/			80.00	456747.32	
			lbs.	430747.32 gp	
WEIGHT ALLO	WANCE				
Light 133 Medium	266		leavy		
Lift over head 400 Lift off ground	800 P	ush /	Drag	2000	
MONE	Y				
Gold piece (gp): 36387[Heward's Handy Haversa	ack]				
Silver piece (sp): 1[Heward's Handy Haversack] Copper piece (cp): 9[Heward's Handy Haversack]					
24 x Black Onyx (50) [Heward's Handy Haversack]					
		Tota	l = 375	87.19 gp	

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	7+1	7+1	6+1	5+1	5+1	4+1	2+1	1+1	0

LEVEL 0

Mana				LEVEL 0					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Create Water	16	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	(Creation) [Water]	phb: p.215
Effect: Generates wholesome, drinkable water - 30 gallons.	16	Will half (harmless);	1 standard	Instantaneous	Target: Up to 30 gal	V, S	Yes (harmless); see	Caster Level: 15 Conjuration	phb: p.216
Effect:		see text	action	instantaneous	Target: Creature tou		text	(Healing) Caster Level: 15	phb. p.210
You channel positive energy through your hand that cures 1 poir	nt of dar 16	nage. None		Concentration, up to 15 minutes	60 ft.	V, S	No	Divination	phb: p.219
Effect: You detect magical auras.			action		Target: Cone-shape	ed emanatio	n	Caster Level: 15	
Detect Poison	16	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Divination	phb: p.219
Effect: You determine whether a creature, object, or area has been pois	oned c	r is poisonous.	douorr		Target: One creatur	e, one obje	ct, or a 5-ft. cube	Caster Level: 15	
	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes		phb: p.238
Effect: This spell imbues the subject with a touch of divine guidance. Th check. It must choose to use the bonus before making the roll to w	e creat	ure gets a +1 competer	ce bonus or	n a single attack roll, saving throw, or ski	Target: Creature tou II	uched		Caster Level: 15	
Inflict Minor Wounds	16	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244
Effect: This spell functions like inflict light wounds, except that you deal	1 point	of damage and a Will sa		the damage instead of halving it.	Target: Creature tou	uched		Caster Level: 15	
	16	None		150 minutes	Touch	V, M/DF	No	Evocation [Light]	phb: p.248
Effect: This spell causes an object to glow like a torch, shedding brigh		n a 20-foot-radius [and	dim light for	an additional 20 feet] from the point yo	Target: Object touch u	ned		Caster Level: 15	
touch. The effect is immobile, but it can be cast on a movable objection of the movable objection of the movable objective obj	ct. 16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253
Effect: Mending repairs small breaks or tears in objects [but not warps,	such a			spell). It will weld broken metallic object	Target: One object o	of up to 1 lb		Caster Level: 15	
such as a ring, a chain link, a medallion, or a slender dagger, provi			1 standard		10 ft.	V, S	Yes (object)	Transmutation	phb: p.267
Effect:			action		Target: 15 cu. ft. of	contaminate	ed food and water	Caster Level: 15	
This spell makes spoiled, rotten, poisonous, or otherwise contain	16	None		r eating and drinking. 150 minutes	Personal	V, S, F	No	Divination	phb: p.269
Effect: By means of read magic, you can decipher magical inscrip	tions o	n objects-books, scroll		, and the like-that would otherwise b	<i>Target:</i> You e			Caster Level: 15	
unintelligible. This deciphering does not normally invoke the magic		ned in the writing, althou Will negates	gh it may do 1 standard	so in the case of a cursed scroll.	Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272
Effect:		(harmless)	action		Target: Creature tou			Caster Level: 15	
You imbue the subject with magical energy that protects it from h	narm, gi 16	ranting it a +1 resistance Fortitude negates (harmless)	1 standard		Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.298
Effect: The subject gains 1 temporary hit point		(namicoo)	action		Target: Creature tou	uched		Caster Level: 15	
				LEVEL 1					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
	17	Will negates	1 standard action	15 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	phb: p.203
Effect: Fills your enemies with fear and doubt. Enemies take -1 on attact	k rolls (Target: All enemies	within 50 ft.			
		and saves against fear.						Caster Level: 15	
	17	and saves against fear. None	1 standard action	15 minutes	50 ft.		Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	phb: p.205
Effect: Fills your allies with courage. Allies gain +1 on attack rolls and +	17 1 on sa	None ves against fear.	action		Target: The caster a centered on the cast	and all allies	within a 50-ft. burst,	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15	
Fills your allies with courage. Allies gain +1 on attack rolls and +	17	None	action		<i>Target:</i> The caster a centered on the cas Touch	and all allies ster V, S, M	· · ·	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15	phb: p.205 phb: p.205
Fills your allies with courage. Allies gain +1 on attack rolls and + Bless Water Effect: You imbue a flask of water with positive energy, turning it into ho	17 1 on sa 17	None ves against fear. Will negates (object)	action 1 minute 1 standard		Target: The caster a centered on the cast	and all allies ster V, S, M	within a 50-ft. burst,	Enchantment (Compulsion) (Mind-Affecting) <i>Caster Level:</i> 15 Transmutation [Good] <i>Caster Level:</i> 15 Necromancy [Fear,	phb: p.205
Fills your allies with courage. Allies gain +1 on attack rolls and + Bless Water Effect: You imbue a flask of water with positive energy, turning it into ho Cause Fear Effect: Effect:	17 1 on sa 17 ly wate	None ves against fear. Will negates (object) r.	action 1 minute	Instantaneous	<i>Target:</i> The caster a centered on the cast Touch <i>Target:</i> Flask of wat	and all allies ter V, S, M ter touched V, S	within a 50-ft. burst, Yes (object) Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15 Transmutation [Good] <i>Caster Level:</i> 15	phb: p.205
Fills your allies with courage. Allies gain +1 on attack rolls and + Bless Water Effect: You imbue a flask of water with positive energy, turning it into ho Cause Fear	17 1 on sa 17 ly wate	None ves against fear. Will negates (object) r.	action 1 minute 1 standard action 1 standard	Instantaneous 1d4 rounds or 1 round; see text	<i>Target:</i> The caster a centered on the cast Touch <i>Target:</i> Flask of wat Close (60 ft.)	and all allies ter V, S, M ter touched V, S	within a 50-ft. burst, Yes (object) Yes	Enchantment (Compulsion) (Mind-Affecting) <i>Caster Level:</i> 15 Transmutation [Good] <i>Caster Level:</i> 15 Necromancy [Fear, Mind-Affecting] <i>Caster Level:</i> 15 Enchantment	phb: p.205
Fills your allies with courage. Allies gain +1 on attack rolls and + Effect: You imbue a flask of water with positive energy, turning it into ho Cause Fear Effect: The affected creature becomes frightened.	17 1 on sa 17 ly wate 17	None ves against fear. Will negates (object) r. Will partial	action 1 minute 1 standard action	Instantaneous 1d4 rounds or 1 round; see text	Target: The caster a centered on the cas Touch Target: Flask of wat Close (60 ft.) Target: One living c Close (60 ft.)	and all allies ter V, S, M er touched V, S reature with V	within a 50-ft. burst, Yes (object) Yes 5 or fewer HD	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15 Transmutation [Good] <i>Caster Level:</i> 15 Necromancy [Fear, Mind-Affecting] <i>Caster Level:</i> 15 Enchantment (Compulsion) [Language-Depenct Mind-Affecting]	phb: p.205 phb: p.208 phb: p.211
Fills your allies with courage. Allies gain +1 on attack rolls and + Effect: You imbue a flask of water with positive energy, turning it into ho Cause Fear Effect: The affected creature becomes frightened.	17 1 on sa 17 ly wate 17 17	None ves against fear. Will negates (object) r. Will partial Will negates	action 1 minute 1 standard action 1 standard	Instantaneous 1d4 rounds or 1 round; see text	Target: The caster a centered on the cas Touch Target: Flask of wat Close (60 ft.) Target: One living c	and all allies ter V, S, M er touched V, S reature with V	within a 50-ft. burst, Yes (object) Yes 5 or fewer HD	Enchantment (Compulsion) (Mind-Affecting) <i>Caster Level:</i> 15 Transmutation [Good] <i>Caster Level:</i> 15 Necromancy [Fear, Mind-Affecting] <i>Caster Level:</i> 15 Enchantment (Compulsion) [Language-Depenc	phb: p.205 phb: p.208 phb: p.211
Fills your allies with courage. Allies gain +1 on attack rolls and + Fills your allies Water Filect: Filect: The affected creature becomes frightened. Filect: The affected creature becomes frightened. Filect: Command Filect: You give the subject a single command that it must obey to the b Comprehend Languages	17 1 on sa 17 ly wate 17 17	None ves against fear. Will negates (object) r. Will partial Will negates	action 1 minute 1 standard action 1 standard action	Instantaneous 1d4 rounds or 1 round; see text	Target: The caster a centered on the cas Touch Target: Flask of wat Close (60 ft.) Target: One living c Close (60 ft.) Target: One living c Personal	and all allies ter V, S, M er touched V, S reature with V	within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes	Enchantment (Compulsion) (Mind-Affecting) <i>Caster Level:</i> 15 Transmutation [Good] <i>Caster Level:</i> 15 Necromancy [Fear. Mind-Affecting] <i>Caster Level:</i> 15 Enchantment (Compulsion) [Language-Depenc Mind-Affecting] <i>Caster Level:</i> 15 Divination	phb: p.205 phb: p.208 phb: p.211
Fills your allies with courage. Allies gain +1 on attack rolls and + File. File. File. File. File. File. File. File. File. File.	17 1 on sa 17 ly wate 17 17 17 vest of i 17 vvise in	None ves against fear. Will negates (object) r. Will partial Will negates ts ability. None comprehensible written	action 1 minute 1 standard action 1 standard action 1 standard messages.	Instantaneous 1d4 rounds or 1 round; see text 1 round 150 minutes	Target: The caster a centered on the cas Touch Target: Flask of wat Close (60 ft.) Target: One living c Close (60 ft.) Target: One living c Personal Target: You	and all allies ter V, S, M ere touched V, S reature with V reature V, S, M/DF	within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15 Transmutation [Good] <i>Caster Level:</i> 15 Necromancy [Fear, Mind-Affecting] <i>Caster Level:</i> 15 Enchantment (Compulsion) [Language-Depenc Mind-Affecting] <i>Caster Level:</i> 15 Divination <i>Caster Level:</i> 15	phb: p.205 phb: p.208 phb: p.211 lent, phb: p.212
Fills your allies with courage. Allies gain +1 on attack rolls and + Fills your allies with courage. Allies gain +1 on attack rolls and + Fills you inbue a flask of water with positive energy, turning it into ho Course Fear Filect: The affected creature becomes frightened. Filect: You give the subject a single command that it must obey to the b Comprehend Languages Fifect: You can understand the spoken words of creatures or read other Course Light Wounds Effect:	17 1 on sau 17 ly wate 17 17 17 17 wwise in 17	None ves against fear. Will negates (object) r. Will partial Will negates ts ability. None comprehensible written Will half (harmless); see text	action 1 minute 1 standard action 1 standard action 1 standard messages.	Instantaneous 1d4 rounds or 1 round; see text 1 round	Target: The caster a centered on the cas Touch Target: Flask of wat Close (60 ft.) Target: One living c Close (60 ft.) Target: One living c Personal	and all allies ter V, S, M ere touched V, S reature with V reature V, S, M/DF V, S	within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes	Enchantment (Compulsion) (Mind-Affecting) <i>Caster Level:</i> 15 Transmutation [Good] <i>Caster Level:</i> 15 Necromancy [Fear, Mind-Affecting] <i>Caster Level:</i> 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] <i>Caster Level:</i> 15 Divination <i>Caster Level:</i> 15	phb: p.205 phb: p.208 phb: p.211 lent,
Fills your allies with courage. Allies gain +1 on attack rolls and +:	17 1 on sa 17 ly wate 17 17 17 17 wise in 17 5 damaq 17	None ves against fear. Will negates (object) r. Will partial Will negates ts ability. None comprehensible written Will half (harmless); see text ge Will negates (object)	action 1 minute 1 standard action	Instantaneous 1d4 rounds or 1 round; see text 1 round 150 minutes	Target: The caster a centered on the cast Touch Target: Flask of wat Close (60 ft.) Target: One living c Close (60 ft.) Target: One living c Personal Target: You Touch	and all allies ter V, S, M ere touched V, S reature with V reature V, S, M/DF V, S uched V, S, M	within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes (harmless); see	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [Good] Caster Level: 15 Necromancy [Fear, Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15	phb: p.205 phb: p.208 phb: p.211 lent, phb: p.212 phb: p.215
Fills your allies with courage. Allies gain +1 on attack rolls and + Fills your allies with courage. Allies gain +1 on attack rolls and + Fills you inbue a flask of water with positive energy, turning it into ho Course Fear Fifect: You give the subject a single command that it must obey to the b Comprehend Languages Fifect: You can understand the spoken words of creatures or read other Course Light Wounds Effect:	17 1 on sa 17 ly wate 17 17 17 17 wise in 17 5 damaq 17	None ves against fear. Will negates (object) r. Will partial Will negates ts ability. None comprehensible written Will half (harmless); see text ge Will negates (object)	action 1 minute 1 standard action 1 standard action 1 standard action 1 standard action 1 standard 1 minute 1 standard	Instantaneous 1d4 rounds or 1 round; see text 1 round 150 minutes Instantaneous	Target: The caster a centered on the cas Touch Target: Flask of wat Close (60 ft.) Target: One living c Close (60 ft.) Target: One living c Personal Target: You Touch Target: Creature tou	and all allies ter V, S, M ere touched V, S reature with V reature V, S, M/DF V, S uched V, S, M	within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes (harmless); see text	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15 Transmutation [Good] <i>Caster Level:</i> 15 Necromancy [Fear, Mind-Affecting] <i>Caster Level:</i> 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] <i>Caster Level:</i> 15 Divination <i>Caster Level:</i> 15 Conjuration (Healing) <i>Caster Level:</i> 15 Necromancy [Evil]	phb: p.205 phb: p.208 phb: p.211 lent, phb: p.212 phb: p.215 phb: p.216
Fills your allies with courage. Allies gain +1 on attack rolls and + Fills your allies with courage. Allies gain +1 on attack rolls and + Fills you inbue a flask of water with positive energy, turning it into ho Cause Fear Effect: The affected creature becomes frightened. Command Effect: You give the subject a single command that it must obey to the b Comprehend Languages Effect: You can understand the spoken words of creatures or read other Cure Light Wounds Effect: You cannel positive energy through your hand that cures 1d8+6 Curese Water Effect: You channel positive energy through your hand that cures 1d8+6 Curese Water Effect: Fiect: F	17 1 on sa 17 17 17 17 17 17 17 17 5 damay 17 17 17	None ves against fear. Will negates (object) r. Will partial Will negates ts ability. None comprehensible written Will half (harmless); see text ge Will negates (object) rater. None	action 1 minute 1 standard action 1 minute 1 standard action	Instantaneous 1d4 rounds or 1 round; see text 1 round 150 minutes Instantaneous Instantaneous 150 minutes	Target: The caster a centered on the cast Touch Target: Flask of wat Close (60 ft.) Target: One living c Close (60 ft.) Target: One living c Personal Target: You Touch Target: Creature tou Touch Target: Flask of wat	and all allies ter V, S, M ere touched V, S reature with V reature V, S, M/DF V, S uched V, S, M ere touched V, S	within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes (harmless); see text Yes (object) No	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15 Transmutation [Good] <i>Caster Level:</i> 15 Necromancy [Fear, Mind-Affecting] <i>Caster Level:</i> 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] <i>Caster Level:</i> 15 Divination <i>Caster Level:</i> 15 Conjuration (Healing) <i>Caster Level:</i> 15 Necromancy [Evil] <i>Caster Level:</i> 15	phb: p.205 phb: p.208 phb: p.211 lent, phb: p.212 phb: p.215 phb: p.216
Fills your allies with courage. Allies gain +1 on attack rolls and + Fills your allies with courage. Allies gain +1 on attack rolls and + Fills you rallies Water Effect: You give the subject a single command that it must obey to the b Comprehend Languages Effect: You can understand the spoken words of creatures or read other Cure Light Wounds Effect: You channel positive energy through your hand that cures 1d8+5 Fifect: You shake a flask of water with negative energy, turning it into u	17 1 on sa 17 17 17 17 17 17 17 17 5 damay 17 17 17	None ves against fear. Will negates (object) r. Will partial Will negates ts ability. None comprehensible written Will half (harmless); see text ge Will negates (object) rater. None	action 1 minute 1 standard action 1 standard action 1 standard action 1 standard action 1 minute 1 standard action s near deatl	Instantaneous 1d4 rounds or 1 round; see text 1 round 150 minutes Instantaneous Instantaneous 150 minutes	Target: The caster a centered on the caster a center of the caster a cente a center of the caster a center of the center	and all allies ter V, S, M ter touched V, S reature with V reature V, S, M/DF V, S uched V, S, M V, S, M er touched V, S ad emanatio	within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes (harmless); see text Yes (object) No	Enchantment (Compulsion) (Mind-Affecting) <i>Caster Level:</i> 15 Transmutation (Good) <i>Caster Level:</i> 15 Necromancy [Fear, Mind-Affecting] <i>Caster Level:</i> 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] <i>Caster Level:</i> 15 Divination <i>Caster Level:</i> 15 Necromancy [Evil] <i>Caster Level:</i> 15 Necromancy [Evil] <i>Caster Level:</i> 15	phb: p.205 phb: p.208 phb: p.211 lent, phb: p.212 phb: p.215 phb: p.216
Fills your allies with courage. Allies gain +1 on attack rolls and +: Fills your allies with courage. Allies gain +1 on attack rolls and +: Fills you rallies Water Effect: You inbue a flask of water with positive energy, turning it into ho Fifect: You give the subject a single command that it must obey to the b Fifect: You give the subject a single command that it must obey to the b Fifect: You comprehend Languages Effect: You channel positive energy through your hand that cures 1d8+6 Fifect: You channel positive energy through your hand that cures 1d8+6 Fifect: You channel positive energy through your hand that cures 1d8+6 Fifect: You inbue a flask of water with negative energy, turning it into u Carle Light Wounds Effect: You inbue a flask of water with negative energy, turning it into u Carle Light you can deter Fifect: You inbue a flask of water with negative energy, turning it into u Carle Light you can deter Fifect: You inbue a flask of water with negative energy, turning it into u Carle Light you can deter Fifect: You inbue a flask of water with negative energy, turning it into u Carle Light you can deter Fifect: You inbue a flask of water with negative energy, turning it into u Carle Light you can deter Fifect: You inbue a flask of water with negative energy, turning it into u Carle Light you can deter Fifect: You you inbue a flask of water with negative energy, turning it into u Carle Light you	17 1 on sa 17 17 17 17 17 17 17 17 5 damay 17 17 17	None ves against fear. Will negates (object) r. Will partial Will negates ts ability. None comprehensible written Will half (harmless); see text Will negates (object) rater. None the condition of creature	action 1 minute 1 standard action 1 minute 1 standard as near deatl 1 standard	Instantaneous 1d4 rounds or 1 round; see text 1 round 150 minutes Instantaneous Instantaneous 150 minutes n within the spells range.	Target: The caster a centered on the cast Touch Target: Flask of wat Close (60 ft.) Target: One living c Close (60 ft.) Target: One living c Personal Target: You Touch Target: Flask of wat 30 ft. Target: Cone-shape	and all allies ter V, S, M ier touched V, S reature with V reature V, S, M/DF V, S, M ier touched V, S ad emanatio V, S, DF	within a 50-ft. burst, Yes (object) Yes 5 or fewer HD Yes No Yes (harmless); see text Yes (object) No No No	Enchantment (Compulsion) (Mind-Affecting) <i>Caster Level:</i> 15 Transmutation (Good) <i>Caster Level:</i> 15 Necromancy [Fear, Mind-Affecting] <i>Caster Level:</i> 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] <i>Caster Level:</i> 15 Divination <i>Caster Level:</i> 15 Necromancy [Evil] <i>Caster Level:</i> 15 Necromancy [Evil] <i>Caster Level:</i> 15	phb: p.205 phb: p.208 phb: p.211 lent, phb: p.212 phb: p.215 phb: p.216 phb: p.217

