

	D-				HAND	١	TYPE	SIZE	CRITICAL	REACH	
Dagger					Carrie						
	To H	To Hit Dam					To Hit			Dam	
1H-F	+14/+9	9/+4 1d4+4		2W-P-(OH)		+10/+5/+0			1d4+4		
1H-C	+14/+9	+9/+4 1d4+2		+2	2W-P-(OL)		+12/+7/+2			1d4+4	
2H	+14/+9	9/+4	1d4	+6	2W-OH		+10			1d4+2	
	10 ft.	20 ft.			30 ft.		40 ft.			50 ft.	
TH	+16/+11/+6	+14/+9/	+4	+	12/+7/+2		+10/+5/+0		+6	+8/+3/-2	
Dam	1d4+4	1d4+4	4 1		1d4+4		1d4+4		1	1d4+4	
Spec	Special Properties										

		Dag	ger +1			HAND)	TYPE	YPE SIZE CF		REACH	
Dagger				Carrie	d	PS M 19-20/x2 0			0 ft.			
		То Н	it	Dam				To Hit			Dam	
1H-	-P +15/+10/+5		1d4+5 ²		2W-P-(OH)		+11/+6/+1			1d4+5		
1H-0	+15/+10/+5		1d4+3		2W-P-(OL)		+13/+8/+3			1d4+5		
2H		+15/+1	0/+5	1d4+7		2W-OH		+11			1d4+3	
		10 ft.	20 ft.			30 ft.		40 ft.			50 ft.	
TH	TH +17/+12/+7 +15/+10)/+5 +1		+13/+8/+3		+11/+6/+1 +		+9)/+4/-1		
Dam	am 1d4+5 1d4+5		5	5 1d-			1d4+5		1	d4+5		
Spec	Special Properties (Dagger (+1 (Weapon)/Masterwork)), Masterwork, Steel											

	Dag	ger +1	Invisibility o	nce/d:	av)	T	HAND		TYPE	SIZE	CRITICAL	REACH
Dagger +1 (Invisibility once/day)					Carried	d PS M 19-20/x2			0 ft.			
		То Н	it	Dam				To Hit			Dam	
1H-I	Р	+15/+10/+5		1d4	1d4+5 ²		-P-(OH)		+11/+6/+1			1d4+5
1H-0	0	+15/+10/+5		1d4+3		2W	-P-(OL)		+13/+8/+3			1d4+5
2H		+15/+10	0/+5	1d4+7		2\	W-OH		+11			1d4+3
		10 ft.	20 ft.			30	ft.	40 ft.				50 ft.
TH	+1	7/+12/+7	+15/+10	/+5	+1	13/-	+8/+3	+11/+6/+1		+9	+9/+4/-1	
Dam		1d4+5	1d4+5 1		1d4	4+5		1d4+5		1	d4+5	
Spec	Special Properties Masterwork, Steel, Spell Effect (Command Word)											

	Shortbow			HAND	TYPE	SIZE	CF	RITICAL	REACH
				Carried	Р	M	2	20/x3	0 ft.
	30 ft. 60 ft. 1:		120 ft.	180 ft.			240 ft.		
TH	TH +15/+10/+5 +15/+10/+5 +13		3/+8/+3	+11/+6/+1			+9/+4/-1		
Dam	Dam 1d6 1d6 1d6 1d6								
Spe	cial Properties								

	Shortsword +3 (Keen)				TYPE	SIZE	CRITICAL	REACH
	Offortsword To (Reell)			Carried P M 17-20/x				0 ft.
	To Hit Dam			To Hit			Dam	
1H-P	+17/+12/+7	1d6+7	2١	W-P-(OH)	+	13/+8/	+3	1d6+7
1H-O	+17/+12/+7	1d6+5	2۱	W-P-(OL)	+	15/+10	/+5	1d6+7
^{2H} +17/+12/+7 1d6+9				2W-OH		+13		1d6+5
Specia	Special Properties Masterwork, Steel, Keen							

EQUIPMENT			
ITEM Dagger +4, Longtooth	LOCATION Carried	QTY 1	WT 1.0
Warhammer +4 (Cancellation) Drains magical properties from items (once per month), (Warhammer (+4 (Weapon))), Masterwork, Steel	Heward's Handy Haversack	1	5.0
Shortbow (Mighty +2) 0 lbs. Wood, Mighty Bow	Heward's Handy Haversack	1	2.0
1" High Carving of PC	Heward's Handy Haversack	1	0.1
Aged Vinegar (Wine (Pint))	Heward's Handy Haversack	2	1.0 (2.0)
Amulet of Proof against Detection and Location Protects wearer from scrying and magical location	Heward's Handy Haversack	1	0.01
Arrow	Heward's Handy Haversack	24	0.15 (3.6)
Arrow (Alchemical Silver) Steel, Wood	Heward's Handy Haversack	10	0.15 (1.5)
Backpack o lbs.	Heward's Handy Haversack	1	2.0
Belt of Giant Strength +4 Adds to the wearers Strength score in the form of an enhancement bonus of +4	Equipped	1	1.0
Black Clothing (Outfit (Peasant's))	Heward's Handy Haversack	1	2.0
Boots of Striding and Springing These boots increase the warers base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps	Equipped	1	1.0
TOTAL WEIGHT CARRIED/V	ALUE		31.06 lbs.

EQUIPMENT			
ITEM	LOCATION	QTY	WT
Breastplate +1 Masterwork, Steel	Heward's Handy Haversack	2	30.0 (60.0)
Candle	Heward's Handy Haversack	1	0.0
Cape of the Mountebank	Equipped	1	1.0
On command, this bright red and gold cape allows the wearer to use the magic of the dimension door spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination			
Chalk (1 piece)	Heward's Handy Haversack	1	0.0
Chime of Opening When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a wizard of lower than 15th level	Equipped	1	1.0
Dagger	Heward's Handy Haversack	1	1.0
Dagger +1 (Dagger (+1 (Weapon)/Masterwork)), Masterwork, Steel	Heward's Handy Haversack	1	1.0
Dagger +1 (Invisibility once/day) Masterwork, Steel, Spell Effect (Command Word)	Heward's Handy Haversack	1	1.0
Deed to House in Verbosh	Heward's Handy Haversack	1	0.01
Disguise Kit	Equipped	1	8.0
Glasses of True Seeing (Goggles (Spell Effect (Use Activated) (SPELLNAME[True	Equipped	1	0.01
Seeing]CASTER[Cleric]SPELLTYPE[Divine]SPELLLEVEL[5]CASTERLEV	Equipped	1	0.01
Hat of Disguise This apparently normal hat allows its wearer to alter her appearance as with a disguise self spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on	Equipped	1	0.01
Healer's Kit	Equipped	1	1.0
Heward's Handy Haversack 158.66 lbs., 11" High Carving of PC, 4 Silver piece (sp), 1 Dagger, 1 Dagger +1, 1 Dagger +1 (Invisibility once/day), 1 Deed to House in Verbosh, 1 Leather, 1 Backpack, 2 Manacles, 1 Potion of Darkvision, 2 Aged Vinegar, 1 Potion of Spider Climb, 1 Belt Pouch, 1 Scroll of Expeditious Retreat, 1 Shortbow, 1 Shortbow (Mighty +2), 12 Smokestick, 1 Thunderstone, 24 Arrow, 143 Tindertwig, 1 Waterskin, 1 Robes of Chaos and Evil, 1 Amulet of Proof against Detection and Location, 1 Scroll of Death Knell, 1 Scroll of Water Breathing, 1 Potion of Water Breathing, 1 O Arrow (Alchemical Silver), 30 White pearl, 2 Potion of Invisibility, 2 Breastplate +1, 1 Bracers of Armor +2, 1794 Gold piece (gp), 5 Potion Divine Favor (+3), 2 Potion of Fly (20 minutes), 1 Thieves Tools (Masterwork), 1 Black Clothing, 1 Warhammer +4 (Cancellation), 2 Potion of Cure Light Wounds, 1 Potion of Cure Serious Wounds, 2 Scroll of Cure Moderate Wounds, 1 Scroll of Heal, 1 Scroll of Raise Dead, 1 Shortsword +3 (Keen), 1 Cloak of Resistance +2, 1 Ring of Protection +2, 1 Candle, 1 Chalk (1 piece), 5 Copper piece (cp) It has two side pouches, each of which appears large enough to hold 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 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 backpack always weights only 5 pounds	Equipped		5.0
loun Stone (Pink) Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head ~ Rhomboid ~ +2 enhancement bonus to Constitution	Equipped	1	0.01
Leather	Heward's Handy Haversack	1	15.0
Manacles	Heward's Handy Haversack	2	2.0 (4.0)
Periapt of Wisdom +2 Actually increases the possessors Wisdom score in the form of an enhancement bonus of +2	Equipped	1	0.01
Potion Divine Favor (+3) Spell Effect (Single Use/UseActivated)	Heward's Handy Haversack	5	0.1 (0.5)
Potion of Darkvision	Heward's Handy Haversack	1	0.1
Potion of Fly (20 minutes) (Potion of Fly)	Heward's Handy Haversack	2	0.1 (0.2)
Potion of Invisibility	Heward's Handy Haversack	2	0.1 (0.2)
Potion of Spider Climb	Heward's Handy Haversack	1	0.1
Potion of Water Breathing	Heward's Handy Haversack	1	0.1
TOTAL WEIGHT CARRIED/V/	ALUE		31.06 lbs.