				Claric Challe					
Detect Evil	17	None		Cleric Spells	60 ft.	V, S, DF	No	Divination	phb: p.218
Effect:			action		Target: Cone-shape	d emanatic	n	Caster Level: 15	
You can sense the presence of evil.	17	None		Concentration, up to 150 minutes	60 ft.	V, S, DF	No	Divination	phb: p.219
Effect: You can sense the presence of good.			action		Target: Cone-shape	d emanatic	n	Caster Level: 15	
Detect Law	17		1 standard	Concentration, up to 150 minutes	60 ft.	V, S, DF	No	Divination	phb: p.219
Effect: You can sense the presence of law.			doubli		Target: Cone-shape	d emanatic	n	Caster Level: 15	
Detect Undead	17	None	1 standard action	Concentration, up to 15 minutes	60 ft.	V, S, M/DF	No	Divination	phb: p.220
Effect: You can detect the aura that surrounds undead creatures.					Target: Cone-shape			Caster Level: 15	
Divine Favor	17	None	1 standard action	1 minute		V, S, DF	No	Evocation	phb: p.224
Effect: Calling on the strength and wisdom of a deity, you gain +5 on atta			4 - 1 - 1 - 1	15 of the	Target: You	V 0 05	¥	Caster Level: 15	
Effect:	17	Will negates	1 standard action	15 minutes	Medium (250 ft.) Target: One living cr		Yes	Necromancy [Fear Mind-Affecting] Caster Level: 15	,pnb: p.225
Fills subject with a feeling of horrible dread that causes it to beco	me sha 17		1 standard	24 hours		V, S	Yes (harmless)	Abjuration	phb: p.226
			action		Target: Creature tou			Caster Level: 15	prio: p.220
Subject suffers no harm from being in a hot or cold environment.	17	Fortitude negates	1 round	15 minutes	-	V, S, M	Yes	Transmutation	phb: p.226
Effect: Causes instant growth of a humanoid creature, doubling it's heigh	nt and	multiplying its weight by	8. This char	des the creatures size category up one.	Target: One humano	oid creature	•	Caster Level: 15	
	17	None	1 standard action		Personal	V, S	No	Abjuration	phb: p.227
Effect: A magical field that deflects arrows, rays and other ranged attack	s appe	ars around you. Rangeo	d attacks hav	ve 20% miss chance.	Target: You			Caster Level: 15	
Hide from Undead	17	Will negates					Yes	Abjuration	phb: p.241
Effect: Undead cannot see, hear, or smell the warded creatures. Even	extrac	ordinary or supernatural	sensory cap	pabilities, such as blindsense, blindsight	Target: 15 touched c	creatures		Caster Level: 15	
scent, and tremorsense, cannot detect or locate warded creatures.	17	Will half		Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244
Effect: When laying your hand upon a creature, you channel negative en	erav t	nat deals 1d8+5 noints o	action		Target: Creature tou	ched		Caster Level: 15	
Magic Stone	17	Will negates		30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.251
Effect: You transmute as many as three pebbles, which can be no larger	than s			areat force when thrown or slung.	Target: Up to three p	bebbles tou	ched	Caster Level: 15	
	17	Will negates	1 standard action		Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.251
Effect: Gives a weapon a +1 enhancement bonus on attack and damage	e rolls.				Target: Weapon tou	ched		Caster Level: 15	
	17	None	1 standard action	15 minutes		V, S	No	Conjuration (Creation)	phb: p.258
Effect: A misty vapor arises around you. It is stationary once created. The					high			Caster Level: 15	
Obscuring Mist	17		1 standard action	15 minutes		V, S	No	Conjuration (Creation)	phb: p.258
Effect: A misty vapor arises around you. It is stationary once created. The	e vapo 17	or obscures all sight, incl Will negates	luding darkvi 1 standard		high		radius from you, 20 ft.	Caster Level: 15 Abjuration [Good]	phb: p 266
Effect:	17		action	15 minutes	Target: Creature tou		NO, SEE LEXT	Caster Level: 15	prib. p.200
This spell wards a creature from attacks by evil creatures, from the subject at a distance of 1 foot. +2 to AC and saves, counter min	menta d cont	l control, and from sumr rol, hedge out elemental	moned creat Is and outsid	ures. It creates a magical barrier around ers.		ched		Cusici Ecvel. 10	
Protection from Good	17		1 standard action		Touch	V, S, M/DF	No; see text	Abjuration [Evil]	phb: p.266
Effect: This spell wards a creature from attacks by good creatures, from	menta	al control, and from sum	imoned crea	tures. It creates a magical barrier around	Target: Creature tou	ched		Caster Level: 15	
the subject at a distance of 1 foot. +2 to AC and saves, counter min Protection from Law		Will negates	1 standard		Touch	V, S, M/DF	No; see text	Abjuration	phb: p.266
Effect:		(,	action	turne it creater	Target: Creature tou	ched		[Chaotic] Caster Level: 15	
This spell wards a creature from attacks by lawful creatures, from the subject at a distance of 1 foot. +2 to AC and saves, counter min	d cont	rol, hedge out elemental	Is and outsid	ers.		V, S	Yes (harmless)	Abjuration	phb: p.271
Effect:	17		action	יס הווועוכס, סכל ופגו			ves (narmiess) which can be more than	-	prio. p.271
You instill courage in the subject, granting it a +4 morale bonus effect when receiving the spell, that effect is suppressed for the dur-			inutes. If the	e subject is under the influence of a fea					
Sanctuary		Will negates	1 standard action	15 rounds		V, S, DF	No	Abjuration	phb: p.274
Effect: Any opponent attempting to strike or otherwise directly attack the	e ward	ed creature, even with a	a targeted sp	ell, must attempt a Will save. If the save	Target: Creature tou	ched		Caster Level: 15	
succeeds, the opponent can attack normally and is unaffected by tattack, that part of its action is lost, and it cant directly attack the wa	rded c	reature for the duration	of the spell.			VCM	Yee (hermisse)	Abjuration	abb: a 279
Effect:	17		1 standard action	ro minutes	Touch Target: Creature tou	V, S, M	Yes (harmless)	Abjuration Caster Level: 15	phb: p.278
creates a shimmering, magical field around the touched creature	that av 17	verts attacks. The spell g None			-	v, s, F/DF	No	Caster Level: 15	phb: p.285
Effect:					Target: One summor			(Summoning) Caster Level: 15	,
This spell summons an extraplanar creature [typically an outsi designate and acts immediately, on your turn. It attacks your opp					, - L	2. Suit			
1st-level list on the Summon Monster table.									
Name	DC	Saving Throw	Time	LEVEL 2	Range	Comp	Spell Resistance	School	Source
Name	18	Saving Throw None	1 standard action			Comp. V, S, DF	Spell Resistance Yes (harmless)	Enchantment (Compulsion)	Source phb: p.196
Effect:			aoudii		Target: Living creatu	ire toucher		[Mind-Affecting] Caster Level: 15	
+1 morale bonus on attack rolls, +1 morale bonus against fear, 10	d8+10 18	temporary hp. Will negates	1 standard	15 minutes			Yes (harmless, object)		phb: p.197
Effect:			action				v projectiles (all of which		
Weapon becomes good, evil, lawful, or chaotic.					must be in contact w casting]				
				* =Domain/Speciality Spell					

				Cleric Spells						
Effect:	18	None	1 minute	Instantaneous	Personal Target: You	V, S, M, F	No	Divination Caster Level: 15	phb: p.202	
Can tell you whether an action will bring good or bad results for y	you in t 18	Will negates		15 minutes	Touch	V, S, DF	Yes	Transmutation	phb: p.203	
Effect:	honua	(harmless)	action		Target: Creature tou	uched		Caster Level: 15		
The subject gains greater vitality and stamina [+4 enhancement	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207	
Effect: The subject becomes stronger. [+4 to Str]		(nanniess)	action		Target: Creature tou	uched		Caster Level: 15		
Bull's Strength	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207	
Effect: The subject becomes stronger. [+4 to Str]		. ,			Target: Creature tou	uched		Caster Level: 15		
Calm Emotions	18	Will negates	1 standard action	Concentration, up to 15 rounds	Medium (250 ft.) Target: Creatures in		Yes lius spread	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	phb: p.207	
You calm agitated creatures, negating emotion effects.	18	None	1 standard	30 hours	Close (60 ft.)	V, S, M,	No	Evocation [Good]	phb: p.212	
Effect:			action		Target: 20-ft. radius	DF emanation		Caster Level: 15		
Blesses an area with positive energy,	18	Will half (harmless);		Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration	phb: p.216	
Effect:	10 dom	see text	action		Target: Creature tou	uched	text	(Healing) Caster Level: 15		
You channel positive energy through your hand that cures 2d8+1	18 18	None	1 standard action	150 minutes	Touch Target: Object touch	V, M/DF	No	Evocation [Darkness] Caster Level: 15	phb: p.216	
This spell causes an object to radiate shadowy illumination out to	o a 20-f 18	ft. radius. Will negates		Instantaneous/10 minutes per HD of	Touch	V, S	Yes	Necromancy	phb: p.217	
Effect: You draw forth the ebbing life force of a creature and use it to fu	uoy let	r own power. Gain 1d8 t	action temporary h	subject; see text p, +2 to Str, and +1 caster level if subject	<i>Target:</i> Living create	ure touched		[Death, Evil] Caster Level: 15		
fails save. Delay Poison	18	Fortitude negates (harmless)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.217	
Effect: The targert becomes temporarily immune to poison.		(nanness)	action		Target: Creature tou	uched		Caster Level: 15		
	18	None	1 standard action	30 hours	Close (60 ft.)	V, S, M, DF	Yes	Evocation [Evil]	phb: p.218	
Effect: You imbue an area with negative energy.					Target: 20-ft. radius			Caster Level: 15		
Eagle's Splendor	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.225	
Effect: The subject becomes more poised, articulate and personally force			4	41	Target: Creature tou		N	Caster Level: 15		
Effect:	18	Will negates; see text	1 round	1 hour or less	Medium (250 ft.) Target: Any number	V, S	Yes	Enchantment (Charm) Caster Level: 15	phb: p.227	
If you have the attention of a group of creatures, you can holde the	hem sp 18	ellbound. None	1 standard	15 minutes	Personal	V, S	No	Divination	phb: p.230	
Effect:	10	None	action	To minutes	Target: You	v, o	110	Caster Level: 15	phb. p.200	
You gain intuitive insight into the workings of traps. You can use bonus of 7 on Search checks made to find traps while the spell is ir					ıt					
	18	None	1 standard action	150 minutes	. ,	V, S	No	Conjuration (Creation)	phb: p.232	
Effect: A bank of fog billows out from the point you designate. The fog o	bscure 18	s all sight, including dar Will negates (object)			Target: Fog spreads		Yes (object)	Caster Level: 15 Necromancy	phb: p.235	
Effect:	10	Will flegates (object)	action	10 days	Target: Corpse touc		res (object)	Caster Level: 15	prib. p.233	
You preserve the remains of a dead creature so that they do no dead.	t decay	y. Doing so effectively e	xtends the	time limit on raising that creature from the						
Hold Person	18	Will negates; see text	1 standard action	15 rounds; see text	Medium (250 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion)	phb: p.241	
Effect: The subject humanoid becomes paralyzed and freezes in place.	It is a	ware and breather norm		anot take any actions, even appearly Foo	Target: One human	oid creature	1	[Mind-Affecting] Caster Level: 15		
round on its turn, the subject may attempt a new saving throw to er	nd the e	effect. Will half		Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244	
Effect:			action	inotantanoo do	Target: Creature tou		100	Caster Level: 15	prio. p.2.11	
When laying your hand upon a creature, you channel negative er	nergy t 18	hat deals 2d8+10 points Will negates		Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	phb: p.272	
Effect:		(harmless)			Target: Creature tou	uched		(Healing) Caster Level: 15		
any magical effects reducing one of the subjects ability scores [s of the subjects ability scores [such as from a shadows touch or fro exhausted condition to fatiqued.										
	18	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless, object) Transmutation	phb: p.252	
Effect: This spell functions like mending, except that make whole compl	letely r			ance, even one with multiple breaks, to b	Target: One object o	of up to 150	cu. ft	Caster Level: 15		
as strong as new.	18	Will negates	1 standard	15 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.259	
Effect:		(harmless)	action	and the state of the second second second	Target: Creature tou	uched		Caster Level: 15		
The transmuted creature becomes wiser. The spell grants a +4 e	enhanco 18	ement bonus to Wisdom Will negates (harmless)		e usual benefit to Wisdom-related skills. Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.271	
Effect: You can free one or more creatures from the effects of any temp	orany	· · · ·		a ghould touch or a slow spall. If the spa	Target: Up to four cl	reatures, no	two of which can be	Caster Level: 15		
is cast on one creature, the paralysis is negated. If cast on two c that afflicts it. If cast on three or four creatures, each receives anoth	reature	s, each receives anothe	er save with onus.				Yes (harmless)	Abjuration	phb: p.272	
Effect:		(harmless)	action		Target: Creature tou			Caster Level: 15		
This abjuration grants a creature limited protection from damages onic. The subject gains energy resistance 10 against the energy to be the subject of the subject set of the subject se	y type	chosen, meaning that e	each time th	he creature is subjected to such damage						
[whether from a natural or magical source], that damage is reduced Shatter	d by 10 18	Will negates (object);	1 standard		Close (60 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	phb: p.278	
		Will negates (object) or Fortitude half; see text	acuon							
Effect: Shatter creates a loud, ringing noise that breaks brittle, nonma	agical (e solid. nor	magical object; or damages a crystalling		pread; or o	ne solid object or one	Caster Level: 15		
creature.				* =Domain/Speciality Spell						
Jan 11, 2009 2:54:06 PM Created using PCGen		PCGen Character T For suggestions please	emplate by se post to p	Frugal, based on work by ROG, Arcady, cgen@yahoogroups.com with "OS Sugge	Barak, Dimrill & Dekk estion⁼ in the subject	er. line.				Page 6

				Cleric Spells					
Shield Other	18	Will negates	1 standard		Close (60 ft.)	V, S, F	Yes (harmless)	Abjuration	phb: p.278
Effect:		(harmless)	action		Target: One creatur	e		Caster Level: 15	
This spell wards the subject and creates a mystic connection b subject gains a +1 deflection bonus to AC and a +1 resistance bo									
attacks [including that dealt by special abilities] that deal hit point of	lamage	The amount of damage	e not taken	by the warded creature is taken by you.					
	10	Will negates; see text or none (object)	action	1 15 minutes	Long (1000 ft.)	V, S	Yes; see text or no (object)		phb: p.279
Effect: Upon the casting of this spell, complete silence prevails in the	affecte	d area. All sound is sto	opped: Con	versation is impossible, spells with verba			centered on a creature	e, Caster Level: 15	
components cannot be cast, and no noise whatsoever issues from	, enters	, or passes through the	area.						
Sound Burst	18	Fortitude partial	action	Instantaneous	Close (60 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	pnb: p.281
Effect: You blast an area with a tremendous cacophony. Every creatu	ire in th	e area takes 1d8 point	s of sonic (damage and must succeed on a Fortitud	Target: 10-ft. radius	spread		Caster Level: 15	
save to avoid being stunned for 1 round.				-		V 0 05	N	E	
Spiritual Weapon	18	None	1 standard action	1 15 rounds	Medium (250 ft.)	V, S, DF	Yes	Evocation [Force]	phb: p.283
Effect: A weapon made of pure force springs into existence and attacks	onnon	ents at a distance, as vo	u direct it	dealing 1d8+5 force damage per hit	Target: Magic weap	on of force		Caster Level: 15	
	18	Will negates	1 standard		Touch	V, S	Yes (harmless)	Divination	phb: p.284
Effect:		(harmless)	action		Target: 5 living crea	tures touch	ed	Caster Level: 15	
When you need to keep track of comrades who may get sep condition. You are aware of direction and distance to the creatu	arated	status allows you to i	mentally m	onitor their relative positions and genera	al				
unconscious, dying, nauseated, panicked, stunned, poisoned, dise	ased, c	onfused, or the like.	-						
Summon Monster II	18	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.286
Effect: This spell functions like summon monster I, except that you can	summo	on one creature from the	2nd-level	list or 1d3 creatures of the same kind from			d creatures, no two of	Caster Level: 15	
the 1st-level list.									
Undetectable Alignment	18	Will negates (object)	1 standard action	1 24 hours	Close (60 ft.)	V, S	Yes (object)	Abjuration	phb: p.297
Effect: An undetectable alignment spell conceals the alignment of an ol	niect or	a creature from all form	s of divinati	on.	Target: One creatur	e or object		Caster Level: 15	
Zone of Truth		Will negates	1 standard	1 15 minutes	Close (60 ft.)	V, S, DF	Yes	Enchantment	phb: p.303
			action					(Compulsion) [Mind-Affecting]	
Effect: Creatures within the emanation area [or those who enter it] cant	spoak	any deliberate and inter	tional line		Target: 20-ft. radius	emanation		Caster Level: 15	
Creatures within the emanation area for those who enter it can	spear	any deliberate and inter	luonar nes.						
				LEVEL 3					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Dead	19	None	action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	pnb: p.198
Effect: Turn the bones and bopdies of dead creatures into undead skel	etons a	nd zombies that obey vo	our commar	nds.	Target: One or more	e corpses to	ouched	Caster Level: 15	
Bestow Curse	19	Will negates	1 standard	Permanent	Touch	V, S	Yes	Necromancy	phb: p.203
Effect:			action		Target: Creature tou	uched		Caster Level: 15	
You place a curse on the subject6 to an ability score; -4 on att	ack roll: 19	s, saves, and checks; or Fortitude negates		ce of losing each action.	-	V	Yes	Necromancy	phb: p.206
DDDDDBlindness/Deafness	15	i onnude negates	action	remanent			165		phb. p.200
Effect: You call on the powers of unlife to render the subject blinded or	deafene	ed.			Target: One living c	reature		Caster Level: 15	
	19	Fortitude negates	1 standard	I Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	phb: p.213
Effect:			action		Target: Living create	ure touched		Caster Level: 15	
The subject contracts a disease which strikes immediately [no in	cubatic 19	n period]. None	1 standard	Permanent	Touch	V, S, M	No	Evocation [Light]	phb: p.213
			action						F F
Effect: A flame, equivalent in brightness to a torch, springs forth from a	n object	that you touch.			Target: Object touch	ned Magica	, neatiess flame	Caster Level: 15	
Create Food and Water	19	None	10 minute	s 24 hours; see text	Close (60 ft.)	V, S	No	Conjuration (Creation)	phb: p.214
Effect:						ater to susta	ain 45 humans or 15	Caster Level: 15	
Feeds 45 humans or 15 horses.	19	Will half (harmless);	1 standard	I Instantaneous	horses for 24 hours Touch	V, S	Yes (harmless); see	Conjuration	phb: p.216
		see text	action		Target: Creature tou	ahad	text	(Healing) Caster Level: 15	
Effect: You channel positive energy through your hand that cures 3d8+									
Daylight	19	None	1 standard action	1 150 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216
Effect:	t rodie	and dim light for an		t havand that	Target: Object touch	ned		Caster Level: 15	
The object touched sheds light as bright as full daylight in a 60-f		and dim light for an ad None	1 standard		Touch	V, M/DF	No	Evocation	phb: p.217
Effect:			action		Target: Object touch	ned		[Darkness] Caster Level: 15	
This spell causes an object to radiate shadowy illumination out t									
Dispel Magic	19	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	No	Abjuration	phb: p.223
Effect: Cancels magical spells and effects.					Target: One spellca radius burst	ster, creatu	re, or object; or 20-ft.	Caster Level: 15	
Glyph of Warding	19	See text	10 minute	s Permanent until discharged	Touch	V, S, M	No (object) and Yes;	Abjuration	phb: p.236
Effect:					Target: Object touch	ned or up to	see text 75 sq. ft	Caster Level: 15	
This powerful inscription harms those who enter, pass, or open portal, trap a chest or box, and so on. You set the conditions of					a	.,	·		
object without speaking a password [which you set when casting the	ne spell	is subject to the magic	it stores.			V 6 5-	N	-	
Helping Hand		None	1 standard action	1 15 hours	5 miles	V, S, DF	No	Evocation	phb: p.239
	19				-	d		Caster Level: 15	
Effect: You create the ghostly image of a hand, which you can send to		reature within 5 miles 1		en beckons to that creature and leads it t	Target: Ghostly han			000107 20707. 10	
You create the ghostly image of a hand, which you can send to you if the creature is willing to follow.	find a c		"he hand th		0				
You create the ghostly image of a hand, which you can send to		reature within 5 miles. 1 Will half	"he hand th	en beckons to that creature and leads it t I Instantaneous		V, S	Yes	Necromancy	phb: p.244
You create the ghostly image of a hand, which you can send to you if the creature is willing to follow.	find a c 19	Will half	The hand th 1 standard action	I Instantaneous	0	V, S	Yes		phb: p.244
You create the ghostly image of a hand, which you can send to you if the creature is willing to follow. Inflict Serious Wounds Effect: When laying your hand upon a creature, you channel negative e	find a c 19	Will half	The hand th 1 standard action of damage 1 standard	I Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244 phb: p.245
You create the ghostly image of a hand, which you can send to you if the creature is willing to follow.	find a c 19 nergy t	Will half nat deals 3d8+15 points	The hand th 1 standard action s of damage	l Instantaneous	Touch Target: Creature tou Personal	V, S uched		Necromancy Caster Level: 15 Evocation	
You create the ghostly image of a hand, which you can send to you if the creature is willing to follow. Image: Second Se	find a c 19 nergy t 19	Will half nat deals 3d8+15 points None	The hand th 1 standard action of damage 1 standard action	I Instantaneous I 15 minutes	o Touch Target: Creature tou Personal Target: You	V, S uched		Necromancy Caster Level: 15	
You create the ghostly image of a hand, which you can send to you if the creature is willing to follow. Inflict Serious Wounds Effect: When laying your hand upon a creature, you channel negative e Invisibility Purge Effect: You surround yourself with a sphere of power with a radius of 7 the area.	find a c 19 nergy t 19	Will half nat deals 3d8+15 points None	The hand th 1 standard action of damage 1 standard action invisibility.	I Instantaneous I 15 minutes	Touch Target: Creature tou Personal Target: You	V, S uched	No	Necromancy Caster Level: 15 Evocation	
You create the ghostly image of a hand, which you can send to you if the creature is willing to follow. Image: Inflict Serious Wounds Effect: When laying your hand upon a creature, you channel negative e Image: Invisibility Purge Effect: You surround yourself with a sphere of power with a radius of 7 the area. Image: Image: Image	find a c 19 nergy tl 19 5 feet tl	Will half nat deals 3d8+15 points None nat negates all forms of	The hand th 1 standard action of damage 1 standard action invisibility.	I Instantaneous I 15 minutes Anything invisible becomes visible while i	o Touch <i>Target:</i> Creature tou Personal <i>Target:</i> You n Long (1000 ft.)	V, S uched V, S V, S, F/DF	No	Necromancy Caster Level: 15 Evocation Caster Level: 15 Divination	phb: p.245
You create the ghostly image of a hand, which you can send to you if the creature is willing to follow. Inflict Serious Wounds Effect: When laying your hand upon a creature, you channel negative e Invisibility Purge Effect: You surround yourself with a sphere of power with a radius of 7 the area.	find a c 19 nergy tl 19 5 feet tl 19	Will half hat deals 3d8+15 points None hat negates all forms of None	The hand th 1 standard action of damage 1 standard action invisibility. 1 standard action	I Instantaneous). I 15 minutes Anything invisible becomes visible while i I 15 minutes	o Touch <i>Target:</i> Creature tou Personal <i>Target:</i> You n Long (1000 ft.) <i>Target:</i> Circle, cente	V, S uched V, S V, S, F/DF	No	Necromancy Caster Level: 15 Evocation Caster Level: 15 Divination	phb: p.245