EQUIPMENT			
	LOCATION	OTV	\A/T
ITEM Belt Pouch libs.	LOCATION Heward's Handy Haversack	QTY 1	WT 0.5
Ring of Feather Falling Acts as Feather Fall spell, activates automatically if wearer falls more than 5'	Equipped	1	0.01
Robes of Chaos and Evil (Outfit (Monk's))	Heward's Handy Haversack	1	2.0
Scroll of Death Knell	Heward's Handy Haversack	1	0.01
Scroll of Expeditious Retreat	Heward's Handy Haversack	1	0.01
Scroll of Water Breathing	Heward's Handy Haversack	1	0.01
Shortbow 0 lbs.	Heward's Handy Haversack	1	2.0
Small Traveler's Outfit (Burgandy) (Outfit (Traveler's))	Equipped	1	5.0
Smokestick	Heward's Handy Haversack	12	0.5 (6.0)
Thieves Tools (Masterwork) Masterwork	Heward's Handy Haversack	1	1.0
Thieves Tools +3 Masterwork (Thief's Tools)	Equipped	1	2.0
Thunderstone	Heward's Handy Haversack	1	1.0
Tindertwig	Heward's Handy Haversack	143	0.0 (0.0)
Waterskin 4 lbs., 4 Wine (Pint)	Heward's Handy Haversack	1	0.0
Wine (Pint)	Waterskin	4	1.0 (4.0)
Potion of Cure Light Wounds	Heward's Handy Haversack	2	0.1 (0.2)
Potion of Cure Serious Wounds □	Heward's Handy Haversack	1	0.1
Scroll of Cure Moderate Wounds	Heward's Handy Haversack	2	0.01 (0.02)
Scroll of Heal	Heward's Handy Haversack	1	0.01
Scroll of Raise Dead	Heward's Handy Haversack	1	0.01
Studded Leather +5 (Small) (Studded Leather (Small/Masterwork/+5 (Armor))), Masterwork, Steel	Equipped	1	10.0
Ring of Protection +2 Grants +2 deflection bonus to AC	Heward's Handy Haversack	1	0.01
Shortsword +3 (Keen) Masterwork, Steel, Keen	Heward's Handy Haversack	1	2.0
Cloak of Resistance +2 Offer magic protection in the form of a +2 resistance bonus on all saving throws	Heward's Handy Haversack	1	1.0
Ring of Protection +3 Grants +3 deflection bonus to AC	Equipped	1	0.01
Bracers of Armor +2 The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +2, just as though he were wearing	Heward's Handy Haversack	1	1.0
armor TOTAL WEIGHT CARRIED/V/	ALUE		31.06 lbs.

		WEIGHT ALLO	WANCE	Ē		
Light	75	Medium	150	Heavy	225	
Lift over head	225	Lift off ground	450	Push / Drag	1125	

Total = 4794.45 gp

SPECIAL ABILITIES
+2 morale bonus on saving throws against fear
Evasion (Ex) ~ No damage instead of half damage on successful save
Restricted Casting ~ May not cast Lawful spells
Smite (Su) +5 damage, 1/day
Sneak Attack +2d6
Trap Sense (Ex) +1 bonus to Reflex save and +1 Dodge bonus to AC vs. Traps
Trapfinding ~ May use Search skill to locate traps
Turn Undead (Su) ~ 2/day (Turn Level 5 ~ Turn Damage 2d6+4)
Uncappy Dodge (Ex) ~ Dev bonus to AC

	FEATS					
Improved Initiative	You can react more quickly than normal in a fight					
Iron Will	You have a stronger will than normal					
Nimble Fingers	You are adept at manipulating small, delicate objects					
Quick Draw	You can draw weapons with startling speed					
Scribe Scroll	You can create scrolls, from which you or another spellcaster can cast the scribed spells					
Track	You can follow the trails of creatures and characters across most types of terrain					
Two-Weapon Defense	Your two-weapon fighting skill bolsters your defense as well as your offense					
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon					
Armor Proficiency (Heavy)	You are proficient with heavy armor					
Armor Proficiency (Light)	You are proficient with light armor					
Armor Proficiency (Medium)	You are proficient with medium armor					
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat					
Shield Proficiency	You are proficient with bucklers, small shields, and large shields					
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat					
Tower Shield Proficiency	You are proficient with tower shields					
	50111110					
	DOMAINS					
Destruction	You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before					

PROFICIENCIES

You cast chaos spells at +1 caster level

making the attack

Axe (Throwing), Battleaxe, Bead of Force, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven), Warhammer

LANGUAGES

Common, Halfling, Literacy

TEMPLATES

Saddle on Mount

Chaos

Cape of the Mountebank Spell-like Abilities

	Name	DC	Saving Throw Time	e	Duration	Range	Comp.	Spell Resistance	School	Source
	Dimension Door	16	None and Will negates 1 sta (object) actio		d Instantaneous	Long (760 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	phb: p.221
Effect: You insta	ntly transfer yourself from your current location to any o	other s	oot within range.			Target: You and to willing creatures	uched object	cts or other touched	Caster Level: 9	

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

IFVFL 0

				LEVEL 0					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water Effect:	13	None	1 standard action	I Instantaneous	Close (35 ft.) Target: Up to 10 ga	V, S allons of wat	No er	Conjuration (Creation) [Water] Caster Level: 5	phb: p.215
Generates wholesome, drinkable water - 10 gallons.									
Cure Minor Wounds	13	Will half (harmless); see text	1 standard action	I Instantaneous	Touch Target: Creature to	V, S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 5	phb: p.216
You channel positive energy through your hand that cures 1 poi	nt of da	mage.			rargon oroataro to	401104		040107 20701. 0	
Detect Magic	13	None	1 standard action	Concentration, up to 5 minutes	60 ft.	V, S	No	Divination	phb: p.219
Effect: You detect magical auras.					Target: Cone-shap	ed emanatio	n	Caster Level: 5	
Detect Poison	13	None	1 standard	I Instantaneous	Close (35 ft.)	V, S	No	Divination	phb: p.219
Effect:					Target: One creatu	re, one obje	ct, or a 5-ft. cube	Caster Level: 5	
You determine whether a creature, object, or area has been poi	sonea 13	Will negates	1 atondore	1 1 minute or until discharged	Touch	V, S	Yes	Divination	phb: p.238
□□□□□Guidance	13	(harmless)	action	i i minute or until discharged	rouch	v, 5	res	Divination	pnb: p.238
Effect: This spell imbues the subject with a touch of divine guidance. T check. It must choose to use the bonus before making the roll to v			nce bonus o	on a single attack roll, saving throw, or ski	Target: Creature to ill	uched		Caster Level: 5	
Crieck. It must choose to use the bonds before making the foil to v		Will negates	1 standard	I Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244
Effect: This spell functions like inflict light wounds, except that you deal	1 poin	t of damage and a Will s		s the damage instead of halving it.	Target: Creature to	uched		Caster Level: 5	
Light	13	None		I 50 minutes	Touch	V, M/DF	No	Evocation [Light]	phb: p.248
Effect: This spell causes an object to glow like a torch, shedding bright touch. The effect is immobile, but it can be cast on a movable obje		in a 20-foot-radius [and	dim light fo	r an additional 20 feet] from the point yo	Target: Object touc u	hed		Caster Level: 5	
Mending	13	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 as a ring, a chain link, a medallion, or a slender dagger, prov			a warp wood	d spell]. It will weld broken metallic object	Target: One object is	of up to 1 lb		Caster Level: 5	
□□□□□Purify Food and Drink		Will negates (object)	1 standard	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	phb: p.267
Effect: This spell makes spoiled, rotten, poisonous, or otherwise contar	minated	I food and water pure ar	nd suitable fo	or eating and drinking.	Target: 5 cu. ft. of o	contaminate	d food and water	Caster Level: 5	
⊒□□□□ Read Magic	13	None	1 standard action	I 50 minutes	Personal	V, S, F	No	Divination	phb: p.269
Effect: By means of read magic, you can decipher magical inscription unintelligible. This deciphering does not normally invoke the magical process.					Target: You e			Caster Level: 5	
⊒□□□□ Resistance	13	Will negates (harmless)	1 standard		Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272
Effect: You imbue the subject with magical energy that protects it from	harm.	,		saves.	Target: Creature to	uched		Caster Level: 5	
Unitue	13	Fortitude negates (harmless)	1 standard		Touch	V, S, DF	Yes (harmless)	Transmutation	phb: p.298
Effect: The subject gains 1 temporary hit point					Target: Creature to	uched		Caster Level: 5	
, , , , , , , , , , , , , , , , , , , ,				LEVEL 1					