				Cleric Spells					
Magic Circle Against Evil	19	Will negates (harmless)		150 minutes			No; see text	Abjuration [Good]	phb: p.249
Effect: All creatures within the area gain the effects of a protection from							from touched creature		
Magic Circle Against Good	19	Will negates (harmless)	1 standard action	150 minutes			No; see text		phb: p.250
Effect: All creatures within the area gain the effects of a protection from							from touched creature		
Magic Circle Against Law	19	Will negates (harmless)	1 standard action	150 minutes			No; see text	Abjuration [Chaotic]	phb: p.250
Effect: All creatures within the area gain the effects of a protection from					-		from touched creature		
Amagic Vestment	19	Will negates (harmless, object)	1 standard action	15 hours			Yes (harmless, object		phb: p.251
Effect: You imbue a suit of armor or a shield with an enhancement box					Target: Armor or shie			Caster Level: 15	
Magic Vestment	19	Will negates (harmless, object)	1 standard action	15 hours			Yes (harmless, object)		phb: p.251
Effect: You imbue a suit of armor or a shield with an enhancement box					Target: Armor or shie			Caster Level: 15	
Meld into Stone	19	None	1 standard action	150 minutes		V, S, DF	No	Transmutation [Earth]	phb: p.252
Effect: enables you to meld your body and possessions into a single b	lock of s	tone. The stone must be	e large enou	gh to accommodate your body in all three	<i>Target:</i> You e			Caster Level: 15	
dimensions. When the casting is complete, you and not more tha	n 100 pc 19	ounds of nonliving gear r Will negates (object)	1 standard		Touch	V, S, M/DF	Yes (object)	Abjuration	phb: p.258
Effect:			action		Target: One object to	ouched of u	p to 1500 lbs	Caster Level: 15	
This spell hides an object from location by divination [scrying] e	effects, s 19	uch as the scrying spell None	1 standard		40 ft.	V, S, DF	Yes	Enchantment	phb: p.264
,			action					(Compulsion) [Mind-Affecting]	
Effect: You bring special favor upon yourself and your allies while brin	nging dis	favor to your enemies.	You and you	r each of your allies gain a +1 luck bonu	Target: All allies and scentered on you	foes within	a 40-ft. radius burst	Caster Level: 15	
on attack rolls, weapon damage rolls, saves, and skill checks, wh	ile each 19	Fortitude negates	1 standard	ich rolls. 150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.266
Effect:		(harmless)	action		Target: Creature tou	ched		Caster Level: 15	
Protection from energy grants temporary immunity to the type spell absorbs 120 points of energy damage, it is discharged.					9				
Remove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard action	Instantaneous		V, S	Yes (harmless)	Conjuration (Healing)	phb: p.270
Effect: Remove blindness/deafness cures blindness or deafness [you		, whether the effect is n	ormal or mag	gical in nature. The spell does not restor	Target: Creature toue	ched		Caster Level: 15	
ears or eyes that have been lost, but it repairs them if they are da	amaged. 19	Will negates	1 standard	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	phb: p.270
		(harmless)	action		Target: Creature or in	em touche	d	Caster Level: 15	
instantaneously removes all curses on an object or a creature armor, although the spell typically enables the creature afflicted w					f				
Remove Disease	19	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.271
Effect: Remove disease cures all diseases that the subject is suffering	from. T	ne spell also kills parasi	tes, including	green slime and others.	Target: Creature tou	ched		Caster Level: 15	
Searing Light	19	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	Yes	Evocation	phb: p.275
Effect: Focusing divine power like a ray of the sun, you project a blast	of light f	rom your open palm.			Target: Ray			Caster Level: 15	
Speak with Dead	19	Will negates; see text	10 minutes	15 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Depend	phb: p.281 dent]
Effect: You grant the semblance of life and intellect to a corpse, al	lowing it	to answer several que	stions that	you put to it. You may ask 7 questions	Target: One dead cre	eature		Caster Level: 15	
Unasked questions are wasted if the duration expires.	19	None	1 standard	Instantaneous	Touch	V, S, M/DF	No	Transmutation	phb: p.284
Effect:			action		Target: Stone or stor	ne object to	uched, up to 25 cu. ft.	[Earth] Caster Level: 15	
You can form an existing piece of stone into any shape that sui	its your p 19	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration	phb: p.286
Effect:					Target: One or more	summone	d creatures, no two of	(Summoning) Caster Level: 15	
This spell functions like summon monster I, except that you can the 2nd-level list, or 1d4+1 creatures of the same kind from the 1 \pm	st-level l	st.			nwhich can be more th	nan 30 ft. a	part		
" "	19	Will negates (harmless)	1 standard action	30 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.300
Effect: The transmuted creatures can breathe water freely. Divide the									
	duration	evenly among all the cr	eatures you	touch.	Target: Living creatu			Caster Level: 15	
Water Breathing	duration 19	evenly among all the cr Will negates (harmless)		touch. 30 hours; see text			d Yes (harmless)	Caster Level: 15 Transmutation	phb: p.300
	19	Will negates (harmless)	1 standard action	30 hours; see text		V, S, M/DF	Yes (harmless)		phb: p.300
Content of the set of	19	Will negates (harmless)	1 standard action eatures you	30 hours; see text	Touch Target: Living creatu	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.300 phb: p.300
Content of the second s	19 duration 19 re firm g	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, o	1 standard action eatures you 1 standard action	30 hours; see text touch. 150 minutes	Touch <i>Target:</i> Living creatu Touch <i>Target:</i> 15 touched c	V, S, M/DF res touche V, S, DF	Yes (harmless)	Transmutation Caster Level: 15 Transmutation	
Water Breathing Effect: The transmuted creatures can breathe water freely. Divide the Water Walk Effect: The transmuted creatures can tread on any liquid as if it were traversed easily, since the subjects feet hover an inch or two abor	19 duration 19 re firm g	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, o	1 standard action eatures you 1 standard action quicksand, m 1 standard	30 hours; see text touch. 150 minutes unning water, ice, and even lava can bu	Touch <i>Target:</i> Living creatu Touch <i>Target:</i> 15 touched c	V, S, M/DF res touche V, S, DF	Yes (harmless) d Yes (harmless)	Transmutation Caster Level: 15 Transmutation [Water]	
Water Breathing Effect: The transmuted creatures can breathe water freely. Divide the Water Walk Effect: The transmuted creatures can tread on any liquid as if it wer traversed easily, since the subjects feet hover an inch or two abo Wind Wall Effect:	19 duration 19 re firm g ve the si 19	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, or rrace. None; see text	1 standard action eatures you 1 standard action quicksand, m	30 hours; see text touch. 150 minutes unning water, ice, and even lava can bu	Touch <i>Target:</i> Living creatu Touch <i>Target:</i> 15 touched c	V, S, M/DF res toucher V, S, DF reatures V, S, M/DF	Yes (harmless) J Yes (harmless) Yes	Transmutation Caster Level: 15 Transmutation [Water] Caster Level: 15	phb: p.300
Water Breathing Effect: The transmuted creatures can breathe water freely. Divide the Water Walk Effect: The transmuted creatures can tread on any liquid as if it wer traversed easily, since the subjects feet hover an inch or two abo Wind Wall	19 duration 19 re firm g ve the si 19	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, or rrace. None; see text	1 standard action eatures you 1 standard action quicksand, m 1 standard	30 hours; see text touch. 150 minutes unning water, ice, and even lava can be 15 rounds	Touch <i>Target:</i> Living creatu Touch <i>Target:</i> 15 touched c Medium (250 ft.)	V, S, M/DF res toucher V, S, DF reatures V, S, M/DF	Yes (harmless) J Yes (harmless) Yes	Transmutation Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Air]	phb: p.300
Water Breathing Effect: The transmuted creatures can breathe water freely. Divide the Water Walk Effect: The transmuted creatures can tread on any liquid as if it wer traversed easily, since the subjects feet hover an inch or two abo Wind Wall Effect: An invisible vertical curtain of wind appears. It is 2 feet thick an	19 duration 19 re firm g ve the su 19 id of con	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, r urface. None; see text siderable strength.	1 standard action eatures you 1 standard action quicksand, m 1 standard action	30 hours; see text touch. 150 minutes unning water, ice, and even lava can b 15 rounds	Touch <i>Target:</i> Living creatu Touch <i>Target:</i> 15 touched c Medium (250 ft.) <i>Target:</i> Wall up to 15	V, S, M/DF res toucher V, S, DF reatures V, S, M/DF 0 ft. long a	Yes (harmless) d Yes (harmless) Yes nd 75 ft. high [S]	Transmutation Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Air] Caster Level: 15	phb: p.300 phb: p.302
Water Breathing	19 duration 19 re firm g ve the si 19	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, or rrace. None; see text	1 standard action eatures you 1 standard action quicksand, rr 1 standard action Time 1 standard	30 hours; see text touch. 150 minutes unning water, ice, and even lava can be 15 rounds	Touch Target: Living creatu Touch Target: 15 touched o Medium (250 ft.) Target: Wall up to 15 Range	V, S, M/DF res toucher V, S, DF reatures V, S, M/DF 0 ft. long a Comp.	Yes (harmless) J Yes (harmless) Yes	Transmutation Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Air]	phb: p.300 phb: p.302 Source
Water Breathing Effect: The transmuted creatures can breathe water freely. Divide the Water Walk Effect: The transmuted creatures can tread on any liquid as if it wer traversed easily, since the subjects feet hover an inch or two abo Wind Wall Effect: Name Ari Walk Effect:	19 duration 19 re firm g ve the su 19 id of con	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, u rface. None; see text siderable strength. Saving Throw	1 standard action eatures you 1 standard action quicksand, ru 1 standard action Time	30 hours; see text touch. 150 minutes unning water, ice, and even lava can be 15 rounds LEVEL 4 Duration	Touch Target: Living creatu Touch Target: 15 touched o Medium (250 ft.) Target: Wall up to 15 Range	V, S, M/DF res touched V, S, DF reatures V, S, M/DF 0 ft. long a Comp. V, S, DF	Yes (harmless) d Yes (harmless) Yes nd 75 ft. high [S] Spell Resistance Yes (harmless)	Transmutation Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Air] Caster Level: 15 School	phb: p.300 phb: p.302 Source
Water Breathing Effect: The transmuted creatures can breathe water freely. Divide the Water Walk Effect: The transmuted creatures can tread on any liquid as if it wer traversed easily, since the subjects feet hover an inch or two abo Wind Wall Effect: An invisible vertical curtain of wind appears. It is 2 feet thick an Name Air Walk Effect: Subject treads on air as if solid 0.	19 duration 19 re firm g ve the su 19 id of con	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, u rface. None; see text siderable strength. Saving Throw	1 standard action eatures you 1 standard action quicksand, rr 1 standard action Time 1 standard action	30 hours; see text touch. 150 minutes unning water, ice, and even lava can be 15 rounds LEVEL 4 Duration	Touch Target: Living creatu Touch Target: 15 touched of Medium (250 ft.) Target: Wall up to 15 Range Touch Target: Creature [Ga	V, S, M/DF res touched V, S, DF reatures V, S, M/DF 0 ft. long a Comp. V, S, DF	Yes (harmless) d Yes (harmless) Yes nd 75 ft. high [S] Spell Resistance Yes (harmless) r smaller] touched	Transmutation Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air]	phb: p.300 phb: p.302 Source
Water Breathing	19 duration 19 re firm g ve the su 19 of of con DC 20	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, « Inface. None; see text siderable strength. Saving Throw None	1 standard action eatures you 1 standard action quicksand, rr 1 standard action Time 1 standard action	30 hours; see text touch. 150 minutes unning water, ice, and even lava can bu 15 rounds LEVEL 4 Duration 150 minutes	Touch <i>Target:</i> Living creatu Touch <i>Target:</i> 15 touched o Medium (250 ft.) <i>Target:</i> Wall up to 15 Range Touch <i>Target:</i> Creature [Ga Long (1000 ft.)	V, S, M/DF res toucher V, S, DF reatures V, S, M/DF 0 ft. long a Comp. V, S, DF rgantuan o V, S, M/DF	Yes (harmless) d Yes (harmless) Yes nd 75 ft. high [S] Spell Resistance Yes (harmless) r smaller] touched	Transmutation Caster Level: 15 Transmutation (Water) Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15	phb: p.300 phb: p.302 Source]phb: p.196
	19 duration 19 re firm g ve the su 19 of of con DC 20	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, « Inface. None; see text siderable strength. Saving Throw None	1 standard action eatures you 1 standard action 1 standard action Time 1 standard action 1 standard action	30 hours; see text touch. 150 minutes unning water, ice, and even lava can bu 15 rounds LEVEL 4 Duration 150 minutes	Touch Target: Living creatu Touch Target: 15 touched o Medium (250 ft.) Target: Wall up to 15 Range Touch Target: Creature [Ga Long (1000 ft.) Target: Water in a vo	V, S, M/DF res toucher V, S, DF reatures V, S, M/DF 0 ft. long a Comp. V, S, DF rgantuan o V, S, M/DF	Yes (harmless) d Yes (harmless) Yes nd 75 ft. high [S] Spell Resistance Yes (harmless) r smaller] touched No 0 ft by 150 ft by 30 ft	Transmutation Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15 Transmutation [Water]	phb: p.300 phb: p.302 Source]phb: p.196
Water Breathing Effac: The transmuted creatures can breathe water freely. Divide the Water Walk Effac: The transmuted creatures can tread on any liquid as if it wert traversed easily, since the subjects feet hover an inch or two abo Wind Wall Effect: An invisible vertical curtain of wind appears. It is 2 feet thick an Name Air Walk Effect: Subject treads on air as if solid 0. **Control Water Effect:	19 duration 19 re firm g ve the si 19 id of con 20 20	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, o Inface. None; see text siderable strength. Saving Throw None None; see text	1 standard action eatures you 1 standard action 1 standard action Time 1 standard action 1 standard action	30 hours; see text touch. 150 minutes unning water, ice, and even lava can be 15 rounds LEVEL 4 Duration 150 minutes	Touch Target: Living creatu Touch Target: 15 touched of Medium (250 ft.) Target: Wall up to 15 Range Touch Target: Creature [Ga Long (1000 ft.) Target: Water in a vo [S] Long (1000 ft.)	V, S, M/DF res toucher V, S, DF reatures V, S, M/DF 0 ft. long a Comp. V, S, DF rgantuan o V, S, M/DF	Yes (harmless) d Yes (harmless) Yes nd 75 ft. high [S] Spell Resistance Yes (harmless) r smaller] touched No 0 ft by 150 ft by 30 ft No	Transmutation Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15 Transmutation [Water] Caster Level: 15	phb: p.300 phb: p.302 Source phb: p.196 phb: p.214
	19 duration 19 re firm g ve the si 19 id of con 20 20	Will negates (harmless) evenly among all the cr Will negates (harmless) round. Mud, oil, snow, o Inface. None; see text siderable strength. Saving Throw None None; see text	1 standard action eatures you 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	30 hours; see text touch. 150 minutes unning water, ice, and even lava can be 15 rounds LEVEL 4 Duration 150 minutes	Touch Target: Living creatu Touch Target: 15 touched c Medium (250 ft.) Target: Wall up to 15 Range Touch Target: Creature [Ga Long (1000 ft.) Target: Water in a vo [S]	V, S, M/DF res toucher V, S, DF reatures V, S, M/DF 0 ft. long a Comp. V, S, DF rgantuan o V, S, M/DF	Yes (harmless) d Yes (harmless) Yes nd 75 ft. high [S] Spell Resistance Yes (harmless) r smaller] touched No 0 ft by 150 ft by 30 ft No	Transmutation Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15 Transmutation [Water] Caster Level: 15	phb: p.300 phb: p.302 Source phb: p.196 phb: p.214
	19 duration 19 re firm g ve the si 19 id of con 20 20 20 20	Will negates (harmless) evenly among all the cr (Will negates (harmless) round. Mud, oil, snow, u urface. None; see text siderable strength. Saving Throw None None; see text None; see text	1 standard action eatures you 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	30 hours; see text touch. 150 minutes unning water, ice, and even lava can be 15 rounds LEVEL 4 Duration 150 minutes 150 minutes	Touch Target: Living creatu Touch Target: 15 touched c Medium (250 ft.) Target: Wall up to 15 Range Touch Target: Creature [Ga Long (1000 ft.) Target: Water in a vo [S]	V, S, M/DF restoucher V, S, DF reatures V, S, M/DF 0 ft. long a O ft. long a O ft. long a V, S, DF rgantuan o V, S, M/DF Jume of 15 V, S	Yes (harmless) d Yes (harmless) Yes and 75 ft. high [S] Spell Resistance Yes (harmless) r smaller] touched No 0 ft by 150 ft by 30 ft No	Transmutation Caster Level: 15 Transmutation [Water] Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15 Transmutation [Water] Caster Level: 15	phb: p.300 phb: p.302 Source Jphb: p.196 phb: p.214 phb: p.214

* =Domain/Speciality Spell

				Cleric Spells					
Death Ward	20		1 standard	-	Touch	V, S, DF	Yes (harmless)	Necromancy	phb: p.217
Effect:		(harmless)	action		Target: Living create	ure touched		Caster Level: 15	
Grants immunity to death spells/effects and negative energy effe	cts. 20	None	1 standard	15 minutes	Medium (250 ft.)	V, S	Yes (object)	Abjuration	phb: p.221
			action					Caster Level: 15	
A green ray springs from your hand. Any creature or object struct					Target: Ray				
Discern Lies	20		1 standard action	Concentration, up to 15 rounds	Close (60 ft.)	V, S, DF	No	Divination	phb: p.221
Effect: Reveals deliberate falsehoods in subject you are concentrating of	on.				Target: 15 creatures than 30 ft. apart	, no two of	which can be more	Caster Level: 15	
	20	Will negates; see text	1 standard action	Instantaneous		V, S, DF	Yes	Abjuration	phb: p.222
Effect:			action		Target: One extrapla	anar creatur	e	Caster Level: 15	
You force an extraplanar creature back to its proper plane	20	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination	phb: p.224
Effect:					Target: You			Caster Level: 15	
Provides useful advice for specific proposed actions.	20	None	1 standard	15 rounds	Personal	V, S, DF	No	Evocation	phb: p.224
Effect:			action		Target: You			Caster Level: 15	
Calling upon the divine power of your patron, your BAB becomes							N		
	20		action	150 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	phb: p.233
Effect: This spell enables you or a creature you touch to move and a	ttack no	ormally for the duration	of the spell	, even under the influence of magic that	Target: You or creat at	ure touched	l	Caster Level: 15	
usually impedes movement, such as paralysis, solid fog, slow, ar grapple attempt, as well as on grapple checks or Escape Artist che	id web.	The subject automatica	ally succeed						
Giant Vermin	20	None	1 standard	15 minutes	Close (60 ft.)	V, S, DF	Yes	Transmutation	phb: p.235
Effect:			action		Target: Up to three		wo of which can be	Caster Level: 15	
You turn three normal-sized centipedes, two normal-sized spide be transmuted [so a single casting cannot affect both a centipede a	and a sp	pider], and all must be g	rown to the	same size.					
Greater Magic Weapon	20		1 standard action	15 hours	Close (60 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	phb: p.251
Effect: This spell functions like magic weapon, except that it gives a weap	apon ar		n attack and	damage rolls of 3.	Target: One weapor must be in contact v			Caster Level: 15	
	20	Will negates		-	casting] Touch			Evocation	phb: p.243
Imbue with Spell Ability	20	(harmless)	to minutes	Permanent until discharged			Yes (harmless)		phb. p.245
Effect: You transfer some of your currently prepared spells, and the abi	lity to c	ast them, to another crea	ature. Only a	a creature with an Intelligence score of a	Target: Creature tou at	iched; see t	ext	Caster Level: 15	
least 5 and a Wisdom score of at least 9 can receive this bestowal.	20	Will half	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244
Effect:			action		Target: Creature tou			Caster Level: 15	F
When laying your hand upon a creature, you channel negative e					-				
Lesser Planar Ally	20	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See	phb: p.261
Effect:					Target: One called e	elemental or	outsider of 6 HD or	Text] Caster Level: 15	
By casting this spell, you request your deity to send you an elem	ental or 20			tys choice. 150 minutes	less		Yes (harmless, object)		phb: p.257
	20		action	150 minutes				(Healing)	phb. p.237
Effect: You detoxify any sort of venom in the creature or object tout	ched. A	poisoned creature suf	fers no add	itional effects from the poison, and any	y -	object of up	to 15 cu. ft. touched	Caster Level: 15	
temporary effects are ended, but the spell does not reverse instan dont go away on their own.	taneou	s effects, such as hit poi	int damage,	temporary ability damage, or effects that	it				
Poison	20		1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	phb: p.262
Effect: Calling upon the venomous powers of natural predators, you in	fact the			making a successful malee touch attack	Target: Living creatu	ure touched		Caster Level: 15	
The poison deals 1d10 points of temporary Constitution damage									
			points of t				Yes		
	20	None or Will negates;	1 standard	150 minutes	10 ft.	V, S, DF		Abjuration	phb: p.271
Effect:	20	None or Will negates;		150 minutes			centered on you		phb: p.271
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of	less that	None or Will negates; see text an one-third your level c	1 standard action annot penet	rate the barrier. A vermin with Hit Dice o	<i>Target:</i> 10 ft. radius		centered on you	Abjuration Caster Level: 15	phb: p.271
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it success damage, and pressing against the barrier causes pain, which deter	less tha eds on rs most	None or Will negates; see text an one-third your level c a Will save. Even so, vermin.	1 standard action annot penet crossing the	rate the barrier. A vermin with Hit Dice c e barrier deals the vermin 2d6 points c	<i>Target:</i> 10 ft. radius of of	emanation		Caster Level: 15	
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it success damage, and pressing against the barrier causes pain, which deter Cause Data Cause Data Cause Data Cause Data Cause Data Cause Cause Data Cause Data Cause Data Cause Data Cause Data Cause Data Cause Data Cause Data Cause Data Cause Data Cause Data Cause Data Cause Data Cause	less tha eds on rs most	None or Will negates; see text an one-third your level c a Will save. Even so,	1 standard action annot penet crossing the	rate the barrier. A vermin with Hit Dice o	<i>Target:</i> 10 ft. radius of f Touch	emanation V, S, M	centered on you Yes (harmless)	Caster Level: 15 Conjuration (Healing)	phb: p.271 phb: p.272
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succe damage, and pressing against the barrier causes pain, which deter Contemporation Effect: This spell functions like lesser restoration, except that it also dis	less that eds on rs most 20 spels ne	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor	1 standard action annot penet crossing the 3 rounds es one expe	rate the barrier. A vermin with Hit Dice c a barrier deals the vermin 2d6 points c Instantaneous vrience level to a creature who has had a	<i>Target:</i> 10 ft. radius of Touch <i>Target:</i> Creature tou	emanation V, S, M		Caster Level: 15	
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succe damage, and pressing against the barrier causes pain, which deter admits a cause pain, which deter Cause pain and the second pression of the second paint Effect: This spell functions like lesser restoration, except that it also dis level drained. The drained level is restored only if the time since the	less that eds on rs most 20 spels ne	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restorn ree lost the level is equal	1 standard action annot penet crossing the 3 rounds es one expe t to or less th	rate the barrier. A vermin with Hit Dice c a barrier deals the vermin 2d6 points c Instantaneous vrience level to a creature who has had a	<i>Target:</i> 10 ft. radius of Touch <i>Target:</i> Creature tou a	emanation V, S, M	Yes (harmless)	Caster Level: 15 Conjuration (Healing)	
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succe damage, and pressing against the barrier causes pain, which deter Chiect: This spell functions like lesser restoration, except that it also dis level drained. The drained level is restored only if the time since the Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect: Chiect:	less tha eds on 's most 20 pels ne e creatu 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) agative levels and restor- ure lost the level is equal None	1 standard action annot penet crossing the 3 rounds es one expe t to or less the 10 minutes	rate the barrier. A vermin with Hit Dice of a barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had a nan 15 days. 1 round; see text	<i>Target:</i> 10 ft. radius of Touch <i>Target:</i> Creature tou a	emanation V, S, M Iched V, S, M/DF	Yes (harmless)	Caster Level: 15 Conjuration (Healing) Caster Level: 15	phb: p.272
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succe damage, and pressing against the barrier causes pain, which deter and the cause pain, which deter Context and the cause pain, which deter Context and the cause pain, which deter Context and the cause pain, which deter Context a particular creature with which you are familiar and You contact a particular creature with which you are familiar and	less tha eds on 's most 20 pels ne e creatu 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) agative levels and restor ure lost the level is equal None	1 standard action annot penet crossing the 3 rounds es one expe I to or less th 10 minutes ty-five words	rate the barrier. A vermin with Hit Dice of a barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had a nan 15 days. 1 round; see text	Target: 10 ft. radius of Touch Target: Creature tou a See text	emanation V, S, M Iched V, S, M/DF e	Yes (harmless)	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation	phb: p.272
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it success damage, and pressing against the barrier causes pain, which deter and the second secon	less that eds on rs most 20 spels ne e creatu 20 send a	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor ire lost the level is equal None short message of twent Will negates	1 standard action annot penet crossing the 3 rounds es one expe I to or less th 10 minutes ty-five words	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous vrience level to a creature who has had a nan 15 days. 1 round; see text or less to the subject.	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch	emanation V, S, M ached V, S, M/DF e V, S, DF	Yes (harmless) No	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration	phb: p.272 phb: p.275
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succes damage, and pressing against the barrier causes pain, which detered and the second	less that eds on rs most 20 spels ne e creatu 20 send a 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re lost the level is equal None short message of twent Will negates (harmless)	1 standard action annot penet crossing thu 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had a nan 15 days. 1 round; see text or less to the subject. 150 minutes	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Target: Creature tou	emanation V, S, M ached V, S, M/DF e V, S, DF	Yes (harmless) No	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15	phb: p.272 phb: p.275
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succed damage, and pressing against the barrier causes pain, which deter a second s	less that eds on rs most 20 spels ne e creatu 20 send a 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor ire lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action n level or loo	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had a nan 15 days. 1 round; see text or less to the subject. 150 minutes	Target: 10 ft. radius of Touch Target: Creature tou See text Target: One creature Touch Target: Creature tou S	emanation V, S, M uched V, S, M/DF e V, S, DF uched	Yes (harmless) No	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration	phb: p.272 phb: p.275
Effect: An invisible barrier holds back vermin. A vermin with Hit Die of one-hird your level or more can penetrate the barrier if it succed damage, and pressing against the barrier causes pain, which determined and the damage and pressing against the barrier causes pain, which determined and the drained level is restored only if the time since the contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature with which you are familiar and contact a particular creature is immune to the effects of 3 specified spundeatable spell resistance regarding the specified spell or spells. Contact and the contact a particular creature is immune to the effects of a specified spell or spells. Contact and the conta	less that eds on rs most 20 spels ne e creatu 20 send a 20 ell[s]. T 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless)	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action h level or low 1 standard action	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had in an 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Target: Creature tou S Touch Target: Creature tou	emanation V, S, M inched V, S, M/DF e V, S, DF inched V, S, DF	Yes (harmless) No Yes (harmless)	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15	phb: p.272 phb: p.275 phb: p.282
Effect: A no invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succed damage, and pressing against the barrier causes pain, which deter a second	less that eds on rs most 20 spels ne e creatu 20 send a 20 ell[s]. T 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless)	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action h level or low 1 standard action	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had in an 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Target: Creature tou S Touch Target: Creature tou	emanation V, S, M inched V, S, M/DF e V, S, DF inched V, S, DF	Yes (harmless) No Yes (harmless)	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration	phb: p.272 phb: p.275 phb: p.282
Effect: An invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succed damage, and pressing against the barrier causes pain, which detered and the second damage and pressing against the barrier causes pain, which detered and the second damage and pressing against the barrier causes pain, which detered and the second damage and pressing against the barrier causes pain, which detered and the second damage and pressing against the barrier causes pain, which detered and the second damage and the se	less that eds on rs most 20 spels ne e creatu 20 send a 20 ell[s]. T 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless)	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action n level or low 1 standard action	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had in an 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Target: Creature tou S Touch Target: Creature tou	emanation V, S, M inched V, S, M/DF e V, S, DF inched V, S, DF	Yes (harmless) No Yes (harmless) Yes (harmless)	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Conjuration	phb: p.272 phb: p.275 phb: p.282
	less that reds on rs most 20 pels nee creatu 20 send a 20 ell[s]. T 20 ell[s]. T 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) relost the level s and restor relost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action h level or loo 1 standard action n level or loo 1 round	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had in an 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 150 minutes	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Target: Creature tou s Touch Target: Creature tou s Close (60 ft.) Target: One or more	emanation V, S, M uched V, S, M/DF e V, S, DF uched V, S, DF uched V, S, F/DF e summore	Yes (harmless) No Yes (harmless) Yes (harmless) No d creatures, no two of	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15	phb: p.272 phb: p.275 phb: p.282 phb: p.282
Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: This spell Immunity Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effects of 3 specified spell Effect: The varded creature is immune to the effect of 3 specified spell Effect: The varded creature is immune to the effect of 3 specified spell Effect: The varded creature is immune to the effect of 3 specified spell Effect: The varded creature is immune to the effect of 3 specified sp	less that weds on s most 20 upels ne e creatu 20 send a 20 ell[s]. T 20 ell[s]. T 20 n summi	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action h level or lon 1 standard action n level or lon 1 round m e 4th-level	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had a nan 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 150 nonds	Target: 10 ft. radius of Touch Target: Creature tou a see text Target: One creature Touch Target: Creature tou s Touch Target: Creature tou s Close (60 ft.) Target: One or more multich can be more	emanation V, S, M uched V, S, M/DF e V, S, DF uched V, S, F/DF e summoned han 30 ft a	Yes (harmless) No Yes (harmless) Yes (harmless) No d creatures, no two of part	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Conjuration Coster Level: 15	phb: p.272 phb: p.275 phb: p.282 phb: p.282 phb: p.286
<i>Effect:</i> Arrinovisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succed damage, and pressing against the barrier causes pain, which detered and the second sec	less that eds on 's most 20 pels ne e creatu 20 send a 20 ell[s]. T 20 ell[s]. T 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor ire lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None won one creature from th st. Will negates	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action h level or lon 1 standard action n level or lon 1 round m e 4th-level	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had in an 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 150 minutes	Target: 10 ft. radius of Touch Target: Creature tou a see text Target: One creature Touch Target: Creature tou s Touch Target: Creature tou s Close (60 ft.) Target: One or more multich can be more	emanation V, S, M uched V, S, M/DF e V, S, DF uched V, S, DF uched V, S, F/DF e summore	Yes (harmless) No Yes (harmless) Yes (harmless) No d creatures, no two of part	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Summoning)	phb: p.272 phb: p.275 phb: p.282 phb: p.282
	less thin redes on or so most 20 pels ne e creatu 20 send a 20 send a 20 ell[s]. T 20 ell[s]. T 20 a summ elevel lis 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) real loss the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None non one creature from th st. Will negates (harmless)	1 standard action annot peneticrossing the crossing the 3 rounds es one expetite 10 minutes to or less th 10 minutes ty-five words 1 standard action h level or loo 1 standard action h level or loo 1 round he 4th-level 1 standard action	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had in an 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 150 minutes ist, 1d3 creatures of the same kind from 150 minutes	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Target: Creature tou s Touch Target: Creature tou s Close (60 ft.) Target: One or more nwhich can be more to Touch Target: Creature tou	emanation V, S, M toched V, S, M/DF e V, S, DF toched V, S, F/DF e summonee than 30 ft. a V, M/DF	Yes (harmless) No Yes (harmless) Yes (harmless) No d creatures, no two of part	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Conjuration Coster Level: 15	phb: p.272 phb: p.275 phb: p.282 phb: p.282 phb: p.286
Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: This speel functions like summon monster I, except that you card Effect: Effect: Effect: Effect: Effect: Effect: Effect: Effect: Effect: Effect: Effect:	less that reads on on spels nee e creatu 20 send a 20 elil[s]. T 20 elil[s]. T 20 a summ leil[s]. T 20 a summ summ clevel lis 20 a summ summ summ sum summ sum sum sum 20 a sum summ sum sum sum sum sum sum sum sum sum sum	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None non one creature from th st. Will negates (harmless) and the language of any	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action n level or low 1 standard action n level or low 1 standard action 1 standard action 1 standard action 1 standard action	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous vience level to a creature who has had a nan 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 15 rounds list, 1d3 creatures of the same kind from 150 minutes reature, whether it is a racial tongue or	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Target: Creature tou s Touch Target: Creature tou s Close (60 ft.) Target: One or more nwhich can be more to Touch Target: Creature tou	emanation V, S, M toched V, S, M/DF e V, S, DF toched V, S, F/DF e summonee than 30 ft. a V, M/DF	Yes (harmless) No Yes (harmless) Yes (harmless) No d creatures, no two of part	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Summoning) Caster Level: 15	phb: p.272 phb: p.275 phb: p.282 phb: p.282 phb: p.286
Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon mons	less that reads on on spels nee e creatu 20 send a 20 elil[s]. T 20 elil[s]. T 20 a summ leil[s]. T 20 a summ summ clevel lis 20 a summ summ summ sum summ sum sum sum 20 a sum summ sum sum sum sum sum sum sum sum sum sum	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None non one creature from th st. Will negates (harmless) and the language of any	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action n level or low 1 standard action n level or low 1 standard action 1 standard action 1 standard action 1 standard action	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous vience level to a creature who has had a nan 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 15 rounds list, 1d3 creatures of the same kind from 150 minutes reature, whether it is a racial tongue or	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Target: Creature tou s Touch Target: Creature tou s Close (60 ft.) Target: One or more nwhich can be more to Touch Target: Creature tou	emanation V, S, M toched V, S, M/DF e V, S, DF toched V, S, F/DF e summonee than 30 ft. a V, M/DF	Yes (harmless) No Yes (harmless) Yes (harmless) No d creatures, no two of part	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Summoning) Caster Level: 15	phb: p.272 phb: p.275 phb: p.282 phb: p.282 phb: p.286
Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon monster I, except that you card Effect: This spell functions like summon mons	less that reds on n pels net ecreature 20 send a 20 send a 20 ell[s]. T 20 ell[s]. T 20 n summ relevel lis 20 n summ relevel lis 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None to no no creature from th st. Will negates (harmless) and the language of any ugh it may be able to un	Time	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had a nan 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 15 rounds list, 1d3 creatures of the same kind from 150 minutes reature, whether it is a racial tongue or a veral languages. LEVEL 5 Duration	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Touch Target: Creature tou s Close (60 ft.) Target: One or more numhich can be more to Touch Target: Creature tou a Range	emanation V, S, M toched V, S, M/DF e V, S, DF toched V, S, F/DF e summonee than 30 ft, a V, M/DF toched Comp.	Yes (harmless) No Yes (harmless) Yes (harmless) No d creatures, no two of part No Spell Resistance	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Divination Caster Level: 15	phb: p.272 phb: p.275 phb: p.282 phb: p.282 phb: p.286 phb: p.294
Effect: This spell functions like summon monster I, except that you card the spell resistance regarding the specified spell or speak and upper the summon monster I. Effect: This spell functions like summon monster I, except that you card the spell resistance regarding the specified spell or speaks. Effect: This spell functions like summon monster I, except that you card the summon speak with the speak and the speak an	less that reds on n pels net construction pels net construction pels construction pels net construction pels net construction pels n	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None to no one creature from th st. Will negates (harmless) and the language of any ugh it may be able to un	Time	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had in an 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 150 minutes ist, 1d3 creatures of the same kind from 150 minutes the same kind from 150 minutes the same kind from 150 minutes the same kind from 150 minutes	Target: 10 ft. radius of Touch Target: Creature tou a see text Target: One creature Touch Touch Touch Target: Creature tou s Close (60 ft.) Target: One or more multich can be more to Touch Target: Creature tou a	emanation V, S, M uched V, S, M/DF e V, S, DF uched V, S, DF uched V, S, F/DF summonee han 30 ft, a V, M/DF uched	Yes (harmless) No Yes (harmless) Yes (harmless) No d creatures, no two of part No Spell Resistance	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Divination Caster Level: 15	phb: p.272 phb: p.275 phb: p.282 phb: p.282 phb: p.286 phb: p.294
	less that reds on n pels net ecreature 20 send a 20 send a 20 ell[s]. T 20 ell[s]. T 20 n summ relevel lis 20 n summ relevel lis 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re lost the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None to no no creature from th st. Will negates (harmless) and the language of any ugh it may be able to un	Time	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had a nan 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 15 rounds list, 1d3 creatures of the same kind from 150 minutes reature, whether it is a racial tongue or a veral languages. LEVEL 5 Duration	Target: 10 ft. radius of Touch Target: Creature tou a see text Target: One creature Touch Touch Touch Target: Creature tou s Close (60 ft.) Target: One or more multich can be more to Touch Target: Creature tou a	emanation V, S, M toched V, S, M/DF e V, S, DF toched V, S, DF toched V, S, F/DF e summoneet han 30 ft, a V, M/DF toched V, S, M/DF	Yes (harmless) No Yes (harmless) Yes (harmless) No d creatures, no two of part No Spell Resistance	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Divination Caster Level: 15	phb: p.272 phb: p.275 phb: p.282 phb: p.282 phb: p.286 phb: p.294
Effect: This spell functions like lesser restoration, except that it also discussed and and and and and and and and and an	less that reds on n pels net ecreature 20 send a 20 send a 20 ell[s]. T 20 ell[s]. T 20 n summ relevel lis 20 n summ relevel lis 20	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re loss the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None non one creature from th st. Will negates (harmless) and the language of any ugh it may be able to un Saving Throw None	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action hevel or low 1 standard action hevel or low 1 standard action 1 round te 4th-level 1 standard action intelligent c derstand se Time 1 hour	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous rrience level to a creature who has had a nan 15 days. 1 round; see text or less to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 15 rounds list, 1d3 creatures of the same kind from 150 minutes reature, whether it is a racial tongue or a veral languages. LEVEL 5 Duration	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Touch Target: Creature tou s Close (60 ft.) Target: Creature tou a Close (60 ft.) Target: Creature tou Touch Touch	emanation V, S, M kched V, S, M/DF e V, S, DF kched V, S, DF kched V, S, F/DF summoned han 30 ft a summoned han 30	Yes (harmless) No Yes (harmless) Yes (harmless) No d creatures, no two of part No Spell Resistance	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Divination Caster Level: 15 School Abjuration	phb: p.272 phb: p.275 phb: p.282 phb: p.282 phb: p.286 phb: p.294
Effect: A invisible barrier holds back vermin. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succes damage, and pressing against the barrier causes pain, which detered and the determine of the success pain. Effect: This spell functions like lesser restoration, except that it also dis level drained. The drained level is restored only if the time since the series of the time series of the t	less that seeds on meeds on me	None or Will negates; see text an one-third your level c a Will save. Even so, vermin. Will negates (harmless) gative levels and restor re loss the level is equal None short message of twent Will negates (harmless) he spells must be of 4th Will negates (harmless) he spells must be of 4th None non one creature from th st. Will negates (harmless) and the language of any ugh it may be able to un Saving Throw None	1 standard action annot penet crossing the 3 rounds es one expet to or less th 10 minutes ty-five words 1 standard action hevel or low 1 standard action hevel or low 1 standard action 1 round te 4th-level 1 standard action intelligent c derstand se Time 1 hour	rate the barrier. A vermin with Hit Dice of barrier deals the vermin 2d6 points of Instantaneous vience level to a creature who has had a ban 15 days. 1 round; see text to reless to the subject. 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 150 minutes wer. The warded creature effectively has 150 minutes list, 1d3 creatures of the same kind from 150 minutes reature, whether it is a racial tongue or a veral languages. LEVEL 5 Duration Instantaneous	Target: 10 ft. radius of Touch Target: Creature tou a See text Target: One creature Touch Target: Creature tou s Close (60 ft.) Target: Creature tou a Target: Creature tou a Target: Creature tou a Range Touch Target: Living creature	emanation V, S, M toched V, S, M/DF e V, S, DF toched V, S, DF toched V, S, F/DF e summone(han 30 ff, a V, M/DF toched V, S, M, F, DF, XP ure touched V, S	Yes (harmless) No Yes (harmless) Yes (harmless) Yes (harmless) No d creatures, no two of part No Spell Resistance Yes No	Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15	phb: p.272 phb: p.275 phb: p.282 phb: p.282 phb: p.286 phb: p.294 Source phb: p.201