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
DDD Bane	14	Will negates	1 standard action	d 5 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 a	attack rolls	and saves against fear.			Target: All enemie	s within 50 f	t.	Caster Level: 5	
□□□□□ Bless	14	None	1 standard action	1 5 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	phb: p.205
Effect: Fills your allies with courage. Allies gain +1 on attack rolls ar	nd +1 on sa	ves against fear.			Target: The caster centered on the ca		s within a 50-ft. burst,	Caster Level: 5	
□□□□□ Bless Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	phb: p.205
Effect: You imbue a flask of water with positive energy, turning it int	o holy wate	er.			Target: Flask of w	ater touched	ı	Caster Level: 5	
Cause Fear	14	Will partial	1 standard	d 1d4 rounds or 1 round; see text	Close (35 ft.)	V, S	Yes	Necromancy [Fea Mind-Affecting]	r,phb: p.208
Effect: The affected creature becomes frightened.			dollori		Target: One living	creature wit	h 5 or fewer HD	Caster Level: 5	
Command	14	Will negates	1 standard action	1 1 round	Close (35 ft.)	V	Yes	Enchantment (Compulsion) [Language-Deper Mind-Affecting]	phb: p.211 ident,
Effect: You give the subject a single command that it must obey to	the best of	its ability.			Target: One living	creature		Caster Level: 5	
Comprehend Languages	14	None	1 standard action	1 50 minutes	Personal	V, S, M/D	F No	Divination	phb: p.212
Effect: You can understand the spoken words of creatures or read of	otherwise ir	ncomprehensible writter	n messages		Target: You			Caster Level: 5	
Cure Light Wounds	14	Will half (harmless); see text		Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.215
Effect: You channel positive energy through your hand that cures 1	d8+5 dama				Target: Creature to	ouched		Caster Level: 5	
□□□□□Curse Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil] phb: p.216
Effect: You imbue a flask of water with negative energy, turning it in	nto unholy v	vater.			Target: Flask of w	ater touched	I	Caster Level: 5	
□□□□□ Deathwatch	14	None	1 standard	d 50 minutes	30 ft.	V, S	No	Necromancy [Evil] phb: p.217
Effect: Using the foul sight granted by the powers of unlife, you can	determine	the condition of creatur		th within the spells range.	Target: Cone-shap	oed emanati	on	Caster Level: 5	
Detect Chaos	14	None		d Concentration, up to 50 minutes	60 ft.	V, S, DF	No	Divination	phb: p.218
Effect: You can sense the presence of chaos.					Target: Cone-shap	oed emanati	on	Caster Level: 5	
				* =Domain/Speciality Spell					

			Cleric Spells					
Detect Evil	14		1 standard Concentration, up to 50 minutes	60 ft.	V, S, DF	No	Divination	phb: p.218
Effect:			action	Target: Cone-shaped	d emanatio	n	Caster Level: 5	
You can sense the presence of evil.	14	None	1 standard Concentration, up to 50 minutes	60 ft.	V, S, DF	No	Divination	phb: p.219
			action					prib. p.210
Effect: You can sense the presence of good.				Target: Cone-shaped	l emanation	n	Caster Level: 5	
Detect Law	14		1 standard Concentration, up to 50 minutes action	60 ft.	V, S, DF	No	Divination	phb: p.219
Effect:			action	Target: Cone-shaped	d emanatio	n	Caster Level: 5	
You can sense the presence of law.	14	None	1 standard Concentration, up to 5 minutes	60 ft.	V, S, M/DF	No	Divination	phb: p.220
Effect:			action					
You can detect the aura that surrounds undead creatures.				Target: Cone-shaped			Caster Level: 5	
Divine Favor	14		1 standard 1 minute action	Personal	V, S, DF	No	Evocation	phb: p.224
Effect: Calling on the strength and wisdom of a deity, you gain +1 on atta	ook one	d damaga ralla		Target: You			Caster Level: 5	
Calling on the strength and wisdom of a deity, you gain +1 on alla	14		1 standard 5 minutes	Medium (150 ft.)	V, S, DF	Yes	Necromancy [Fear	,phb: p.225
Effect:			action	Target: One living cre	eature		Mind-Affecting] Caster Level: 5	
Fills subject with a feeling of horrible dread that causes it to become				-				
	14		1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226
Effect: Subject suffers no harm from being in a hot or cold environment.				Target: Creature touc	ched		Caster Level: 5	
DDDD Entropic Shield	14	None	1 standard 5 minutes	Personal	V, S	No	Abjuration	phb: p.227
Effect:			action	Target: You			Caster Level: 5	
A magical field that deflects arrows, rays and other ranged attacks	s appe		d attacks have 20% miss chance. 1 standard 50 minutes	· ·	V, S, DF	Yes		phb: p 241
□□□□□Hide from Undead	14		action			100	Abjuration	phb: p.241
Effect: Undead cannot see, hear, or smell the warded creatures. Even	extrao	rdinary or supernatural	sensory capabilities, such as blindsense, blindsigl	Target: 5 touched cre ht,	atures		Caster Level: 5	
scent, and tremorsense, cannot detect or locate warded creatures.			1 standard Instantaneous		V, S	Yes	Necromancy	phb: p.244
□□□□□**Inflict Light Wounds			action			. 33	•	p.10. p.244
Effect: When laying your hand upon a creature, you channel negative en	nergy th	nat deals 1d8+5 points of	of damage.	Target: Creature touc	hed		Caster Level: 5	
□□□□ Inflict Light Wounds		Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	phb: p.244
Effect:				Target: Creature touc	ched		Caster Level: 5	
When laying your hand upon a creature, you channel negative en Magic Stone	nergy th 14		of damage. 1 standard 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.251
<u> </u>			action					prio. p.201
Effect: You transmute as many as three pebbles, which can be no larger	r than s	ling bullets, so that they	y strike with great force when thrown or slung.	Target: Up to three p	ebbles tou	ched	Caster Level: 5	
□□□□□Magic Weapon	14		1 standard 5 minutes action	Touch	√, S, DF	Yes (harmless, object)	Transmutation	phb: p.251
Effect:				Target: Weapon touc	:hed		Caster Level: 5	
Gives a weapon a +1 enhancement bonus on attack and damage Gives a weapon a +1 enhancement bonus on attack and damage	e rolls. 14	None	1 standard 5 minutes	20 ft.	V, S	No	Conjuration	phb: p.258
Effect:			action			radius from you, 20 ft.	(Creation) Caster Level: 5	
A misty vapor arises around you. It is stationary once created. The				high		·		
□□□□□ Protection from Evil	14		1 standard 5 minutes action			No; see text	Abjuration [Good]	phb: p.266
Effect: This spell wards a creature from attacks by evil creatures, from a	mental	,		Target: Creature touc	ched		Caster Level: 5	
the subject at a distance of 1 foot. +2 to AC and saves, counter mine	nd contr	rol, hedge out elemental	als and outsiders.					
□□□□□ Protection from Good	14		1 standard 5 minutes 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	mont	· ·		Target: Creature touc	ched		Caster Level: 5	
the subject at a distance of 1 foot. +2 to AC and saves, counter min-	nd contr	rol, hedge out elemental	ils and outsiders.					
□□□□□ Protection from Law	14		1 standard 6 minutes action	Touch	√, S, M/DF	No; see text	Abjuration [Chaotic]	phb: p.266
) mo-4	al control and f	improved creatures. It creates a manifest bearing	Target: Creature touc	ched		Caster Level: 6	
Effect: 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	nd contr	rol, hedge out elemental	als and outsiders.	nd			Caster Level: 6	
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 minerals.		rol, hedge out elemental Will negates		nd		No; see text		phb: p.266
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- """ *Protection from Law Effect:	nd contr 14	rol, hedge out elemental Will negates (harmless)	lls and outsiders. 1 standard 6 minutes action	Touch Target: Creature touch	V, S, M/DF	No; see text	Caster Level: 6 Abjuration	phb: p.266
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-	14 n menta	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental	Ils and outsiders. 1 standard 6 minutes action mmoned creatures. It creates a magical barrier arour lis and outsiders.	Touch Target: Creature touc	V, S, M/DF		Caster Level: 6 Abjuration [Chaotic]	
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 minimal—————**Protection from Law Effect: 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 minimal from the subject at a distance of 1 foot. +2 to AC and saves, counter minimal from the subject at a distance of 1 foot. +2 to AC and saves, counter minimal from the subject at a distance of 1 foot. +2 to AC and saves, counter minimal from the subject at a distance of 1 foot. +2 to AC and saves, counter minimal from the subject at a distance of 1 foot. +2 to AC and saves.	14 n menta	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates	Ils and outsiders. 1 standard 6 minutes action nmoned creatures. It creates a magical barrier arour	Touch Target: Creature touch	V, S, M/DF	No; see text Yes (harmless)	Caster Level: 6 Abjuration [Chaotic]	phb: p.266 phb: p.271
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 minual "*Protection from Law Effect: 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 minual Remove Fear	nd contr 14 n menta nd contr 14	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless)	Is and outsiders. 1 standard 6 minutes action nmoned creatures. It creates a magical barrier arour lis and outsiders. 1 standard 10 minutes; see text action	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, r	V, S, M/DF ched V, S		Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration	
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 minumum at the subject at a distance of 1 foot. +2 to AC and saves, counter minumum at the subject at a distance of 1 foot. +2 to AC and saves, counter minumum AR Effect: Effect: You instill courage in the subject, granting it a +4 morale bonus	nd contr 14 n mentand contr 14 s again:	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mi t the spell.	Ils and outsiders. 1 standard 6 minutes action monned creatures. It creates a magical barrier arour ils and outsiders. 1 standard 10 minutes; see text action iniutes. If the subject is under the influence of a fe	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, rear30 ft. apart	V, S, M/DF ched V, S no two of w	Yes (harmless)	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5	phb: p.271
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 minumum 2 **Protection from Law Effect: 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 minumum 2 Remove Fear Effect: You instill courage in the subject, granting it a +4 morale bonus effect when receiving the spell, that effect is suppressed for the dura-	nd contr 14 n mentand contr 14 s again:	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mif the spell. Will negates	Is and outsiders. 1 standard 6 minutes action nmoned creatures. It creates a magical barrier arour lis and outsiders. 1 standard 10 minutes; see text action	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, rear30 ft. apart	V, S, M/DF ched V, S no two of w	Yes (harmless)	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration	
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 minual "*Protection from Law Effect: 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 minual Remove Fear Effect: You instill courage in the subject, granting it a +4 morale bonus effect when receiving the spell, that effect is suppressed for the dural Sanctuary Effect:	n mentand contr 14 n mentand contr 14 s against	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mi the spell. Will negates	Ils and outsiders. 1 standard 6 minutes action monned creatures. It creates a magical barrier arour ils and outsiders. 1 standard 10 minutes; see text action iniutes. If the subject is under the influence of a fe 1 standard 5 rounds action	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, r ara30 ft. apart Touch Target: Creature touch	V, S, M/DF ched V, S no two of w V, S, DF	Yes (harmless)	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5	phb: p.271
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 minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum Remove Fear Effect: You instill courage in the subject, granting it a +4 morale bonus effect when receiving the spell, that effect is suppressed for the duration of the subject of the suppressed for the duration of the spell of the suppressed for the duration of the suppressed for the suppress	n mentand contr 14 n mentand contr 14 s against ration of 14	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mi t the spell. Will negates ed creature, even with a sting of the spell. If the	Ils and outsiders. 1 standard 6 minutes action nmoned creatures. It creates a magical barrier arour ils and outsiders. 1 standard 10 minutes; see text action ninutes. If the subject is under the influence of a fe 1 standard 5 rounds action at targeted spell, must attempt a Will save. If the save save fails, the opponent cant follow through with the	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, rear30 ft. apart Touch Target: Creature touck Target: Creature touck Ve	V, S, M/DF ched V, S no two of w V, S, DF	Yes (harmless)	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5 Abjuration	phb: p.271
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 minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a 4 morale bonus effect when receiving the spell, that effect is suppressed for the dure subject at a 4 morale bonus effect when receiving the spell, that effect is suppressed for the dure subject at a 4 morale bonus effect. **Effect:** You instill courage in the subject, granting it a +4 morale bonus effect when receiving the spell, that effect is suppressed for the dure subject. The subject is a 4 morale bonus effect when receiving the spell, that effect is suppressed for the dure subject. **Effect:** You instill courage in the subject, granting it a +4 morale bonus effect when receiving the spell, that effect is suppressed for the dure subject. The subject is a subject at a 4 morale bonus effect when receiving the spell is a 4 morale bonus effect. The subject is a 4 morale bonus effect.	n mentand contr 14 n mentand contr 14 s against ration of 14	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mit the spell. Will negates ed creature, even with a still profit of the spell. If the reacture for the duration 1 ft he reacture for the duration 1.	Ils and outsiders. 1 standard 6 minutes action nmoned creatures. It creates a magical barrier arour lis and outsiders. 1 standard 10 minutes; see text action ninutes. If the subject is under the influence of a fe 1 standard 5 rounds action a targeted spell, must attempt a Will save. If the sav save fails, the opponent cant follow through with the of the spell.	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, r aar30 ft. apart Touch Target: Creature touch Target: Creature touch Vene	V, S, M/DF ched V, S no two of w V, S, DF ched	Yes (harmless) thich can be more than	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5 Abjuration Caster Level: 5	phb: p.271 phb: p.274