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Cleric Spells 21 None 10 minutes 15 rounds Personal V, S, M, No Divination phb: p.211 Caster Level: 15 Effect Target: You You contact your deity - or agents thereof - and may ask 15 yes-or-no questions 21 See text 1 standard 15 rounds or until discharged, whichever Touch V. S. DF See text Abjuration [Good] phb: p.222 Dispel Evil action comes first Target: You and a touched evil creature from another Caster Level: 15 plane; or you and an enchantment or evil spell on a touched creature or object A shimmering, white holy energy surrounds you. 1 standard 15 rounds or until discharged, whichever Touch V, S, DF See text Dispel Good 21 See text Abjuration [Evil] phb: p.222 action comes first Effect: A dark wavering unholy energy surrounds you. Target: You and a touched evil creature from another Caster Level: 15 plane; or you and an enchantment or evil spell on a touched creature or object 1 standard 15 rounds or until discharged, whichever Touch action comes first See text V, S, DF See text phb: p.223 Dispel Law 21 Abjuration [Chaotic] Target: You and a touched evil creature from another Caster Level: 15 Effect: A flickering yellow chaotic energy surrounds you. plane; or you and an enchantment or evil spell on a touched creature or object 1 standard 15 rounds Disrupting Weapon Will negates V, S Yes (harmless, object) Transmutation 21 Touch phb: p.223 (harmless, object); see action text Effect: Makes a melee weapon deadly to undead Target: One melee weapon Caster Level: 15 Medium (250 ft.) V, S, DF Yes Reflex half 1 standard Instantaneous Evocation [Fire] phb: p.231 Flame Strike 21 Target: Cylinder 10 Caster Level: 15 Effect: A flame strike produces a vertical column of divine fire roaring downward. The spell deals 15d6 points of damage. Enchantment (Compulsion) Greater Command 21 Will negates 1 standard 15 rounds action Close (60 ft.) V Yes phb: p.211 [Language-Dependent, Mind-Affecting] Target: 15 creatures, no two of which can be more Effect: Caster Level: 15 As command, but affects multiple subjects than 30 ft. apart V, S, M, See text 21 See text 24 hours Instantaneous Evocation [Good] phb: p.238 Hallow Touch Effect: Hallow makes a particular site, building, or structure a holy site. Target: 40-ft. radius emanating from the touched point Caster Level: 15 1 standard 1 full round Long (1000 ft.) V. S. M/DF Yes Evocation [Cold] phb: p.243 DDDD*Ice Storm 21 None Effect: Caster Level: 15 Target: Cylinder 20 Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area Insect Plague 21 None 1 round 15 minutes Long (1000 ft.) V. S. DF No Conjuration phb: p.244 (Summoning) Effect: You summon a number of swarms of locusts ~ 5. The swarms must be summoned so that each one is adjacent to at least one other swarm [that is,adjacent to Caster Level: 15 21 None 10 minutes Permanent:see text Touch V. S. DF Yes Necromancy phb: p.252 Mark of Justice Effect: Target: Creature touched Caster Level: 15 You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse. 21 Will half (harmless) or 1 standard Instantaneous Will half; see text action Close (60 ft.) Yes (harmless) or Yes;Conjuration Mass Cure Light Wounds V, S phb: p.216 see text (Healing) Target: 15 creatures, no two of which can be more than 30 ft. apart Caster Level: 15 Effect You channel positive energy through your hand that cures 1d8+15 damage for many creatures. 1 standard Instantaneous V, S Close (60 ft.) Yes Necromancy phb: p.244 Mass Inflict Light Wounds action Effect: Negative energy spreads out in all directions from the point of origin, dealing 1d8+15 points of damage to nearby living enemies. Target: 15 creatures, no two of which can be more Caster Level: 15 than 30 ft. apart V. S. F. Yes Conjuration (Teleportation) Caster Level: 15 Plane Shift 21 Will negates 1 standard Instantaneous action Touch phb: p.262 Effect: Target: Creature touched, or up to eight willing You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, ascreatures joining hands many as eight can be affected by the plane shift at the same time. None; see text Raise Dead 21 1 minute Instantaneous Touch V, S, M, Yes (harmless) Conjuration (Healing) phb: p.268 Target: Dead creature touched Caster Level: 15 You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 15 days. In addition, the subjects soul must e free and willing to return be free 21 None V, S, DF No Righteous Might 1 standard 15 rounds Personal Transmutation phb: p.273 action Target: You Caster Level: 15 Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/evil [if you normally channel positive energy] or damage reduction 5/good [if you normally channel negative energy]. 1 standard 15 rounds action Righteous Might 21 None Personal V, S, DF No Transmutation phb: p.273 Effect Target: You Caster Level: 15 Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/evil [if you normally channel positive energy] or damage reduction 5/good [if you normally channel negative energy]. 21 Will negates See text Divination phb: p.274 1 hour 15 minutes V.S Yes (Scrying) Caster Level: 15 M/DF. F Effect: You can see and hear some creature, which may be at any distance. Target: Magical sensor Necromancy phb: p.280 Slay Living 21 Fortitude partial 1 standard Instantaneous Touch V, S Yes action Death Caster Level: 15 Effect Target: Living creature touched You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6+15 points of damage [Of course, the subject might die from damage even if it succeeds on its save.] Spell Resistance Touch V. S. DF Yes (harmless) Abiuration phb: p.282 (harmless) action Target: Creature touched Effect Caster Level: 15 The creature gains spell resistance equal to 27. Summon Monster V 21 None 1 round 15 rounds Close (60 ft.) V, S, F/DF No Conjuration phb: p.286 (Summoning) Target: One or more summoned creatures, no two of This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from which can be more than 30 ft. apart the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. Caster Level: 15 21 Fortitude negates 10 minutes See text 0 ft.; see text V, S, M Yes Necromancy [Evil] phb: p.290 Symbol of Pain Effect: Caster Level: 15 Target: One symbol This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol. DDDDSymbol of Sleep 21 Will negates 10 minutes See text 0 V. S. M Enchantment Symbol of Sleep 0 ft.: see text Yes phb: p.291 (Compulsion) [Mind-Affecting] Effect: Target: One symbol This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6+10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires. Caster Level: 15 * =Domain/Speciality Spell PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line. Jan 11, 2009 2:54:06 PM Created using PCGen Page 10