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 minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves are subject at a foot and saves are subject at a subject at a foot and saves are subject at a foot and saves are subject. **Effect:** Any opponent attempting to strike or otherwise directly attack the succeeds, the opponent can attack normally and is unaffected by the statick, that part of its action is lost, and it cant directly attack the wall attack, that part of its action is lost, and it cant directly attack the wall attack.	n mentand control 14 n mentand control 14 s against ation of 14 e warde that casarded control	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mi f the spell. Will negates ad creature, even with a sting of the spell if the reature for the duration Will negates	Ils and outsiders. 1 standard 6 minutes action nmoned creatures. It creates a magical barrier arour ils and outsiders. 1 standard 10 minutes; see text action ninutes. If the subject is under the influence of a fe 1 standard 5 rounds action at targeted spell, must attempt a Will save. If the save save fails, the opponent cant follow through with the	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, r ara30 ft. apart Touch Target: Creature touch Target: Creature touch Target: Creature touch	v, s, M/DF ched v, s no two of w v, s, DF ched	Yes (harmless)	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5 Abjuration Caster Level: 5	phb: p.271
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 minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a foot and saves, counter minum the subject at a subject	n mentand control 14 In mentand control 14 Is against ation of 14 e warded that case arded or 14	rol, hedge out elemental Will negates Will negates al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mi f the spell. Will negates ad creature, even with a sting of the spell. If the reature for the duration of Will negates (harmless)	als and outsiders. 1 standard 6 minutes action mmoned creatures. It creates a magical barrier arour its and outsiders. 1 standard 10 minutes; see text action minutes. If the subject is under the influence of a fe 1 standard 5 rounds action a targeted spell, must attempt a Will save. If the savave fails, the opponent cant follow through with the off the spell. 1 standard 5 minutes action	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, r aar30 ft. apart Touch Target: Creature touch Target: Creature touch Vene	v, s, M/DF ched v, s no two of w v, s, DF ched	Yes (harmless) thich can be more than	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5 Abjuration Caster Level: 5	phb: p.271 phb: p.274
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 minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum The subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a +4 morale bonus effect when receiving the spell, that effect is suppressed for the duration of 1 suppressed for 1 sup	n mentand control 14 In mentand control 14 Is against ation of 14 e warded that case arded or 14	rol, hedge out elemental Will negates Will negates al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mi f the spell. Will negates ad creature, even with a sting of the spell. If the reature for the duration of Will negates (harmless)	als and outsiders. 1 standard 6 minutes action mmoned creatures. It creates a magical barrier arour its and outsiders. 1 standard 10 minutes; see text action minutes. If the subject is under the influence of a fe 1 standard 5 rounds action a targeted spell, must attempt a Will save. If the savave fails, the opponent cant follow through with the off the spell. 1 standard 5 minutes action	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, r ara30 ft. apart Touch Target: Creature touch Target: Creature touch Target: Creature touch	v, s, M/DF ched v, s no two of w v, s, DF ched	Yes (harmless) hich can be more than No Yes (harmless)	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Conjuration	phb: p.271 phb: p.274
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 minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a distance of 1 foot. +2 to AC and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot and saves, counter minum the subject at a foot an	nd contr 14 n mentad contr 14 s again: ation of 14 e warded that cas arded ci 14 that av 14	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mil the spell. Will negates ed creature, even with a sting of the spell. If the reature for the duration will negates (harmless)	Ils and outsiders. 1 standard 6 minutes action nomoned creatures. It creates a magical barrier arour its and outsiders. 1 standard 10 minutes; see text action inutes. If the subject is under the influence of a fe 1 standard 5 rounds action a targeted spell, must attempt a Will save. If the save save fails, the opponent cant follow through with the of the spell. 1 standard 5 minutes action grants the subject a +2 deflection bonus to AC. 1 round 5 rounds	Touch Target: Creature touch Target: 2 creatures, r aranget: 2 creatures, r aranget: Creature touch Target: Creature touch	V, S, M/DF ched V, S no two of w V, S, DF ched V, S, M ched V, S, F/DF	Yes (harmless) hich can be more than No Yes (harmless)	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5 Abjuration Caster Level: 5	phb: p.271 phb: p.274 phb: p.278
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 minimized the subject at a distance of 1 foot. +2 to AC and saves, counter minimized the subject at a distance of 1 foot. +2 to AC and saves, counter minimized the subject at a distance of 1 foot. +2 to AC and saves, counter minimized the subject at a distance of 1 foot. +2 to AC and saves, counter minimized the subject at a distance of 1 foot. +2 to AC and saves, counter minimized the subject at a distance of 1 foot. +2 to AC and saves, counter minimized the subject. You instill courage in the subject, granting it a +4 morale bonus effect when receiving the spell, that effect is suppressed for the duration of the suppressed for the suppressed for the duration of the suppressed for the suppre	n mentad contr 14 n mentad contr 14 s again: 14 s again: 14 that casarded co 14 that casarded co 14	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mi f the spell. Will negates ed creature, even with a sting of the spell. If the reature for the duration of Will negates (harmless) rerts attacks. The spell g None emental, or magical be	als and outsiders. 1 standard 6 minutes action mmoned creatures. It creates a magical barrier arour its and outsiders. 1 standard 10 minutes; see text action minutes. If the subject is under the influence of a fe 1 standard 5 rounds action a targeted spell, must attempt a Will save. If the save save fails, the opponent cant follow through with the off the spell. 1 standard 5 minutes action grants the subject a +2 deflection bonus to AC. 1 round 5 rounds east native to another plane]. It appears where ye	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, rear30 ft. apart Touch Target: Creature touch Target: Creature touch Touch Target: Creature touch Close (35 ft.) Target: Creature touch Target: Creature touch Target: Creature touch	V, S, M/DF ched V, S no two of w V, S, DF ched V, S, M ched V, S, F/DF	Yes (harmless) hich can be more than No Yes (harmless)	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5	phb: p.271 phb: p.274 phb: p.278
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 minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a +4 morale bonus effect when receiving the spell, that effect is suppressed for the duration of the subject. Sanctuary Effect: Any opponent attempting to strike or otherwise directly attack the wall of the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds. Succeeds the	n mentad contr 14 n mentad contr 14 s again: 14 s again: 14 that casarded co 14 that casarded co 14	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mi f the spell. Will negates ed creature, even with a sting of the spell. If the reature for the duration of Will negates (harmless) rerts attacks. The spell g None emental, or magical be	als and outsiders. 1 standard 6 minutes action mmoned creatures. It creates a magical barrier arour its and outsiders. 1 standard 10 minutes; see text action minutes. If the subject is under the influence of a fe 1 standard 5 rounds action a targeted spell, must attempt a Will save. If the save save fails, the opponent cant follow through with the off the spell. 1 standard 5 minutes action grants the subject a +2 deflection bonus to AC. 1 round 5 rounds east native to another plane]. It appears where ye	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, rear30 ft. apart Touch Target: Creature touch Target: Creature touch Touch Target: Creature touch Close (35 ft.) Target: Creature touch Target: Creature touch Target: Creature touch	V, S, M/DF ched V, S no two of w V, S, DF ched V, S, M ched V, S, F/DF	Yes (harmless) hich can be more than No Yes (harmless)	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5	phb: p.271 phb: p.274 phb: p.278
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 minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a distance of 1 foot. +2 to AC and saves, counter minum of the subject at a +4 morale bonus effect when receiving the spell, that effect is suppressed for the duration of the subject. Sanctuary Effect: Any opponent attempting to strike or otherwise directly attack the wall of the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds, the opponent can attack normally and is unaffected by the succeeds. Succeeds the	n mentad contr 14 n mentad contr 14 s again: 14 s again: 14 that casarded co 14 that casarded co 14	rol, hedge out elemental Will negates (harmless) al control, and from sum rol, hedge out elemental Will negates (harmless) st fear effects for 10 mi f the spell. Will negates ed creature, even with a sting of the spell. If the reature for the duration of Will negates (harmless) rerts attacks. The spell g None emental, or magical be	als and outsiders. 1 standard 6 minutes action mmoned creatures. It creates a magical barrier arour its and outsiders. 1 standard 10 minutes; see text action minutes. If the subject is under the influence of a fe 1 standard 5 rounds action a targeted spell, must attempt a Will save. If the save save fails, the opponent cant follow through with the off the spell. 1 standard 5 minutes action grants the subject a +2 deflection bonus to AC. 1 round 5 rounds east native to another plane]. It appears where ye	Touch Target: Creature touch Close (35 ft.) Target: 2 creatures, rear30 ft. apart Touch Target: Creature touch Target: Creature touch Touch Target: Creature touch Close (35 ft.) Target: Creature touch Target: Creature touch Target: Creature touch	V, S, M/DF ched V, S no two of w V, S, DF ched V, S, M ched V, S, F/DF	Yes (harmless) hich can be more than No Yes (harmless)	Caster Level: 6 Abjuration [Chaotic] Caster Level: 6 Abjuration Caster Level: 5 Abjuration Caster Level: 5 Abjuration Caster Level: 5	phb: p.271 phb: p.274 phb: p.278
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Effect:
Weapon becomes good, evil, lawful, or chaotic.