				Cleric Spells						
Effect:	21	Will negates (harmless)	1 standard action	15 minutes	Touch Target: Creature tou	V, S, M	Yes (harmless)	Divination Caster Level: 15	phb: p.296	
You confer on the subject the ability to see all things as they doors hidden by magic, sees the exact locations of creatures normally, sees through illusions, and sees the true form of polymore	or object	ts under blur or displa	acement ef		et –	Joned		Caster Level. 15		
Effect:	21	See text		Instantaneous	Touch Target: 40-ft. radius	V, S, M emanating	See text from the touched point	Evocation [Evil] Caster Level: 15	phb: p.297	
Unhallow makes a particular site, building, or structure an unho	21	See text	1 standard action	Instantaneous	Medium (250 ft.)	V, S, M/DF		Conjuration (Creation) [Earth]	phb: p.299	
Effect: This spell creates a wall of rock that merges into adjoining rock	surfaces	5.			Target: Stone wall v [S]	vhose area	is up to 15 5-ft. squares	s Caster Level: 15		
			_	LEVEL 6	_					
Name	DC 22	Saving Throw None	Time 1 standard action	Duration 15 rounds	Range Medium (250 ft.)	Comp. V, S	Spell Resistance No	School Transmutation	Source phb: p.199	
Effect: You imbue inanimate objects with mobility and a semblance of Antilife Shell	ife to atta 22	ack your foes. None	1 round	150 minutes	Target: 15 Small ob 10 ft.	V, S, DF		Caster Level: 15 Abjuration	phb: p.199	
Effect: You bring into being a mobile, hemispherical energy field that p					Target: 10-ft. radius			Caster Level: 15		
Effect:	22	Will negates	1 standard action	Instantaneous	Close (60 ft.) Target: One or more	V, S, F e extraplana	Yes ar creatures, no two of	Abjuration Caster Level: 15	phb: p.203	
Banishes 30 HD of extraplanar creatures.	22	Reflex half or Reflex	1 standard	15 minutes	which can be more Medium (250 ft.)	than 30 ft. a		Evocation [Force]	phb: p.205	
Effect: An immobile, vertical curtain of whirling blades shaped shaped		negates; see text	action		Target: Wall of whir	ling blades	up to 300 ft. long, or a ith a radius of up to 37		F F	
Cone of Cold	22	Reflex half		Instantaneous	ft; either form 20 ft. 60 ft.	high V, S, M/DF		Evocation [Cold]	phb: p.212	
Effect: Creates an area of extreme cold dealing 15d6 cold damage.					Target: Cone-shape			Caster Level: 15		
Effect:	22	None	1 hour	Instantaneous	Close (60 ft.) Target: One corpse	V, S, M	No	Necromancy [Evil] Caster Level: 15] phb: p.215	
Creates ghouls, ghasts, mummies, or mohrgs.	22	None or Will negates (harmless)	3 rounds	150 minutes	Personal or touch		No or Yes (harmless)	Divination	phb: p.230	
Effect: The recipient of this spell can find the shortest, most direct phy can be outdoors, underground, or even inside a maze spell.	vsical rou	· ·	ation, be it	the way into or out of a locale. The locale	<i>Target:</i> You or crea e	ture touche	d	Caster Level: 15		
Effect:	22	See text	6 rounds	Permanent	Medium (250 ft.) Target: 15 60-ft. cut	V, S, M, DF bes [S]	Yes	Abjuration Caster Level: 15	phb: p.232	
seals an area against all planar travel into or within it. This in astral travel, ethereal travel, and all summoning spells. Such a alignments are different from yours.					l, –					
Geas/Quest	22	None	10 minutes	s 15 days or until discharged	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting]	phb: p.234 ident,	
Effect: This spell functions similarly to lesser geas, except that it affect					Target: One living c			Caster Level: 15		
Effect:	22	None	1 standard action	Instantaneous		V, S ster, creatu	No re, or object; or 20-ft.	Abjuration Caster Level: 15	phb: p.223	
As dispel magic, but +20 on check.	22	See text	10 minutes	s Permanent until discharged	radius burst Touch	V, S, M	No (object) and Yes; see text	Abjuration	phb: p.237	
Effect: This spell functions like glyph of warding, except that a greater spell of 6th level or lower.	blast gly	rph deals up to 10d8 po	ints of dam	age, and a greater spell glyph can store a	<i>Target:</i> Object toucl a	ned or up to		Caster Level: 15		
	22	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.239	
Effect: Harm charges a subject with negative energy that deals 150 pc cannot reduce the targets hit points to less than 1. Deals 150 point	ts damag	ge to target.						Caster Level: 15		
Effect:	22	Will negates (harmless)	1 standard action	Instantaneous	Touch Target: Creature tou	V, S uched	Yes (harmless)	Conjuration (Healing) Caster Level: 15	phb: p.239	
Heal enables you to channel positive energy into a creature adverse conditions affecting the target: ability damage, blinded, insanity, nauseated, sickened, stunned, and poisoned. It also cure	confuse	d, dazed, dazzled, dea	ons. It imme fened, dise	ediately ends any and all of the following ased, exhausted, fatigued, feebleminded	9 -					
Heroes' Feast	22	None	10 minutes	s 1 hour plus 12 hours; see text	Close (60 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	phb: p.240	
Effect: You bring forth a great feast, including a magnificent table, beneficial effects do not set in until this hour is over. Every crea immune to poison for 12 hours; and gains 1d8+7 temporary hit	ture part	taking of the feast is cu	ured of all d	liseases, sickness, and nausea; become	S	creatures		Caster Level: 15		
food that is consumed grants each creature that partakes a +1 mo	orale bon		Vill saves a		Close (60 ft.)	V, S, DF	Yes	Transmutation	phb: p.203	
Effect: As Bear's Endurance, affects multiple creatures.		. ,			Target: 15 creatures than 30 ft. apart			Caster Level: 15		
Gamma Bull's Strength Effect:	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.) Target: 15 creatures		Yes (harmless)	Transmutation Caster Level: 15	phb: p.207	
As Bull's Strength, affects multiple subjects.	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	than 30 ft. apart Close (60 ft.)	V, S	Yes (harmless) or Yes see text		phb: p.216	
Effect: You channel positive energy through your hand that cures 2d8+		age for many creatures.			Target: 15 creatures than 30 ft. apart		which can be more	Caster Level: 15		
Mass Eagle's Splendor Effect:	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.) Target: 15 creatures	V, S, M/DF		Transmutation Caster Level: 15	phb: p.225	
As Eagle's Splendor, affects multiple subjects.	22	Will half	1 standard action	Instantaneous	than 30 ft. apart Close (60 ft.)	V, S	Yes	Necromancy	phb: p.244	
Effect: Negative energy spreads out in all directions from the point of o			lamage to r		Target: 15 creatures than 30 ft. apart			Caster Level: 15		
Mass Owl's Wisdom Effect:	22	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.) Target: 15 creatures	V, S, M/DF		Transmutation Caster Level: 15	phb: p.259	
This spell functions like owls wisdom, except that it affects mult	ple creat 22	tures. None	10 minutes	s Instantaneous	than 30 ft. apart Close (60 ft.)	V, S, DF,		Conjuration	phb: p.261	
Jan 11, 2009 2:54:06 PM		PCGen Character T	emplate by	* =Domain/Speciality Spell Frugal, based on work by ROG, Arcady, I	Barak, Dimrill & Dek	ker.				Page 1
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				Cieric Spells					
						XP		(Calling) [See	
Effect:					Target: 1-2 called el	ementals or	outsiders totaling no	Text] Caster Level: 15	
By casting this spell, you request your deity to send you an elem	ental o	r outsider [of 12 HD or le	ess] of the d	eitys choice.	more than 12 HD, w	hich cannot	be more than 30 ft.		
	22	Will negates	1 standard	150 minutes or until discharged	apart when they app Touch		Yes (harmless)	Abjuration	phb: p.284
Stoneskin		(harmless)	action	Too minutes of until discharged	100011	v, 0, IVI	res (narmess)	Abjuration	pilo. p.204
Effect: The warded creature gains resistance to blows, cuts, stabs, and	clacho	s. The subject gains day	nago roduc	tion 10/adamanting. [It ignores the first 1	Target: Creature tou	ched		Caster Level: 15	
points of damage each time it takes damage from a weapon, thou	gh an a	adamantine weapon byp	asses the r	eduction.] Once the spell has prevented	a				
total of 150 points of damage, it is discharged.	22	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration	phb: p.287
Summon Monster VI	22	None	Tiounu	To Toulus	Close (00 II.)	v, 3, 17Di		(Summoning)	prib. p.207
Effect: This spell functions like summon monster I, except that you can	o eumn	on one creature from th	o 6th-loval	list 1d2 creatures of the same kind from				Caster Level: 15	
the 5th-level list, or 1d4+1 creatures of the same kind from a lower	-level lis	st.	ie ourriever	list, 105 creatures of the same kind nor	Inwhich can be more	nan 50 n. a	pan		
Symbol of Fear	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear	,phb: p.290
Effect:					Target: One symbol			Mind-Affecting] Caster Level: 15	
This spell functions like symbol of death, except that all creature									
Symbol of Persuasion	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm)	phb: p.290
								[Mind-Affecting]	
Effect: This spell functions like symbol of death, except that all creature	e withir	the radius of a symbol	of poreusei	on instead become charmed by the casts	Target: One symbol			Caster Level: 15	
[as the charm monster spell] for 15 hours.	5 within	The factors of a symbol	or personasi	shinstead become channed by the cast	•				
Undeath to Death	22	Will negates	1 standard action	Instantaneous	Medium (250 ft.)	V, S, M/DF	Yes	Necromancy [Death]	phb: p.297
Effect:			action		Target: Several und	ead creatur	es within a 40-ft. radius		
This spell functions like circle of death, except that it destroys un					burst				
Wind Walk	22	No and Will negates (harmless)	1 standard action	15 hours; see text	Touch		No and Yes (harmless)	Transmutation [Air]phb: p.302
Effect:					Target: You and 5 to			Caster Level: 15	
You alter the substance of your body to a cloudlike vapor [as the take other creatures with you, each of which acts independently.	ne gase	eous form spell] and mo	ve through	the air, possibly at great speed. You ca	n				
Word of Recall	22	None or Will negates		Instantaneous	Unlimited	V		Conjuration	phb: p.303
		(harmless, object)	action		Torget Verse 1		object)	(Teleportation)	
Effect: Word of recall teleports you instantly back to your sanctuary w	hen th	e word is uttered. You	nust desigr	ate the sanctuary when you prepare th	Target: You and tou ecreatures	uned object	s or other willing	Caster Level: 15	
spell, and it must be a very familiar place.			5						
				LEVEL 7					
Warner	50	0			D	0	0	0.1	0
Name	DC 23	Saving Throw None	Time 1 standard	Duration 15 rounds	Range Medium (250 ft.)	Comp. V, S, M/DF		School Conjuration	Source phb: p.196
·	20		action	i i i i i i i i i i i i i i i i i i i	. ,			(Creation) [Acid]	prio: p.100
Effect: Billowing mass of misty vapors deals 2d6 acid damage.					Target: Fog spreads	in 20-ft. ra	dius, 20 ft. high	Caster Level: 15	
Bigby's Grasping Hand	23	None	1 standard	15 rounds	Medium (250 ft.)	V, S, F/DF	Yes	Evocation [Force]	phb: p.204
			action		T			0	
Effect: Large hand provides cover, pushes, or grapples creatures.					Target: 10-ft. hand			Caster Level: 15	
Blasphemy	23	None or Will negates;		Instantaneous	30 ft.	V	Yes	Evocation [Evil,	phb: p.205
Effect:		see text	action		Target: Nonevil crea	tures in a 4	0-ft radius spread	Sonic] Caster Level: 15	
Kills, paralyzes, weakens, or dazes nonevil subjects depending	on cast	er level and target HD.			centered on you		o n. radius spread	Cusici Level. 15	
Control Weather	23	None	10 minutes;	4d12 hours; see text	2 miles	V, S	No	Transmutation	phb: p.214
			see text						
Effect:					Target: 2-mile radius	s circle, cen	tered on you; see text	Caster Level: 15	
You change weather in the local area.	23	Fortitude partial	1 standard	Instantaneous	Close (60 ft.)	V, S, F	Yes	Necromancy	phb: p.218
			action		. ,			[Death]	F
Effect: The spell instantly slays the subject and consumes the remains	íbut not	equipment or possession	onslutterly		Target: One creature	e		Caster Level: 15	
	23	None	1 standard	15 rounds	Personal	V, S	No	Transmutation	phb: p.227
			action		Tamatilla			Caster Level: 15	
You become ethereal along with your equipment.					Target: You			Caster Level: 15	
Greater Restoration	23	Will negates	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration	phb: p.272
Effect:		(harmless)			Target: Creature tou	ched		(Healing) Caster Level: 15	
This spell functions like lesser restoration, except that it dispels					s			230.07 20701. 10	
by a force or creature, restoring the creature to the highest level creature lost the level is no more than 15 weeks.	t had p	previously attained. The	arained lev	ers are restored only if the time since the	e				
Greater Scrying	23	Will negates	1 standard	15 hours	See text	V, S	Yes	Divination	phb: p.275
Effect:			action		Target: Magical sen	sor		(Scrying) Caster Level: 15	
As scrying, but faster and longer. Additionally, all of the following	g spell	s function reliably throug	h the sens	or: detect chaos, detect evil, detect good		301		Caster Level: 15	
detect law, detect magic, message, read magic, and tongues.	23					V	Vos	Evocation [Good,	phb: p 242
	23	None or Will negates; see text	1 standard action	maidHdHeUua	40 ft.	v	Yes	Evocation [Good, Sonic]	pno. p.242
Effect:			felene : P	an UDI: Desferred 115 bit sector	Target: Nongood cre	eatures in a	40-ft. radius spread	Caster Level: 15	
Any nongood creature within the area that hears the holy word killed.	sutfers	the following ill effects	Idepending	on HDJ:.Deatened, blinded, paralyzed o	rcentered on you				
				In the state of th	Close (60 ft.)	V, S	Yes (harmless) or Yes		phb: p.216
Mass Cure Serious Wounds	23	Will half (harmless) or		Instantaneous	Close (00 II.)		see text	(Healing)	
Mass Cure Serious Wounds	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	. ,				
		Will half; see text		Instantaneous	Target: 15 creatures than 30 ft. apart			Caster Level: 15	
Mass Cure Serious Wounds Effect:		Will half; see text	action 1 standard	Instantaneous	Target: 15 creatures than 30 ft. apart	, no two of			phb: p.244
Ass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+	15 dam	Will half; see text age for many creatures.	action		Target: 15 creatures than 30 ft. apart	, no two of V, S	which can be more Yes	Caster Level: 15	phb: p.244
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or	15 dam 23 igin, de	Will half; see text age for many creatures. Will half aling 3d8+15 points of d	action 1 standard action amage to n	Instantaneous earby living enemies.	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart	, no two of V, S , no two of	which can be more Yes which can be more	Caster Level: 15 Necromancy Caster Level: 15	
Carlow Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect:	15 dam 23	Will half; see text age for many creatures. Will half	action 1 standard action amage to n 1 standard	Instantaneous	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures	, no two of V, S , no two of	which can be more Yes	Caster Level: 15 Necromancy Caster Level: 15 Conjuration	phb: p.244 phb: p.269
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Refuge Effect:	15 dam 23 igin, de 23	Will half; see text age for many creatures. Will half haling 3d8+15 points of d None	action 1 standard action amage to n 1 standard action	Instantaneous earby living enemies. Permanent until discharged	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch	, no two of V, S , no two of V, S, M	which can be more Yes which can be more	Caster Level: 15 Necromancy Caster Level: 15	
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Refuge Effect: You create powerful magic in some specially prepared object	15 dama 23 igin, de 23 -a statu	Will half; see text age for many creatures. Will half aling 3d8+15 points of d None uette, a jeweled rod, a	action 1 standard action amage to n 1 standard action	Instantaneous earby living enemies. Permanent until discharged	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch	, no two of V, S , no two of V, S, M	which can be more Yes which can be more	Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Teleportation)	
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Refuge Effect: You create powerful magic in some specially prepared object instantly transport its possessor across any distance within the sar	15 dama 23 igin, de 23 -a statu	Will half; see text age for many creatures. Will half aling 3d8+15 points of d None uette, a jeweled rod, a	action 1 standard action amage to n 1 standard action	Instantaneous earby living enemies. Permanent until discharged	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch	s, no two of V, S s, no two of V, S, M ned	which can be more Yes which can be more	Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Teleportation)	
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Refuge Effect: You create powerful magic in some specially prepared object instantly transport its possessor across any distance within the sar Regenerate	15 dama 23 igin, de 23 -a statu ne plan	Will half; see text age for many creatures. Will half haling 3d8+15 points of of None uette, a jeweled rod, a e to your abode.	action 1 standard action amage to n 1 standard action gem, or the	Instantaneous earby living enemies. Permanent until discharged 9 like. This object contains the power t	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch o Touch	, no two of V, S , no two of V, S, M ned V, S, DF	which can be more Yes which can be more No	Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Conjuration (Healing)	phb: p.269
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Refuge Effect: You create powerful magic in some specially prepared object instantly transport its possessor across any distance within the sar Regenerate Effect:	15 dama 23 igin, de 23 -a statu ne plan 23	Will half; see text age for many creatures. Will half haling 3d8+15 points of d None ette, a jeweled rod, a e to your abode. Fortitude negates (harmless)	action 1 standard action 1 standard action gem, or the 3 full rounds	Instantaneous earby living enemies. Permanent until discharged a like. This object contains the power to Instantaneous	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch Touch Target: Living creatu	, no two of V, S , no two of V, S, M ned V, S, DF	which can be more Yes which can be more No	Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Conjuration	phb: p.269
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Refuge Effect: You create powerful magic in some specially prepared object instantly transport its possessor across any distance within the sam Regenerate Effect: The subjects severed body members [fingers, toes, hands, fe ruined organs grow back. After the spell is cast, the physical regen	15 dam 23 igin, de 23 -a statu ne plan 23 et, arm neration	Will half; see text age for many creatures. Will half haling 3d8+15 points of of None tette, a jeweled rod, a te to your abode. Fortitude negates (harmless) s, legs, tails, or even h is complete in 1 round	action 1 standard action amage to n 1 standard action gem, or the 3 full rounds eads of mu if the seven	Instantaneous earby living enemies. Permanent until discharged e like. This object contains the power t Instantaneous ultiheaded creatures], broken bones, an ed members are present and touching th	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch o Touch Target: Living creature e	, no two of V, S , no two of V, S, M ned V, S, DF	which can be more Yes which can be more No	Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Conjuration (Healing)	phb: p.269
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Generate Powerful magic in some specially prepared object instantly transport its possessor across any distance within the sar Generate Effect: The subjects severed body members [fingers, toes, hands, fe	15 dam 23 igin, de 23 -a statu ne plan 23 et, arm eration es 4d8-	Will half; see text age for many creatures. Will half haling 3d8+15 points of of None uette, a jeweled rod, a e to your abode. Fortitude negates (harmless) s, legs, tails, or even h is complete in 1 round +15 points of damage,	action 1 standard action amage to n 1 standard action gem, or the 3 full rounds eads of mi f the seven rids the s	Instantaneous earby living enemies. Permanent until discharged e like. This object contains the power t Instantaneous litiheaded creatures], broken bones, an ed members are present and touching th ubject of exhaustion and/or fatigue, an	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch o Touch Target: Living creature e	, no two of V, S , no two of V, S, M ned V, S, DF	which can be more Yes which can be more No	Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Conjuration (Healing)	phb: p.269
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Refuge Effect: You create powerful magic in some specially prepared object instantly transport its possessor across any distance within the sar Regenerate Effect: The subjects severed body members [fingers, toes, hands, fe rivater organs grow back. After the spell is cast, the physical reger creature. It takes 2410 rounds otherwise. Regenerate also cure	15 dam 23 igin, de 23 -a statu ne plan 23 et, arm es 4d8 fect on	Will half; see text age for many creatures. Will half haling 3d8+15 points of of None uette, a jeweled rod, a e to your abode. Fortitude negates (harmless) s, legs, tails, or even h is complete in 1 round +15 points of damage,	action 1 standard action amage to n 1 standard action gem, or the 3 full rounds eads of mu if the seven rids the s uding under 1 standard 1 standard	Instantaneous earby living enemies. Permanent until discharged a like. This object contains the power t Instantaneous litiheaded creatures], broken bones, an ed members are present and touching th ubject of exhaustion and/or fatigue, an ud].	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch o Touch Target: Living creatures e	, no two of V, S , no two of V, S, M ned V, S, DF	which can be more Yes which can be more No Yes (harmless)	Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Conjuration (Healing)	phb: p.269
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Refuge Effect: You create powerful magic in some specially prepared object instantly transport its possessor across any distance within the sar Regenerate Effect: The subjects severed body members [fingers, toes, hands, fer rived organs grow back. After the spell is cast, the physical reger reference. It takes 2410 rounds otherwise. Regenerate also our eliminates all nonlethal damage the subject has taken. It has nor Image Information I and the spellis on	15 dam 23 igin, de 23 -a statu ne plan 23 et, arm es 4d8 fect on	Will half; see text age for many creatures. Will half haling 3d8+15 points of of None tette, a jeweled rod, a e to your abode. Fortitude negates (harmless) s, legs, tails, or even h is complete in 1 round +15 points of damage, nonliving creatures [ind]	action 1 standard action amage to n 1 standard action gem, or the 3 full rounds eads of mit if the sever rids the s uding undes	Instantaneous earby living enemies. Permanent until discharged a like. This object contains the power t Instantaneous litiheaded creatures], broken bones, an ed members are present and touching th ubject of exhaustion and/or fatigue, an ud].	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch on Touch Target: Living creatures d	r, no two of V, S , no two of V, S, M wed V, S, DF ure touched	which can be more Yes which can be more No Yes (harmless) Yes	Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Conjuration (Healing) Caster Level: 15 Abjuration	phb: p.269 phb: p.270
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Refuge Effect: You create powerful magic in some specially prepared object Instantly transport its possessor across any distance within the sar Regenerate Effect: The subjects severed body members [fingers, toes, hands, fer ruined organs grow back. After the spell is cast, the physical reger creature. It takes 2d10 rounds otherwise. Regenerate also cure eliminates all nonlethal damage the subject has taken. It has no eliminates all nonlethal damage the subject has taken. It has no eliminates and in onlethal damage the subject has taken. It has no eliminates and inclustent damage the subject has taken. It has no eliminates and inclustent damage the subject has taken. It has no eliminates and inclustent damage the subject has taken. It has no eliminates and inclustent damage the subject has taken.	15 dam 23 igin, de 23 -a statu ne plan 23 et, arm neration es 4d8 fect on 23	Will half; see text age for many creatures. Will half haling 3d8+15 points of of None ette, a jeweled rod, a e to your abode. Fortitude negates (harmless) s, legs, tails, or even h is complete in 1 round +15 points of damage, nonliving creatures [incl Will negates	action 1 standard action amage to n 1 standard action gem, or the 3 full rounds eads of mu if the seven rids the s uding under 1 standard 1 standard	Instantaneous earby living enemies. Permanent until discharged e like. This object contains the power t Instantaneous Itilheaded creatures], broken bones, an ed members are present and touching th ubject of exhaustion and/or fatigue, an id]. 15 rounds	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch Touch Target: Living creatures d	r, no two of V, S , no two of V, S, M wed V, S, DF ure touched	which can be more Yes which can be more No Yes (harmless) Yes	Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Conjuration (Healing) Caster Level: 15	phb: p.269 phb: p.270
Mass Cure Serious Wounds Effect: You channel positive energy through your hand that cures 3d8+ Mass Inflict Serious Wounds Effect: Negative energy spreads out in all directions from the point of or Refuge Effect: You create powerful magic in some specially prepared object instantly transport its possessor across any distance within the sam Regenerate Effect: The subjects severed body members [fingers, toes, hands, fer inied organs grow back. After the spell is cast, the physical reger retature. It takes 2d10 rounds otherwise. Regenerate also cure ilminates all nonlethal damage the subject has taken. It has no effect: Effect:	15 dam 23 igin, de 23 -a statu ne plan 23 et, arm neration es 4d8 fect on 23	Will half; see text age for many creatures. Will half haling 3d8+15 points of of None ette, a jeweled rod, a e to your abode. Fortitude negates (harmless) s, legs, tails, or even h is complete in 1 round +15 points of damage, nonliving creatures [incl Will negates	action 1 standard action amage to n 1 standard action gem, or the 3 full rounds eads of mu if the seven rids the s uding under 1 standard 1 standard	Instantaneous earby living enemies. Permanent until discharged a like. This object contains the power t Instantaneous litiheaded creatures], broken bones, an ed members are present and touching th ubject of exhaustion and/or fatigue, an ud].	Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Touch Target: Object touch on Touch Target: Living creatures d	r, no two of V, S , no two of V, S, M wed V, S, DF ure touched	which can be more Yes which can be more No Yes (harmless) Yes	Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Conjuration (Healing) Caster Level: 15 Abjuration	phb: p.269 phb: p.270