Target: Weapon touched or fifty projectiles [all of which Caster Level: 5 must be in contact with each other at the time of casting]

				Cieric Spells					
□□□□□ Augury Effect:	15	None	1 minute	Instantaneous	Personal Target: You	V, S, M, F	No	Divination Caster Level: 5	phb: p.202
Can tell you whether an action will bring good or bad results for you		will negates (harmless)	1 standard action	5 minutes	-	V, S, DF	Yes	Transmutation	phb: p.203
Effect: The subject gains greater vitality and stamina [+4 enhancement b	oonus to	o Constitution].	action		Target: Creature tou			Caster Level: 5	
□□□□□Bull's Strength ###################################	15	Will negates (harmless)	1 standard action	5 minutes	Touch Target: Creature tou		Yes (harmless)	Transmutation Caster Level: 5	phb: p.207
The subject becomes stronger. [+4 to Str]	15	Will negates		Concentration, up to 5 rounds			Yes	Enchantment	phb: p.207
Effect:			action		Target: Creatures in	a 20-ft. rad	ius spread	(Compulsion) [Mind-Affecting] Caster Level: 5	
You calm agitated creatures, negating emotion effects.	15	None	1 standard	10 hours	-		No	Evocation [Good]	phb: p.212
Effect:			action			DF		Caster Level: 5	r
Blesses an area with positive energy, Cure Moderate Wounds	15	Will half (harmless);	1 standard	Instantaneous	-		Yes (harmless); see	Conjuration	phb: p.216
iffect: You channel positive energy through your hand that cures 2d8+5	damac	see text	action		Target: Creature tou		text	(Healing) Caster Level: 5	
Darkness	15	None	1 standard action	50 minutes	Touch	V, M/DF	No	Evocation [Darkness]	phb: p.216
Effect: This spell causes an object to radiate shadowy illumination out to					Target: Object touch			Caster Level: 5	
□□□□□ Death Knell Effect:	15	Will negates		Instantaneous/10 minutes per HD of subject; see text	Touch Target: Living creatu		Yes	Necromancy [Death, Evil] Caster Level: 5	phb: p.217
You draw forth the ebbing life force of a creature and use it to fue ails save.					t				
Delay Poison	15	Fortitude negates (harmless)	1 standard action	5 hours	Touch Target: Creature tou		Yes (harmless)	Conjuration (Healing) Caster Level: 5	phb: p.217
The targert becomes temporarily immune to poison.	15	None	1 standard	10 hours	Close (35 ft.)	V, S, M,	Yes		phb: p.218
Effect: You imbue an area with negative energy.			action		Target: 20-ft. radius	DF emanation		Caster Level: 5	
⊒□□□□ Eagle's Splendor	15	Will negates (harmless)	1 standard action	5 minutes		V, S, M/DF	Yes	Transmutation	phb: p.225
Effect: The subject becomes more poised, articulate and personally force			1 round	1 hour or loss	Target: Creature tou		Vos	Caster Level: 5	phh: p 227
□□□□□ Enthrall ffect:	15	Will negates; see text	rouna	1 hour or less	Medium (150 ft.) Target: Any number		Yes s	Enchantment (Charm) Caster Level: 5	phb: p.227
If you have the attention of a group of creatures, you can holde th		ellbound. None	1 standard action	5 minutes			No	Divination	phb: p.230
: :ffect: You gain intuitive insight into the workings of traps. You can use	the Se	arch skill to detect trap		ogue can. In addition, you gain an insidh	Target: You t			Caster Level: 5	
onus of 2 on Search checks made to find traps while the spell is in	effect.	Will negates (object)				V, S, M/DF	Yes (object)	Necromancy	phb: p.235
Effect: You preserve the remains of a dead creature so that they do not	t decay	. Doing so effectively e		ime limit on raising that creature from the	Target: Corpse touch	ned		Caster Level: 5	
ead.]Hold Person	15	Will negates; see text	1 standard action	5 rounds; see text	Medium (150 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion)	phb: p.241
Effect:					Target: One humano	id creature		[Mind-Affecting] Caster Level: 5	
The subject humanoid becomes paralyzed and freezes in place. bund on its turn, the subject may attempt a new saving throw to end	d the e	ffect.	•						
IDDDDDInfligt Moderate Weight	15		1 standard		Touch	V, S	Yes	Necromancy	phb: p.244
		Will half	action	Instantaneous	Target: Creature tou	chod		Castor Loval: 5	
Effect: When laying your hand upon a creature, you channel negative en	nergy th	at deals 2d8+5 points of	action of damage.		Target: Creature tou		Yes (harmless)	Caster Level: 5 Conjuration	phb; p.272
Effect: When laying your hand upon a creature, you channel negative en Comparison Compar	nergy th	nat deals 2d8+5 points of Will negates (harmless)	action of damage. 3 rounds	Instantaneous	Touch Target: Creature tou	V, S	Yes (harmless)		phb: p.272
Effect: When laying your hand upon a creature, you channel negative en Lesser Restoration Effect: any magical effects reducing one of the subjects ability scores [such as from a shadows touch or from	nergy th	wat deals 2d8+5 points of Will negates (harmless)	action of damage. 3 rounds	Instantaneous points of temporary ability damage to one	Touch Target: Creature tou	V, S		Conjuration (Healing)	phb: p.272
Effect: When laying your hand upon a creature, you channel negative en Lesser Restoration Effect: any magical effects reducing one of the subjects ability scores [such as from a shadows touch or fror whausted condition to fatigued. Make Whole	nergy th	wat deals 2d8+5 points of Will negates (harmless)	action of damage. 3 rounds cures 1d4 ny fatigue su	Instantaneous points of temporary ability damage to one	Touch Target: Creature toue Close (35 ft.)	V, S ched V, S	Yes (harmless, object)	Conjuration (Healing) Caster Level: 5	phb: p.272 phb: p.252
Effect: When laying your hand upon a creature, you channel negative en Lesser Restoration Effect: any magical effects reducing one of the subjects ability scores [such as from a shadows touch or fror xhausted condition to fatigued. Make Whole This spell functions like mending, except that make whole comple	nergy th 15 uch as m poiso	at deals 2d8+5 points of Will negates (harmless) ray of enfeeblement] or mj. It also eliminates at Will negates (harmless, object)	action of damage. 3 rounds cures 1d4 ny fatigue su 1 standard action	Instantaneous points of temporary ability damage to onuffered by the character, and improves an Instantaneous	Touch Target: Creature tou Close (35 ft.) Target: One object of	V, S ched V, S	Yes (harmless, object)	Conjuration (Healing) Caster Level: 5	
Effect: When laying your hand upon a creature, you channel negative en Lesser Restoration Effect: any magical effects reducing one of the subjects ability scores [such as from a shadows touch or fror xhausted condition to fatigued. Make Whole Effect: This spell functions like mending, except that make whole complets strong as new.	nergy th 15 uch as m poiso	at deals 2d8+5 points of Will negates (harmless) ray of enfeeblement] or mj. It also eliminates at Will negates (harmless, object)	action of damage. 3 rounds cures 1d4 ny fatigue su 1 standard action	Instantaneous points of temporary ability damage to one uffered by the character, and improves an Instantaneous ance, even one with multiple breaks, to be	Touch Target: Creature tou Close (35 ft.) Target: One object o	V, S ched V, S	Yes (harmless, object) u. ft	Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5	
Effect: When laying your hand upon a creature, you channel negative en laying your hand upon a creature, you channel negative en laying the series of the subjects ability scores [suffect any magical effects reducing one of the subjects ability scores [such as from a shadows touch or from shausted condition to fatigued. This spell functions like mending, except that make whole complets strong as new. Owl's Wisdom Effect: The transmuted creature becomes wiser. The spell grants a +4 er	nergy th 15 uch as m poisc 15 etely re 15	at deals 2d8+5 points of Will negates (harmless) ray of enfeeblement] or on). It also eliminates at Will negates (harmless, object) pairs an object made of Will negates (harmless) when the onus to Wisdom when the onus to Wisdom when the onus to Wisdom which will negate the or of the or	action of damage. 3 rounds cures 1d4 by fatigue su 1 standard action any substa 1 standard action , adding the	Instantaneous points of temporary ability damage to one affered by the character, and improves an Instantaneous ance, even one with multiple breaks, to be 5 minutes a usual benefit to Wisdom-related skills.	Touch Target: Creature tou Close (35 ft.) Target: One object of Touch Target: Creature tou	V, S ched V, S f up to 50 c V, S, M/DF ched	Yes (harmless, object) u. ft Yes	Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	phb: p.252 phb: p.259
Effect: When laying your hand upon a creature, you channel negative en Lesser Restoration Effect: any magical effects reducing one of the subjects ability scores [suf the subjects ability scores [such as from a shadows touch or from the subject of the subjects ability scores [such as from a shadows touch or from the subject of the sub	nergy th 15 uch as m poiso 15 etely re	tat deals 2d8+5 points of Will negates (harmless) ray of enfeeblement] or nr). It also eliminates au Will negates (harmless, object) pairs an object made of Will negates (harmless)	action of damage. 3 rounds cures 1d4 by fatigue su 1 standard action any substa 1 standard action , adding the	Instantaneous points of temporary ability damage to one ffered by the character, and improves an Instantaneous ance, even one with multiple breaks, to be 5 minutes	Touch Target: Creature tou Close (35 ft.) Target: One object of Touch Target: Creature tou Close (35 ft.)	V, S ched V, S f up to 50 c V, S, M/DF ched	Yes (harmless, object) u. ft Yes Yes (harmless)	Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing)	phb: p.252
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Effect: When laying your hand upon a creature, you channel negative en laying your hand upon a creature, you channel negative en laying lesser Restoration Effect: any magical effects reducing one of the subjects ability scores [such as from a shadows touch or from the subjects ability scores [such as from a shadows touch or from the standard condition to fatigued. This spell functions like mending, except that make whole complets is strong as new. This spell functions like mending, except that make whole complets is strong as new. The transmuted creature becomes wiser. The spell grants a +4 en laying the first of the	uch as m poisco 15 15 15 15 15 16 17 18 18 19 19 19 19 19 19 19 19	will negates (harmless) ray of enfeeblement) or on). It also eliminates at Will negates (harmless, object) pairs an object made of Will negates (harmless) will negates (harmless) aralysis or related magic, each receives and receives and receives and receives and receives and receives and promise before being applications of the promise object; Will negates (object); Will negates (object); Will negates (object) will negates (object) or Fortitude halt; see	action of damage. 3 rounds cures 1d4 by fatigue su 1 standard action any substa 1 standard action a ding the 1 standard action c, including the country c, including r save with conus. 1 standard action	Instantaneous points of temporary ability damage to one affered by the character, and improves an Instantaneous ance, even one with multiple breaks, to be 5 minutes a usual benefit to Wisdom-related skills. Instantaneous a ghouls touch or a slow spell. If the spel a +4 resistance bonus against the effect 50 minutes you select: acid, cold, electricity, fire, o e creature is subjected to such damage reatures hit points.	Touch Target: Creature tou Close (35 ft.) Target: One object of Touch Target: Creature tou Close (35 ft.) Target: Up to four creature tou of the country of the coun	V, S ched V, S f up to 50 c V, S, M/DF ched V, S eatures, no rt V, S, DF	Yes (harmless, object) u. ft Yes Yes (harmless) two of which can be	Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration	phb: p.252 phb: p.259 phb: p.271 phb: p.272
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Effect: When laying your hand upon a creature, you channel negative en	nergy th 15 uuch as m poisco 15 tetely re 15 nhance 15 orary procedures save 15 orary procedures save 15 15 orary procedures save 15 15 15 15 15 15 15 15 15 15	will negates (harmless) raralysis or related magis, each receives anothe with a 42 resistance (harmless) raralysis or related magis, each receives anothe with a 42 resistance (harmless) will negates (harmless) rement bonus to Wisdom Will negates (harmless) raralysis or related magis, each receives anothe with a 42 resistance (harmless) hichever one of five er being app Will negates (object); will negates (object) will negates (object) or Fortitude half; see text	action of damage. 3 rounds cures 1d4 by fatigue su 1 standard action any substa 1 standard action adding the 1 standard action c, including by save with onus. 1 standard action criminal standard action criminal standard action criminal standard action ergy types ach time the lifed to the c 1 standard action ergy types ach time the lifed to the c 1 standard action ergy types ach time the lifed to the c 1 standard action	Instantaneous points of temporary ability damage to one differed by the character, and improves an Instantaneous Instantaneous ance, even one with multiple breaks, to be 5 minutes e usual benefit to Wisdom-related skills. Instantaneous a ghouls touch or a slow spell. If the spel a +4 resistance bonus against the effect one creature is subjected to such damage reatures hit points. Instantaneous magical object; or damages a crystalline	Touch Target: Creature tou Close (35 ft.) Target: One object of Touch Target: Creature tou Close (35 ft.) Target: Up to four on Imore than 30 ft. apait Touch Target: Creature tou Close (35 ft.) Target: Creature tou Close (35 ft.)	V, S ched V, S f up to 50 o V, S, M/DF ched V, S eatures, no rt V, S, DF ched V, S, M/DF	Yes (harmless, object) u. ft Yes Yes (harmless) two of which can be Yes (harmless) Yes (object) ne solid object or one	Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Sonic] Caster Level: 5	phb: p.252 phb: p.259 phb: p.271 phb: p.272
If the subjects ability scores (such as from a shadows touch or from shausted condition to fatigued.	uch as m poiso 15 15 15 15 16 17 18 18 19 19 19 19 19 19 19 19	will negates (harmless) ray of enfeeblement] or only. It also eliminates at Will negates (harmless, object) pairs an object made of Will negates (harmless) will negates (harmless) pairs an object made of Will negates (harmless) aralysis or related maging, of the month of the mo	action of damage. 3 rounds cures 1d4 by fatigue su 1 standard action any substa 1 standard action a dding the 1 standard action c, including r save with onus. 1 standard action ergy types each time the lied to the c 1 standard action a solid, non 1 standard action 1 standard	Instantaneous points of temporary ability damage to one differed by the character, and improves an Instantaneous Instantaneous ance, even one with multiple breaks, to be 5 minutes e usual benefit to Wisdom-related skills. Instantaneous a ghouls touch or a slow spell. If the spel a +4 resistance bonus against the effect one creature is subjected to such damage reatures hit points. Instantaneous magical object; or damages a crystalline	Touch Target: Creature tou Close (35 ft.) Target: One object of Touch Target: Creature tou Close (35 ft.) Target: Up to four on Imore than 30 ft. apait Touch Target: Creature tou Close (35 ft.) Target: Creature tou Close (35 ft.)	V, S ched V, S f up to 50 o V, S, M/DF ched V, S eatures, no rt V, S, DF ched V, S, M/DF	Yes (harmless, object) u. ft Yes Yes (harmless) two of which can be Yes (harmless) Yes (object) ne solid object or one	Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Evocation [Sonic]	phb: p.252 phb: p.259 phb: p.271 phb: p.272
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When laying your hand upon a creature, you channel negative en	uch as m poisco 15 uch as m pois	at deals 2d8+5 points of Will negates (harmless) rary of enfeeblement] or only. It also eliminates an Will negates (harmless, object) pairs an object made of Will negates (harmless) rement bonus to Wisdom Will negates (harmless) rement bonus to Wisdom Will negates (harmless) related magin, each receives anothe with a +2 resistance be routed by with a +2 resistance being app will negates (object); will negates (object) or Fortitude half; see text will negates (object); Will negates (object); Will negates (object); Will negates (object) or Fortitude half; see text or Fortitude half; see text vill negates (object); Will negates (object); Will negates (object); Fortitude half; see text vill negates (object); Will negates (object)	action of damage. 3 rounds cures 1d4 by fatigue su 1 standard action any substa 1 standard action , adding the 1 standard action c, including or save with onus. 1 standard action ergy types ach time the lied to the c 1 standard action a solid, non 1 standard action a solid, non e solid, non	Instantaneous points of temporary ability damage to one affered by the character, and improves as Instantaneous Instantaneous ance, even one with multiple breaks, to be 5 minutes usual benefit to Wisdom-related skills. Instantaneous a ghouls touch or a slow spell. If the spel a +4 resistance bonus against the effect of the spel a +4 resistance bonus against the effect one creature is subjected to such damage reatures hit points. Instantaneous magical object; or damages a crystalline Instantaneous magical object; or damages a crystalline Instantaneous	Touch Target: Creature tou Close (35 ft.) Target: One object of Touch Target: Creature tou Close (35 ft.) Target: Up to four on Imore than 30 ft. apait Touch Target: Creature tou Close (35 ft.) Target: 5-ft. radius sycrystalline creature Close (35 ft.) Target: 5-ft. radius sycrystalline creature	V, S ched V, S f up to 50 c V, S, M/DF ched V, S, DF ched V, S, M/DF pread; or or	Yes (harmless, object) u. ft Yes Yes (harmless) two of which can be Yes (harmless) Yes (object) he solid object or one Yes (object)	Conjuration (Healing) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation [Sonic] Caster Level: 5 Evocation [Sonic]	phb: p.252 phb: p.259 phb: p.271 phb: p.272 phb: p.278