				Cleric Spells					
	23	None; see text	10 minutes	Instantaneous		V, S, M, DF	Yes (harmless)	Conjuration	phb: p.272
ffect:					Target: Dead creatur	5.		(Healing) Caster Level: 15	
This spell functions like raise dead, except that you are able to mains is not a factor. So long as some small portion of the creat the base spect of the spectrum base some small portion.									
ve been part of the creatures body at the time of death.	23	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration	phb: p.287
fect:					Tarret: One or more	summone	d creatures, no two of	(Summoning) Caster Level: 15	
This spell functions like summon monster I, except that you can 6th-level list, or 1d4+1 creatures of the same kind from a lower	n summ	non one creature from th	e 7th-level	list, 1d3 creatures of the same kind from				Caster Level. 15	
	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment	phb: p.291
;								(Compulsion) [Mind-Affecting]	
ect: This spell functions like symbol of death, except that all creature	es within	60 feet of a symbol of s	tunning ins	tead become stunned for 1d6 rounds.	Target: One symbol			Caster Level: 15	
Symbol of Weakness	23	Fortitude negates	10 minutes		0 ft.; see text	V, S, M	Yes	Necromancy	phb: p.291
fect:					Target: One symbol			[Death] Caster Level: 15	
This spell functions like symbol of death, except that every crea als 3d6 points of Strength damage.	ature wi	thin 60 feet of a symbol	of weaknes	ss instead suffers crippling weakness tha	t				
U Word of Chaos	23	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	phb: p.303
ect: ////						creatures in	n a 40-ft radius spread		
Kills, confuses, stuns, or deafens nonchaotic subjects.					centered on you				
				LEVEL 8					
Name	DC 24	Saving Throw None	Time 1 standard	Duration 150 minutes		Comp. V, S, M/DF	Spell Resistance	School Abjuration	Source phb: p.200
Antimagic Field	24	None	action	Too minutes				-	prib. p.200
act: In invisible barrier surrounds you and moves with you. The space	ce withi	n this barrier is impervio	us to most r	nagical effects.	Target: 10-ft. radius	emanation,	, centered on you	Caster Level: 15	
Bigby's Clenched Fist	24	None	1 standard action		Medium (250 ft.)	V, S, F/DF	Yes	Evocation [Force]	phb: p.203
ect:			200011		Target: 10-ft. hand			Caster Level: 15	
arge hand provides cover, pushes, or strikes creatures.	24	See text	1 standard	15 rounds	20 ft.	V, S, F	Yes (harmless)	Abjuration	phb: p.210
			action				radius burst centered	[Chaotic] Caster Level: 15	
A random pattern of color surrounds the subject, granting +4 to A					on you				
Create Greater Undead	24	None	1 hour	Instantaneous		V, S, M	No	Necromancy [Evil]	phb: p.215
ect: Create shadows, wraiths, spectres, or devourers.					Target: One corpse			Caster Level: 15	
Dimensional Lock	24		1 standard action	15 days	Medium (250 ft.)	V, S	Yes	Abjuration	phb: p.221
iect:						emanation	centered on a point in	Caster Level: 15	
You create a shimmering emerald barrier that completely blocks	s extradi 24	None	10 minutes	Instantaneous	space Unlimited	V, S, DF	No	Divination	phb: p.222
iect:					Target: One creature			Caster Level: 15	
You learn the exact location of single creature or object.	24	See text	1 standard	1 round	Long (1000 ft.)	V, S, DF	No	Evocation [Earth]	phb: p.225
		· · · · ·	action						
fect: An intense but highly localized tremor rips the ground.					Target: 80-ft. radius	Solinger 12		Caster Level: 15	
An intense but highly localized tremor hps the ground.					-				
Fire Storm	24	Reflex half	1 round	Instantaneous	Medium (250 ft.)	V, S	Yes	Evocation [Fire]	phb: p.231
Fire Storm fect: When a fire storm spell is cast, the whole area is shot throug	h with :	sheets of roaring flame.	The raging	g flames do not harm natural vegetation	- Medium (250 ft.) <i>Target:</i> 30 10-ft. cub	V, S	Yes	Evocation [Fire] Caster Level: 15	phb: p.231
Context Contex	h with :	sheets of roaring flame.	The raging	g flames do not harm natural vegetation	- Medium (250 ft.) <i>Target:</i> 30 10-ft. cub	V, S	Yes		phb: p.231
Context Contex	h with :	sheets of roaring flame.	The raging	g flames do not harm natural vegetation	Medium (250 ft.) <i>Target:</i> 30 10-ft. cub Close (60 ft.)	V, S es [S] V, S, DF,		Caster Level: 15 Conjuration	phb: p.231 phb: p.261
Hence Storm fect: When a fire storm spell is cast, the whole area is shot throug ound cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally	h with a	sheets of roaring flame. de from damage. Any ot	The raging	g flames do not harm natural vegetation e within the area takes 15d6 points of fire	Medium (250 ft.) <i>Target:</i> 30 10-ft. cub close (60 ft.)	V, S es [S] V, S, DF, XP	No	Caster Level: 15 Conjuration (Calling) [See Text]	
Fire Storm fect: Shorn spell is cast, the whole area is shot throug und cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally fect:	ph with a o exclud	sheets of roaring flame. de from damage. Any ot None	The raging her creature 10 minutes	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous	Medium (250 ft.) <i>Target:</i> 30 10-ft. cub Close (60 ft.) <i>Target:</i> Up to three of totaling no more than	V, S es [S] V, S, DF, XP called elemen n 18 HD, no	No entals or outsiders, o two of which can be	Caster Level: 15 Conjuration (Calling) [See	
Fire Storm Fore Storm Storm Store S	ph with a o exclud 24 nental o	sheets of roaring flame. Je from damage. Any ot None r outsider [of 18 HD or le	The raging her creature 10 minutes ess] of the d	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice.	Medium (250 ft.) <i>Target:</i> 30 10-ft. cub Close (60 ft.) <i>Target:</i> Up to three or totaling no more than more than 30 ft. apa	V, S es [S] V, S, DF, XP called elemin n 18 HD, no rt when the	No entals or outsiders, o two of which can be y appear.	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15	phb: p.261
Fire Storm Fore Storm Sect: Mena a fire storm spell is cast, the whole area is shot throug und cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally Sect: By casting this spell, you request your deity to send you an elem Greater Spell Immunity	ph with a o exclud	sheets of roaring flame. de from damage. Any ot None	The raging her creature 10 minutes ess] of the d	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous	Medium (250 ft.) <i>Target:</i> 30 10-ft. cub Close (60 ft.) <i>Target:</i> Up to three c totaling no more than more than 30 ft. apa Touch	V, S es [S] V, S, DF, XP called elemin n 18 HD, no rt when the V, S, DF	No entals or outsiders, o two of which can be	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration	
Fire Storm Force: Greater Planar Ally Greater Spell Inmunity Greater Spell Inmuni	ph with :: o exclud 24 nental o 24 24 bell[s]. T	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless)	The raging her creature 10 minutes ess] of the d 1 standard action	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apa Touch Target: Creature tou	V, S es [S] V, S, DF, XP called elemin n 18 HD, no rt when the V, S, DF	No entals or outsiders, o two of which can be y appear.	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15	phb: p.261
Fire Storm When a fire storm spell is cast, the whole area is shot throug bund cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally fect: By casting this spell, you request your deity to send you an elem Greater Spell Immunity fect: The warded creature is immune to the effects of 3 specified spel beatable spell resistance regarding the specified spell or spells.	ph with :: o exclud 24 nental o 24 24 bell[s]. T	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th	The raging her creature 10 minutes ass] of the d 1 standard action n level or lo	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has	Medium (250 ft.) <i>Target:</i> 30 10-ft. cub Close (60 ft.) <i>Target:</i> Up to three c totaling no more than more than 30 ft. apa Touch <i>Target:</i> Creature tou	V, S es [S] V, S, DF, XP alled elemm n 18 HD, nor t when the V, S, DF ched	No entals or outsiders, o two of which can be yy appear. Yes (harmless)	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15	phb: p.261 phb: p.282
	ph with :: o exclud 24 nental o 24 24 bell[s]. T	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless)	The raging her creature 10 minutes ess] of the d 1 standard action	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has	Medium (250 ft.) <i>Target:</i> 30 10-ft. cub Close (60 ft.) <i>Target:</i> Up to three c totaling no more than more than 30 ft. apa Touch <i>Target:</i> Creature tou 3 20 ft.	V, S es [S] V, S, DF, XP called elemm rt when the V, S, DF ched V, S, F	No entals or outsiders, o two of which can be yy appear. Yes (harmless) Yes (harmless)	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good]	phb: p.261 phb: p.282
Fire Storm Fire Storm Fire Storm Store	ph with so exclude 24 nental o 24 bell[s]. T 24 them fr	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) The spells must be of 8th See text om attacks, granting th	The raging her creature 10 minutes ess) of the d 1 standard action n level or lo 1 standard action em resistar	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds noe to spells cast by evil creatures, and	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apa Touch Target: Creature tou 20 ft. Target: 15 creatures	V, S es [S] V, S, DF, XP called elemm rt when the V, S, DF ched V, S, F	No entals or outsiders, o two of which can be yy appear. Yes (harmless) Yes (harmless)	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15	phb: p.261 phb: p.282
Fire Storm Fore Fire Storm Fore interview inter	ph with so exclude 24 nental o 24 bell[s]. T 24 them fr jects. +-	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) The spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a	The raging her creatur 10 minutes ass] of the d 1 standard action h level or lo 1 standard action em resistar nd SR 25 a	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds noe to spells cast by evil creatures, and	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apa Touch Target: Creature tou 20 ft. Target: 15 creatures fon you	V, S es [S] V, S, DF, XP called elemin n 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I	No entals or outsiders, o two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered	Caster Level: 15 Conjuration (Calling) [See Text] <i>Caster Level:</i> 15 Abjuration <i>Caster Level:</i> 15 Abjuration [Good] <i>Caster Level:</i> 15	phb: p.261 phb: p.282 phb: p.241
The storm Storm Sec: Mhen a fire storm spell is cast, the whole area is shot throug und cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally Greater Planar Ally Greater Spell Immunity Greater Spell Immunity Greatel regarding the specified spell resistance regarding the specified spell or spells. Holy Aura Sec: A brilliant dvine radiance surrounds the subjects, protecting t using evil creatures to become blinded when they strike the subj Horrid Wilting	ph with so exclude 24 nental o 24 bell[s]. T 24 them fr jects. +-	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a	The raging her creatur 10 minutes ass] of the d 1 standard action h level or lo 1 standard action em resistar nd SR 25 a	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds noe to spells cast by evil creatures, and gainst evil spells.	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apa Touch Target: Creature tou 20 ft. Target: 15 creatures ton you	V, S es [S] V, S, DF, XP alled elemm n 18 HD, nr rt when the V, S, DF ched V, S, F in a 20-ft. r	No entals or outsiders, o two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy	phb: p.261 phb: p.282
	them frr ijects. +- 24 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) The spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half	The raging her creatur 10 minutes ass] of the d 1 standard action a level or lo 1 standard action em resistar mod SR 25 a 1 standard action	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds nee to spells cast by evil creatures, and gainst evil spells. Instantaneous	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apa Touch Target: Creature tou 20 ft. Target: 15 creatures ton you	V, S es [S] V, S, DF, XP alled elemm n 18 HD, nr rt when the V, S, DF ched V, S, F in a 20-ft. r	No entals or outsiders, o two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy	phb: p.261 phb: p.282 phb: p.241
This spell readinates moisture from the body of each subject in	them frr ijects. +- 24 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half reature, dealing 15d6 poir amage.	The raging her creaturn 10 minutes ass] of the d 1 standard action h level or lo 1 standard action em resistar not SR 25 a 1 standard action mt so f dama	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds noe to spells cast by evil creatures, and igainst evil spells. Instantaneous	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apai Touch Target: Creature tou 20 ft. Target: 15 creatures fon you Long (1000 ft.) Target: Living creature than 60 ft. apait	V, S es [S] V, S, DF, XP alled elemm n 18 HD, nr rt when the V, S, DF ched V, S, F in a 20-ft. r	No entals or outsiders, to two of which can be ya papear. Yes (harmless) Yes (harmless) radius burst centered Yes to of which can be more	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242
Fire Storm When a fire storm spell is cast, the whole area is shot throug bund cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally Greater Spell Immunity Greater Spell Immunity Holy Aura Holy Aura Horid Auria Horrid Wilting "	yh with :: 24 nental o 24 24 24 24 24 them fr 24 24 them fr 24 24 them fr 24 24	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half rature, dealing 15d6 poir amage. Will half (harmless) or	The raging her creaturn 10 minutes ass] of the d 1 standard action h level or lo 1 standard action em resistar not SR 25 a 1 standard action mt so f dama	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds noe to spells cast by evil creatures, and igainst evil spells. Instantaneous	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatu than 60 ft. apart Close (60 ft.)	V, S es [S] V, S, DF, XP called elemin 18 HD, not 18 HD, not 18 HD, not 18 HD, not 18 HD, not 18 HD, not V, S, F in a 20-ft. I V, S, M/DF irres, no two V, S	No entals or outsiders, o two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered Yes o of which can be more Yes (harmless) or Yes see text	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Sconjuration (Healing)	phb: p.261 phb: p.282 phb: p.241
Fire Storm When a fire storm spell is cast, the whole area is shot throug und cover, and any plant creatures in the area that you wish to age. Greater Planar Ally Greater Planar Ally Greater Spell Immunity Greature is immune to the effects of 3 specified sp beatable spell resistance regarding the specified spell or spells. Greatures to become blinded when they strike the subj Greatures moisture from the body of each subject lin there relementals and plant creatures, which instead take 15d8 poi Mass Cure Critical Wounds Hourd Wounds Hourd Wounds Hourd Wounds Greater Greatures which instead take 15d8 poi Greater Spell Wounds Hourd Wounds Hourd Wounds Greater Hourd Wounds Hourd Wounds Greater Hourd Wounds	ph with :: 24 24 24 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame. Je from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) The spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half rature, dealing 15d6 poir amage. Will half (harmless) or Will half (harmless) or Will half (see text	The raging her creature 10 minutes ess) of the d 1 standard action h level or lo 1 standard action em resistar nd SR 25 a 1 standard action hts of dama 1 standard action	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively har 15 rounds nee to spells cast by evil creatures, and gainst evil spells. Instantaneous ige. This spell is especially devastating to Instantaneous	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatures tothan 60 ft. apart Close (60 ft.) Target: 15 creatures	V, S es [S] V, S, DF, XP alled elemin alled elemin alled elemin alled elemin alled elemin alled elemin alled elemin twhen the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF irres, no two V, S , no two of	No entals or outsiders, o two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered FYes o of which can be more Yes (harmless) or Yes see text which can be more	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Sconjuration (Healing) Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.215
This spell exported to be come binded when they strike the subjects, protecting to be come binded when they strike the subjects in the strike the subjects in the strike the subjects.	24 24 enental o 24 24 24 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) the spells must be of 8th See text orm attacks, granting th 4 to AC, +4 resistance, a Fortitude half reature, dealing 15d6 poir amage. Will half (harmless) or Will half (harmless) or	The raging her creature 10 minutes ess) of the d 1 standard action h level or lo 1 standard action em resistar nd SR 25 a 1 standard action hts of dama 1 standard action	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds noe to spells cast by evil creatures, and igainst evil spells. Instantaneous	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatures tothan 60 ft. apart Close (60 ft.) Target: 15 creatures	V, S es [S] V, S, DF, XP called elemin 18 HD, not 18 HD, not 18 HD, not 18 HD, not 18 HD, not 18 HD, not V, S, F in a 20-ft. I V, S, M/DF irres, no two V, S	No entals or outsiders, o two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered Yes o of which can be more Yes (harmless) or Yes see text	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Sconjuration (Healing)	phb: p.261 phb: p.282 phb: p.241 phb: p.242
	ph with : 24 neental o 24 24 24 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) The spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half nature, dealing 15d6 poir amage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half	The raging her creature 10 minutes ass] of the d 1 standard action I evel or lo 1 standard action em resistar in GSR 25 a 1 standard action ats of dama 1 standard action 1 standard action	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds nee to spells cast by evil creatures, and gainst evil spells. Instantaneous Ige. This spell is especially devastating to Instantaneous Instantaneous	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatu othan 60 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures	V, S es [S] V, S, DF, XP alled elemin n 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF trees, no two V, S , no two of V, S	No entals or outsiders, to two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered FYes to of which can be more Yes (harmless) or Yes see text which can be more Yes	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Sconjuration (Healing) Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.215
The storm spell is cast, the whole area is shot throug und cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally Greater Planar Ally Greater Spell immunity Greater Spell is spell or spells. Holy Aura Seatable spell resistance regarding the specified spell or spells. The warded creature is immune to the effects of 3 specified spell or spells. The warded creature is immune to the subjects, protecting to spells or spells. The warded creature is become blinded when they strike the subject. This spell evaporates moisture from the body of each subject lifter elementals and plant creatures, which instead take 15d8 poil Mass Cure Critical Wounds Sect: You channel positive energy through your hand that cures 4d8++ Mass Inflict Critical Wounds Sect: Sequive energy spreads out in all directions from the point of or	ph with : 24 neental o 24 24 24 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) The spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half nature, dealing 15d6 poir amage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half	The raging her creature 10 minutes ass] of the d 1 standard action I evel or lo 1 standard action em resistar in GSR 25 a 1 standard action ats of dama 1 standard action 1 standard action	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds nee to spells cast by evil creatures, and gainst evil spells. Instantaneous Ige. This spell is especially devastating to Instantaneous Instantaneous	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apai Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatures than 60 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart	V, S es [S] V, S, DF, XP alled elemin n 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF trees, no two V, S , no two of V, S	No entails or outsiders, to two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered FYes to of which can be more Yes (harmless) or Yes see text which can be more Yes which can be more	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Sconjuration (Healing) Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.215
This spell evaporates moisture from the body of each subject in the subject	ph with h o excluse of a constraint of the constraints of the constraints of the constraint of the con	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) the spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half reature, dealing 15d6 poir famage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half	The raging her creature 10 minutes ass] of the d 1 standard action 1 standard action em resistar mod SR 25 a 1 standard action nts of dama 1 standard action 1 standard action at standard action	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds nee to spells cast by evil creatures, and gainst evil spells. Instantaneous ge. This spell is especially devastating to Instantaneous Instantaneous earby living enemies.	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatu than 60 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.)	V, S es [S] XP alled elemn n 18 HD, nor t when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF tres, no two V, S , no two of V, S, F/DF	No entails or outsiders, to two of which can be yappear. Yes (harmless) Yes (harmless) radius burst centered Yes (harmless) or Yes see text which can be more Yes No	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.215 phb: p.244
Fire Storm ince: When a fire storm spell is cast, the whole area is shot throug und cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally Greater Planar Ally Greater Spell immunity Greater Spell Immunity Greater Spell Immunity Whole area is immune to the effects of 3 specified spell or spells. Holy Aura Holy Aura Whole area take to become blinded when they strike the subj Horrid Wilting icc: Mass Cure Critical Wounds iccl Mass Inflict Critical Wounds iccl: Nass Inflict Critical Wounds iccl: Nass Inflict Critical Wounds iccl: Summon Monster VIII iccl: is spell functions like summon monster I, except that you car iccl: is spell functions like summon monster I, except that you car iccl: is spell functions like summon monster I, except that you car iccl: is spell functions like summon monster I, except that you car iccl in is spell functions like summon monster I, except that you car iccl is spell functions like summon monster I, except that you car iccl is spell functions like summon monster I, except that you car iccl is spell functions like summon monster I, except that you car iccl is spell functions like summon monster I, except that you car iccl is spell functions like summon monster I, except that you car iccl is spell functions like summon monster I, except that you car iccl is spell functions like summon monster I, except that you car iccl is spell functions like summon monster I, except that you car iccl is spell functions like summon monster I, except that you car iccl is spell functions like summon monster	24 hental o 24 hental o 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text orm attacks, granting th 4 to AC, +4 resistance, a Fortitude half wature, dealing 15d6 poin amage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half None	The raging her creature 10 minutes ass] of the d 1 standard action a level or loc 1 standard action em resistar and SR 25 a 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	g flames do not harm natural vegetation s within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds roe to spells cast by evil creatures, and igainst evil spells. Instantaneous ige. This spell is especially devastating to Instantaneous Instantaneous Instantaneous earby living enemies. 15 rounds	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures tony you Long (1000 ft.) Target: Living creatu othan 60 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: Creatures than 30 ft. apart Close (60 ft.) Target: Creatures than 30 ft. apart Close (60 ft.) Target: Core or more	V, S es [S] V, S, DF, XP alled elemin n 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF v, S, M/DF v, S, mo two of V, S , no two of V, S , no two of V, S, F/DF	No entails or outsiders, to two of which can be y appear Yes (harmless) Yes (harmless) radius burst centered FYes to of which can be more Yes (harmless) or Yes see text which can be more Yes which can be more No	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Sconjuration (Healing) Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.215 phb: p.244
This spall variable of the same shot through the same shot throm a lower same shot through the same shot through the same shot	24 hental o 24 hental o 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text orm attacks, granting th 4 to AC, +4 resistance, a Fortitude half wature, dealing 15d6 poin amage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half None	The raging her creature 10 minutes ass] of the d 1 standard action a level or loc 1 standard action em resistar and SR 25 a 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds nee to spells cast by evil creatures, and gainst evil spells. Instantaneous ge. This spell is especially devastating to Instantaneous Instantaneous earby living enemies. 15 rounds list, 1d3 creatures of the same kind from	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apart Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: Che or more which can be more the	V, S es [S] V, S, DF, XP alled elemin 18 HD, nd rt when the HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF v, S, M/DF v, S, M/DF v, S, no two of V, S , no two of V, S, F/DF summone han 30 ft. a	No entails or outsiders, to two of which can be y appear Yes (harmless) Yes (harmless) radius burst centered FYes to of which can be more Yes (harmless) or Yes see text which can be more Yes which can be more No	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Summoning) Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.215 phb: p.244
This spell existing methods and part of the subjects. The storm spell is cast, the whole area is shot throug und cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally Greater Planar Ally Greater Spell mmunity Greater Spell Immunity Greater Spell resistance regarding the specified spell or spells. Greater Spell resistance regarding the specified spell or spells. Greater Spell and plant creatures, which instead take 15d8 poil Greater Spell and creatures, which instead take 15d8 poil Greater Spell Amass Inflict Critical Wounds Greater Summon Monster VIII Summon Monster VIII Summon Monster VIII Symbol of Death	ph with n o exclude 24 nental o 24 24 24 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half rature, dealing 15d6 poir amage. Will half (harmless) or Will half (see text age for many creatures. Will half see text aling 4d8+15 points of d None	The raging her creature 10 minutes ass] of the d 1 standard action h level or lo 1 standard action em resistan mod SR 25 a 1 standard action hts of dama 1 standard action 1 standard action 1 standard action amage to n 1 round me 8th-level	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds nee to spells cast by evil creatures, and gainst evil spells. Instantaneous ge. This spell is especially devastating to Instantaneous Instantaneous earby living enemies. 15 rounds list, 1d3 creatures of the same kind from	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: One or more than 30 ft. apart Close (60 ft.)	V, S es [S] V, S, DF, XP alled elemin h 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF rres, no two V, S , no two of V, S , no two of V, S, F/DF summone han 30 ft. a	No entails or outsiders, to two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered FYes to of which can be more Yes (harmless) or Yes see text which can be more Yes which can be more Yes which can be more No d creatures, no two of apart	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.242 phb: p.215 phb: p.244 phb: p.287
The storm Sec: Se	15 dam 24 24 24 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text orn attacks, granting th 4 to AC, +4 resistance, a Fortitude half ramage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half aling 4d8+15 points of d None hon one creature from th st. Fortitude negates	The raging her creature 10 minutes ass) of the d 1 standard action in level or lc 1 standard action are meresistar and SR 25 a 1 standard action ats of dama 1 standard action action action action armage to n 1 round le 8th-level 10 minutes	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds note to spells cast by evil creatures, and gainst evil spells. Instantaneous Ige. This spell is especially devastating to Instantaneous Instantaneous earby living enemies. 15 rounds list, 1d3 creatures of the same kind from See text	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three c totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures thom you Long (1000 ft.) Target: Living creatures than 30 ft. apart Close (60 ft.) Target: 15 creaturess than 30 ft. apart Close (60 ft.) Target: 15 creaturess than 30 ft. apart Close (60 ft.) Target: Che en more than 20 ft. apart Close (60 ft.) Target: Che or more than 20 ft. apart Close (60 ft.) Target: Che or more than 20 ft. apart Close (60 ft.)	V, S es [S] V, S, DF, XP alled elemin h 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF rres, no two V, S , no two of V, S , no two of V, S, F/DF summone han 30 ft. a	No entails or outsiders, to two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered FYes to of which can be more Yes (harmless) or Yes see text which can be more Yes which can be more Yes which can be more No d creatures, no two of apart	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Summoning) Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.242 phb: p.215 phb: p.244 phb: p.287
This spell spell control by the subject of the subject is become binded when they strike the subject is the series of the s	15 dam 24 24 24 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text orn attacks, granting th 4 to AC, +4 resistance, a Fortitude half ramage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half aling 4d8+15 points of d None hon one creature from th st. Fortitude negates	The raging her creature 10 minutes ass) of the d 1 standard action in level or lc 1 standard action are meresistar and SR 25 a 1 standard action ats of dama 1 standard action action action action armage to n 1 round le 8th-level 10 minutes	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds nee to spells cast by evil creatures, and gainst evil spells. Instantaneous ge. This spell is especially devastating to Instantaneous earby living enemies. 15 rounds list, 1d3 creatures of the same kind from See text slays one or more creatures within 60 fee	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apart Touch Target: Creature tou 20 ft. Target: 15 creaturess ton you Long (1000 ft.) Target: Living creaturess than 30 ft. apart Close (60 ft.) Target: 15 creaturess than 30 ft. apart Close (60 ft.) Target: 15 creaturess than 30 ft. apart Close (60 ft.) Target: Che or more which can be more than 0 ft.; see text Target: One symbol	V, S es [S] V, S, DF, XP alled elemin h 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF v, S, M/DF v, S, M/DF v, S, M/DF v, S, mo two of V, S , no two of V, S, F/DF summone- han 30 ft. a V, S, M	No entails or outsiders, to two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered FYes to of which can be more Yes (harmless) or Yes see text which can be more Yes which can be more Yes which can be more No d creatures, no two of apart	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Conjuration Summoning) Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.242 phb: p.215 phb: p.244 phb: p.287
Fire Storm fect: When a fire storm spell is cast, the whole area is shot throug und cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally Greater Planar Ally Greater Spell Immunity Greater Spell Immunity Greater Spell Immunity Horid Creature is immune to the effects of 3 specified sp beatable spell resistance regarding the specified spell or spells. Holy Aura Fact: The warded creatures is immune to the effects of 3 specified sp beatable spell resistance regarding the specified spell or spells. Holy Aura Fact: This spell evaporates moisture from the body of each subject in tare rementals and plant creatures, which instead take 15d8 poi Mass Cure Critical Wounds fact: Nou channel positive energy through your hand that cures 4d8+: Summon Monster VIII fact: This spell functions like summon monster I, except that you car This spell allows you to scribe a potent rune of power upon a su the symbol of Death fact: This spell allows you to scribe a potent rune of power upon a su	ph with n o exclude 24 nental o 24 24 24 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame. de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) the spells must be of 8th See text orm attacks, granting th 4 to AC, +4 resistance, a Fortitude half restruct half restruct half (harmless) or Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half see text aling 4d8+15 points of d None hon one creature from th st. Fortitude negates When triggered, a symbo	The raging her creature 10 minutes ass] of the d 1 standard action 1 standard action 2 standard 2 standard	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds nee to spells cast by evil creatures, and gainst evil spells. Instantaneous ge. This spell is especially devastating to Instantaneous earby living enemies. 15 rounds list, 1d3 creatures of the same kind from See text slays one or more creatures within 60 fee	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apart Touch Target: Creature tou 20 ft. Target: 15 creaturess ton you Long (1000 ft.) Target: Living creaturess than 30 ft. apart Close (60 ft.) Target: 15 creaturess than 30 ft. apart Close (60 ft.) Target: 15 creaturess than 30 ft. apart Close (60 ft.) Target: Che or more which can be more than 0 ft.; see text Target: One symbol	V, S es [S] V, S, DF, XP alled elemin h 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF v, S, M/DF v, S, M/DF v, S, M/DF v, S, mo two of V, S , no two of V, S, F/DF summone han 30 ft. a V, S, M	No entails or outsiders, to two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered Pres to of which can be more Yes (harmless) or Yes see text which can be more Yes which can be more No d creatures, no two of part Yes	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.242 phb: p.215 phb: p.244 phb: p.287
Fire Storm fact: When a fire storm spell is cast, the whole area is shot throug ound cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally fact: By casting this spell, you request your deity to send you an elem Greater Spell Immunity Fact: The warded creature is immune to the effects of 3 specified sp beatable spell resistance regarding the specified spell or spells. Holy Aura fact: A brilliant divine radiance surrounds the subjects, protecting to ward evaluation of the state of the state to become blinded when they strike the subject "fact: This spell evaporates moisture from the body of each subject lis therementals and plant creatures, which instead take 15d8 poi Mass Cure Critical Wounds fact: Nass Inflict Critical Wounds fact: This spell functions like summon monster I, except that you caal This spell functions like summon monster I, except that you caal This spell allows you to scribe a potent rune of power upon a su the symbol of Death fact: Symbol of Insanity fact: Symbol of Insanity	ph with a o exclude 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half ranage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half aling 4d8+15 points of d None non one creature from th st. Fortitude negates When triggered, a symbol not exceed 150. Will negates	The raging her creature 10 minutes ass] of the d 1 standard action level or lo 1 standard action em resistar nor SR 25 a 1 standard action ats of dama 1 standard action 1 standard action 1 standard action 1 standard action amage to n 1 round le 8th-level 10 minutes 10 di death s 10 minutes	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds note to spells cast by evil creatures, and gainst evil spells. Instantaneous ge. This spell is especially devastating to Instantaneous earby living enemies. 15 rounds list, 1d3 creatures of the same kind from See text slays one or more creatures within 60 fee See text	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: Core or more which can be more to 0 ft.; see text Target: One symbol	V, S es [S] V, S, DF, XP alled elemin h 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF v, S, M/DF v, S, M/DF v, S, M/DF v, S, mo two of V, S , no two of V, S, F/DF summone han 30 ft. a V, S, M	No entails or outsiders, to two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered Pres to of which can be more Yes (harmless) or Yes see text which can be more Yes which can be more No d creatures, no two of part Yes	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Conjuration Summoning) Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.242 phb: p.215 phb: p.244 phb: p.287
Fire Storm fect: When a fire storm spell is cast, the whole area is shot throug und cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally fect: By casting this spell, you request your deity to send you an elem Greater Spell Immunity fect: The warded creature is immune to the effects of 3 specified sp beatable spell resistance regarding the specified spell or spells. Holy Aura Hord dreature so the subjects, protecting to specified spell resistance regarding the subjects, protecting to suing evil creatures to become blinded when they strike the subj "Horrid Wilting fect: This spell evaporates moisture from the body of each subject li tater elementals and plant creatures, which instead take 15d8 poi Mass Cure Critical Wounds fect: Nou channel positive energy through your hand that cures 4d8+ Wou channel positive onergy through your hand that cures 4d8+ Symbol of Death fect: This spell functions like summon monster I, except that you car a Thi-level list; or 1d4+1 creatures of the same kind from a lower Symbol of Death fect: This spell allows you to scribe a potent rune of power upon a su the symbol inter at as a burgit whose combined total current hit po Symbol of Insanity Fect: This spell allows you to scribe a potent rune of power upon a su the symbol inter at as a burgit whose combined total current hit po Symbol of Insanity	ph with a o exclude 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half ranage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half aling 4d8+15 points of d None non one creature from th st. Fortitude negates When triggered, a symbol not exceed 150. Will negates	The raging her creature 10 minutes ass] of the d 1 standard action level or lo 1 standard action em resistar nor SR 25 a 1 standard action ats of dama 1 standard action 1 standard action 1 standard action 1 standard action amage to n 1 round le 8th-level 10 minutes 10 di death s 10 minutes	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds note to spells cast by evil creatures, and gainst evil spells. Instantaneous ge. This spell is especially devastating to Instantaneous earby living enemies. 15 rounds list, 1d3 creatures of the same kind from See text slays one or more creatures within 60 fee See text	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: Core or more which can be more to 0 ft.; see text Target: One symbol	V, S es [S] V, S, DF, XP alled elemin h 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF v, S, M/DF v, S, M/DF v, S, M/DF v, S, mo two of V, S , no two of V, S, F/DF summone han 30 ft. a V, S, M	No entails or outsiders, to two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered Pres to of which can be more Yes (harmless) or Yes see text which can be more Yes which can be more No d creatures, no two of part Yes	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Healing) Caster Level: 15 Conjuration Summoning) Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.242 phb: p.215 phb: p.244 phb: p.287
An intense but highly localized tremor has the ground.	ph with a o exclude 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) he spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half ranage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half aling 4d8+15 points of d None non one creature from th st. Fortitude negates When triggered, a symbol not exceed 150. Will negates	The raging her creature 10 minutes ass] of the d 1 standard action 1 standard 1 standard	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds noe to spells cast by evil creatures, and gainst evil spells. Instantaneous uge. This spell is especially devastating to Instantaneous listantaneous earby living enemies. 15 rounds list, 1d3 creatures of the same kind from s See text slays one or more creatures within 60 fee s See text y instead become permanently insane [at	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apar Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: Che or more which can be more than 0 ft.; see text Target: One symbol to ft.; see text Target: Cne symbol	V, S es [S] V, S, DF, XP alled elemin h 18 HD, nd rt when the V, S, DF ched V, S, F in a 20-ft. I V, S, M/DF v, S, M/DF v, S, M/DF v, S, M/DF v, S, mo two of V, S , no two of V, S, F/DF summone han 30 ft. a V, S, M	No entails or outsiders, to two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered Pres to of which can be more Yes (harmless) or Yes see text which can be more Yes which can be more No d creatures, no two of part Yes	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.242 phb: p.215 phb: p.244 phb: p.287
Fire Storm fect: When a fire storm spell is cast, the whole area is shot throug und cover, and any plant creatures in the area that you wish to mage. Greater Planar Ally Greater Planar Ally Greater Spell Immunity Were the area that you an elem Greater Spell Immunity Were Greater Spell Immunity Were Greater Spell Immunity Were Greater Spell Immunity Were Greature is immune to the effects of 3 specified sp beatable spell resistance regarding the specified spell or spells. Greatures to become blinded when they strike the subject "Horrid Wilting fect: This spell avaporates moisture from the body of each subject li Mass Cure Critical Wounds fect: Nou channel positive energy through your hand that cures 4d8+: Mass Inflict Critical Wounds fect: This spell functions like summon monster I, except that you can This spell allows you to scribe a potent rune of power upon a su This spell allows you to scribe a potent rune of power upon a su This spell allows you to scribe a potent rune of power upon a su This spell allows you to scribe a potent rune of power upon a su Symbol of Insanity fect: This spell allows you to scribe a potent rune of power upon a su This spell functions like symbol of death, except that all creature Symbol of Insanity fect: This spell functions like symbol of death, except that all creature insanity spell]. Ounholy Aura	ph with a o exclude 24 24 24 24 24 24 24 24 24 24	sheets of roaring flame, de from damage. Any ot None r outsider [of 18 HD or let Will negates (harmless) he spells must be of 8th See text om attacks, granting th 4 to AC, +4 resistance, a Fortitude half rature, dealing 15d6 poin ramage. Will half (harmless) or Will half (harmless) or Will half (see text age for many creatures. Will half aling 4d8+15 points of d None non one creature from th st. Fortitude negates When triggered, a symbol not exceed 150. Will negates h the radius of the symbol See text	The raging her creature 10 minutes ass] of the d 1 standard action I standard action em resistar nor standard action the of dama 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action amage to n 1 round the 8th-level 10 minutes 10 di death s 10 di nsanit 1 standard action	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively has 15 rounds noe to spells cast by evil creatures, and gainst evil spells. Instantaneous ge. This spell is especially devastating to Instantaneous earby living enemies. 15 rounds list, 1d3 creatures of the same kind from See text slays one or more creatures within 60 fee See text y instead become permanently insane (ar 15 rounds	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apart Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: Creatures than 30 ft. apart Close (50 ft.) Target: Creatures than 30 ft. apart Close (50 ft.) Target: Creatures than 20 ft.; see text Target: Creatures than 20 ft.; see text Target: Creatures 20 ft. Target: 15 creatures	V, S es [S] V, S, DF, XP alled elemin 18 HD, not t when the V, S, DF ched V, S, F in a 20-ft. i V, S, M/DF irres, no two V, S , no two of V, S , no two of V, S , no two of V, S, F/DF summone han 30 ft a V, S, M V, S, M	No entails or outsiders, o two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered Yes (harmless) or Yes o of which can be more Yes (harmless) or Yes which can be more No No d creatures, no two of apart Yes Yes Yes Yes Yes (harmless)	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Summoning) Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.215 phb: p.244 phb: p.287 phb: p.289 phb: p.290
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Fire Storm Force: Second State State Second St	ph with a second	sheets of roaring flame. Je from damage. Any ot None r outsider [of 18 HD or le Will negates (harmless) The spells must be of 8th See text om attacks, granting the 4 to AC, +4 resistance, a Fortitude half tature, dealing 15d6 point amage. Will half (harmless) or Will half (see text age for many creatures. Will half see text age for many creatures. Will half aling 4d8+15 points of d None Fortitude negates When riggered, a symbol not exceed 150. Will negates h the radius of the symbol See text h attacks, granting them	The raging her creature 10 minutes ass) of the d 1 standard action an level or lo 1 standard action em resistar m resistar nts of dama 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 1 standard action 2 standard action 1 or und 1 standard 1 standard action 1 or und 1 standard action 1 or und 1	g flames do not harm natural vegetation e within the area takes 15d6 points of fire Instantaneous eitys choice. 150 minutes wer. The warded creature effectively har 15 rounds ince to spells cast by evil creatures, and gainst evil spells. Instantaneous ige. This spell is especially devastating to Instantaneous listantaneous earby living enemies. 15 rounds list, 1d3 creatures of the same kind from See text slays one or more creatures within 60 fee See text y instead become permanently insane (ar 15 rounds e to spells cast by good creatures, and	Medium (250 ft.) Target: 30 10-ft. cub Close (60 ft.) Target: Up to three of totaling no more than more than 30 ft. apart Touch Target: Creature tou 20 ft. Target: 15 creatures ton you Long (1000 ft.) Target: Living creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: 15 creatures than 30 ft. apart Close (60 ft.) Target: Creatures than 30 ft. apart Close (50 ft.) Target: Creatures than 30 ft. apart Close (50 ft.) Target: Creatures than 20 ft.; see text Target: Creatures than 20 ft.; see text Target: Creatures 20 ft. Target: 15 creatures	V, S es [S] V, S, DF, XP alled elemin 18 HD, not t when the V, S, DF ched V, S, F in a 20-ft. i V, S, M/DF irres, no two V, S , no two of V, S , no two of V, S , no two of V, S, F/DF summone han 30 ft a V, S, M V, S, M	No entails or outsiders, o two of which can be y appear. Yes (harmless) Yes (harmless) radius burst centered Yes (harmless) or Yes o of which can be more Yes (harmless) or Yes which can be more No No d creatures, no two of apart Yes Yes Yes Yes Yes (harmless)	Caster Level: 15 Conjuration (Calling) [See Text] Caster Level: 15 Abjuration Caster Level: 15 Abjuration [Good] Caster Level: 15 Necromancy Caster Level: 15 Conjuration (Healing) Caster Level: 15 Conjuration Summoning) Caster Level: 15 Conjuration Summoning) Caster Level: 15 Conjuration Summoning) Caster Level: 15 Conjuration Summoning) Caster Level: 15 Conjuration Summoning) Caster Level: 15 Conjuration Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Conjuration Caster Level: 15 Caster Leve	phb: p.261 phb: p.282 phb: p.241 phb: p.242 phb: p.215 phb: p.244 phb: p.287 phb: p.289 phb: p.290

Billy Bob

Human
RACE
23 AGE
AGE
Male
GENDER
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
6' 11"
HEIGHT
174 lbs.
WEIGHT
Gray
EYE COLOUR
SKIN COLOUR
Brown, Crewcut
HAIR
PHOBIAS
, PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION
-

Description:

Armor Class includes Magic Vestment spell.

Biography: Look for Charisma improving items:

- * Cloak of Charisma
- * Helm of Underwater Action

Built Temple of Aegir in Istavan