				Cleric Spells						
		Will negates (object) or Fortitude half; see	action							
Effect: Shatter creates a loud, ringing noise that breaks brittle, nonma	agical	text objects; sunders a singl	e solid, nor	magical object; or damages a crystallin	Target: 5-ft. radius ecrystalline creature	spread; or o	ne solid object or one	Caster Level: 5		
creature. Shield Other	15	Will negates (harmless)	1 standard	5 hours	Close (35 ft.)	V, S, F	Yes (harmless)	Abjuration	phb: p.278	
Effect: This spell wards the subject and creates a mystic connection be subject gains a +1 deflection bonus to AC and a +1 resistance bo	nus or	n you and the subject so a saves. Additionally, the	that some	es only half damage from all wounds an		re		Caster Level: 5		
attacks [including that dealt by special abilities] that deal hit point d	amage 15	Will negates; see text	1 standard		Long (600 ft.)	V, S	Yes; see text or no	Illusion (Glamer)	phb: p.279	
Effect: Upon the casting of this spell, complete silence prevails in the components cannot be cast, and no noise whatsoever issues from.				versation is impossible, spells with verba			(object) centered on a creature	e, Caster Level: 5		
Sound Burst	15	Fortitude partial		Instantaneous	Close (35 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	phb: p.281	
Effect: You blast an area with a tremendous cacophony. Every creatu	ro in t	ho area takes 1d9 point		amage and must succeed on a Fortifue	Target: 10-ft. radius	spread		Caster Level: 5		
save to avoid being stunned for 1 round.	15	None	1 standard		Medium (150 ft.)	V. S. DF	Yes	Evocation [Force]	nhh: n 283	
LIJIJSpiritual Weapon Effect:	13	None	action	o Tourius	Target: Magic wear	, -,	165	Caster Level: 5	prio. p.203	
A weapon made of pure force springs into existence and attacks The springs i	oppor 15	nents at a distance, as yo Will negates	ou direct it, o		Touch	V, S	Yes (harmless)	Divination	phb: p.284	
Effect:		(harmless)	action	- 11-11-1	Target: 1 living crea			Caster Level: 5	F P	
When you need to keep track of comrades who may get sep condition. You are aware of direction and distance to the creatu unconscious, dying, nauseated, panicked, stunned, poisoned, dise	ires ar	nd any conditions affect	mentally mo ing them: u	onitor their relative positions and genera nharmed, wounded, disabled, staggered	al i,			Guotor Euron o		
Summon Monster II	15	None	1 round	5 rounds	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.286	
Effect: This spell functions like summon monster I, except that you can the 1st-level list.	summ	on one creature from the	e 2nd-level l	ist or 1d3 creatures of the same kind from			d creatures, no two of apart	Caster Level: 5		
Undetectable Alignment	15	Will negates (object)	1 standard	24 hours	Close (35 ft.)	V, S	Yes (object)	Abjuration	phb: p.297	
Effect: An undetectable alignment spell conceals the alignment of an ob-	niect or	a creature from all form		an.	Target: One creatu	re or object		Caster Level: 5		
Zone of Truth	15	Will negates		5 minutes	Close (35 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.303	
Effect: Creatures within the emanation area [or those who enter it] cant	speak	any deliberate and inten	ntional lies.		Target: 20-ft. radius	emanation		Caster Level: 5		
Creatures within the emanation area for those who enter it can't speak any deliberate and intentional iles. LEVEL 3										
Name	DC	•	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
Animate Dead	16	None	1 standard action	Instantaneous	Touch Target: One or mor	V, S, M	No	Necromancy [Evil] Caster Level: 5	phb: p.198	
Turn the bones and bopdies of dead creatures into undead skele	etons a	and zombies that obey yo Will negates		ds. Permanent	Touch	V, S	Yes	Necromancy	phb: p.203	
Effect:		······································	action	· omanone	Target: Creature to			Caster Level: 5	p.1.5. p.1200	
You place a curse on the subject6 to an ability score; -4 on atta	ack rol	ls, saves, and checks; or Fortitude negates		ce of losing each action. Permanent	Medium (150 ft.)	V	Yes	Necromancy	phb: p.206	
Effect:			action		Target: One living of			Caster Level: 5	F F	
You call on the powers of unlife to render the subject blinded or o	deafen 16	ed. Fortitude negates	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	phb: p.213	
Effect:			action		Target: Living creat	ure touched	ı	Caster Level: 5		
The subject contracts a disease which strikes immediately [no in Contagion	cubation 16	on period]. Fortitude negates		Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	phb: p.213	
Effect:			action		Target: Living creat	ure touched	I	Caster Level: 5		
The subject contracts a disease which strikes immediately [no inContinual Flame	16	None	1 standard	Permanent	Touch	V, S, M	No	Evocation [Light]	phb: p.213	
Effect: A flame, equivalent in brightness to a torch, springs forth from ar	ohiec	t that you touch	action		Target: Object touc	hed Magica	I, heatless flame	Caster Level: 5		
Create Food and Water	16	None	10 minutes	24 hours; see text	Close (35 ft.)	V, S	No	Conjuration (Creation)	phb: p.214	
Effect: Feeds 15 humans or 5 horses.					Target: Food and w		ain 15 humans or 5	Caster Level: 5		
Cure Serious Wounds	16	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216	
Effect: You channel positive energy through your hand that cures 3d8+5	5 dama				Target: Creature to	uched		Caster Level: 5		
Daylight	16	None	1 standard action	50 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216	
Effect: The object touched sheds light as bright as full daylight in a 60-ft	. radiu	s and dim light for an ad	ditiona 60 ft	. beyond that.	Target: Object touc	hed		Caster Level: 5		
Deeper Darkness	16	None	1 standard action	5 days	Touch	V, M/DF	No	Evocation [Darkness]	phb: p.217	
Effect: This spell causes an object to radiate shadowy illumination out to					Target: Object touc			Caster Level: 5		
□□□□□Dispel Magic	16	None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	No	Abjuration	phb: p.223	
Effect: Cancels magical spells and effects.					radius burst		re, or object; or 20-ft.	Caster Level: 5		
Glyph of Warding	16	See text	10 minutes	s Permanent until discharged	Touch	V, S, M	No (object) and Yes; see text	•	phb: p.236	
Effect: This powerful inscription harms those who enter, pass, or open t portal, trap a chest or box, and so on. You set the conditions of object without speaking a password (which you set when casting the	the wa	ard. Typically, any creat	ure entering	ng can guard a bridge or passage, ward the warded area or opening the warde	Target: Object touc a d	ned or up to	25 sq. tt	Caster Level: 5		
Helping Hand	16	None	1 standard action	5 hours	5 miles	V, S, DF	No	Evocation	phb: p.239	
Effect: You create the ghostly image of a hand, which you can send to to	find a	creature within 5 miles.		en heckons to that creature and leads it t	Target: Ghostly har	nd		Caster Level: 5		
you if the creature is willing to follow.	16	Will half		Instantaneous	Touch	V, S	Yes	Necromancy	phb: p.244	
□□□□□Inflict Serious Wounds Effect:	.0		action		Target: Creature to			Caster Level: 5	p.z. 1	
When laying your hand upon a creature, you channel negative e	nergy	that deals 3d8+5 points	of damage.	* =Domain/Speciality Spell	J 2. 2000 10	-		0 0		

				Olorio Opolio					
nvisibility Purge	16	None	1 standard	5 minutes	Personal	V, S	No	Evocation	phb: p.245
Effect:					Target: You			Caster Level: 5	
You surround yourself with a sphere of power with a radius of 25 the area.	feet th	nat negates all forms of None	1 standard		in Long (600 ft.)	V, S, F/DF	No	Divination	phb: p 240
Effect:	10	Notie	action	5 minutes			, with a radius of 600 ft		phb: p.249
You sense the direction of a well-known or clearly visualized objeven a ladder.	ect. Th	e spell locates such ob	jects as app	parel, jewelry, furniture, tools, weapons, o		crea on you	, with a radius of ooo it	Oddier Level. 5	
Magic Circle Against Evil	16	Will negates (harmless)	1 standard	50 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	phb: p.249
Effect:		,			Target: 10-ft. radius	emanation	from touched creature	Caster Level: 5	
All creatures within the area gain the effects of a protection from Magic Circle Against Good	16	Will negates	1 standard	50 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	phb: p.250
Effect:		(harmless)	action		Target: 10-ft. radius	s emanation	from touched creature	Caster Level: 5	
All creatures within the area gain the effects of a protection from Magic Circle Against Law	good s 16	Will negates	1 standard	atures can enter the area either. 60 minutes	Touch	V, S, M/DF	No; see text	Abjuration	phb: p.250
Effect:		(harmless)	action		Target: 10-ft. radius	s emanation	from touched creature	[Chaotic] Caster Level: 6	
All creatures within the area gain the effects of a protection from**Magic Circle Against Law	law sp	ell, and no nonchaotic s Will negates		reatures can enter the area either. 60 minutes	Touch	V. S. M/DF	No; see text	Abjuration	phb: p.250
Effect:		(harmless)	action				from touched creature	[Chaotic]	
All creatures within the area gain the effects of a protection from	law sp	ell, and no nonchaotic s Will negates	ummoned o		Touch		Yes (harmless, object		phb: p.251
Magic Vestment		(harmless, object)	action	o nouis					prio. p.201
Effect: You imbue a suit of armor or a shield with an enhancement bonu		None	4	50	Target: Armor or sh			Caster Level: 5	.11 . 050
□□□□ Meld into Stone	16	None	1 standard action	50 minutes	Personal	V, S, DF	No	Transmutation [Earth]	phb: p.252
Effect: enables you to meld your body and possessions into a single blo					Target: You e			Caster Level: 5	
dimensions. When the casting is complete, you and not more than Obscure Object	100 po 16	unds 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	touched of u	up to 500 lbs	Caster Level: 5	
This spell hides an object from location by divination [scrying] eff	ects, si	uch as the scrying spell None	or a crystal 1 standard		40 ft.	V, S, DF		Enchantment	phb: p.264
add i layer			action			., ., .		(Compulsion) [Mind-Affecting]	F
Effect: You bring special favor upon yourself and your allies while bring	ina dist	favor to your enemies	You and you	r each of your allies gain a +1 luck bonu		d foes within	a 40-ft. radius burst	Caster Level: 5	
on attack rolls, weapon damage rolls, saves, and skill checks, while	e each		penalty on s		Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.266
Protection from Energy	10	(harmless)	action	30 minutes of until discharged	100011	v, o, Di	res (namicss)	Abjuration	prib. p.200
F#		(namiess)	action		T			O	
Effect: Protection from energy grants temporary immunity to the type of	energ	, ,		l, cold, electricity, fire, or sonic]. When the	Target: Creature to le	uched		Caster Level: 5	
	energ	y you specify when you Fortitude negates	cast it [acid	I, cold, electricity, fire, or sonic]. When th		v, S	Yes (harmless)	Conjuration	phb: p.270
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged.	16	y you specify when you Fortitude negates (harmless)	cast it [acid	Instantaneous	Touch Target: Creature to	V, S	Yes (harmless)		phb: p.270
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your ears or eyes that have been lost, but it repairs them if they are damed.	16 choice], naged.	y you specify when you Fortitude negates (harmless) whether the effect is no	cast it [acid 1 standard action ormal or ma	Instantaneous gical in nature. The spell does not restor	Touch Target: Creature to	V, S uched		Conjuration (Healing) Caster Level: 5	
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your of the content of the con	16 choice]	y you specify when you Fortitude negates (harmless)	cast it [acid 1 standard action ormal or ma	Instantaneous	Touch Target: Creature to	V, S	Yes (harmless) Yes (harmless)	Conjuration (Healing)	phb: p.270 phb: p.270
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged.	16 choice], aged. 16 Remov	y you specify when you Fortitude negates (harmless) whether the effect is no Will negates (harmless) ee curse does not remove	cast it [acid 1 standard action ormal or ma 1 standard action ve the curse	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit	Touch Target: Creature to re Touch Target: Creature or	V, S uched V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 5	
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your cars or eyes that have been lost, but it repairs them if they are dam """ Remove Curse Effect: instantaneously removes all curses on an object or a creature. armor, although the spell typically enables the creature afflicted with	16 choice], aged. 16 Remov	y you specify when you Fortitude negates (harmless) whether the effect is no Will negates (harmless) ee curse does not remove	1 standard action ormal or ma 1 standard action ve the cursove and get	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit	Touch Target: Creature to re Touch Target: Creature or	V, S uched V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 5 Abjuration	
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. Provided the spell specified in the specified i	16 choice], naged. 16 Remov	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) e curse does not remove the cursed item to remo	1 standard action ormal or ma 1 standard action ve the cursove and get	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of dr it.	Touch Target: Creature to Touch Target: Creature or of	V, S uched V, S item touche	Yes (harmless)	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing)	phb: p.270
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. ### Remove Blindness/Deafness ### Effect: Remove blindness/deafness cures blindness or deafness [your ears or eyes that have been lost, but it repairs them if they are dam ### Remove Curse #### Effect: instantaneously removes all curses on an object or a creature. armor, although the spell typically enables the creature afflicted with ### Remove Disease #################################	16 choice], naged. 16 Remove hany sensor. The room. The choice of the ch	y you specify when you Fortitude negates (harmless) whether the effect is no Will negates (harmless) e curse does not remo- such cursed item to rem Fortitude negates (harmless) ne spell also kills parasii	cast it [acid 1 standard action ormal or ma 1 standard action ve the curs ove and get 1 standard action tes, includin	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of rid of it. Instantaneous g green slime and others.	Touch Target: Creature to Touch Target: Creature or of Touch Target: Creature to	V, S uched V, S item touche V, S	Yes (harmless) Ves (harmless)	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5	phb: p.270 phb: p.271
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. ### Remove Blindness/Deafness ### Effect: Remove blindness/deafness cures blindness or deafness [your ears or eyes that have been lost, but it repairs them if they are dam ### Curse ### Effect: instantaneously removes all curses on an object or a creature. ### armove all curses on an object or a creature. ### Curse ### Effect: instantaneously removes all curses the creature afflicted with ### Curse ### Effect: Remove disease cures all diseases that the subject is suffering for the curse of the curse	16 choice], naged. 16 Remov h any s	y you specify when you Fortitude negates (harmless) whether the effect is no Will negates (harmless) e curse does not remo- such cursed item to rem Fortitude negates (harmless)	cast it [acid 1 standard action ormal or ma 1 standard action ve the curs ove and get 1 standard action tes, includin	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of rid of it. Instantaneous	Touch Target: Creature to Touch Target: Creature or of Touch Target: Creature or Medium (150 ft.)	V, S uched V, S item touche	Yes (harmless)	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation	phb: p.270
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your of ears or eyes that have been lost, but it repairs them if they are damed are of ears or eyes that have been lost, but it repairs them if they are damed are of ears or eyes that have been lost, but it repairs them if they are damed are arrown at the early of the spell typically enables the creature afflicted with the subject of a creature. Effect: Remove disease cures all diseases that the subject is suffering for the early of the sun, you project a blast of Focusing divine power like a ray of the sun, you project a blast of the sun, you project and	16 choice], naged. 16 Remov h any s 16 rom. Th	y you specify when you Fortitude negates (harmless) whether the effect is no Will negates (harmless) e curse does not remo- round cursed item to rem Fortitude negates (harmless) ne spell also kills parasit None	cast it [acic 1 standard action ormal or ma 1 standard action ve the curs ove and get 1 standard action tes, includin 1 standard action	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of id of it. Instantaneous g green slime and others. Instantaneous	Touch Target: Creature to re Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray	V, S uched V, S item touche V, S uched V, S	Yes (harmless) d Yes (harmless) Yes	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5	phb: p.270 phb: p.271 phb: p.275
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your dears or eyes that have been lost, but it repairs them if they are damed are one of the control o	16 choice], naged. 16 Remove h any s 16 rom. Th	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) ee curse does not remo- such cursed item to rem Fortitude negates (harmless) ne spell also kills parasit None	cast it [acic 1 standard action ormal or ma 1 standard action ve the curs ove and get 1 standard action tes, includin 1 standard action	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of id of it. Instantaneous g green slime and others. Instantaneous	Touch Target: Creature to Touch Target: Creature or Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft.	V, S uched V, S item touched V, S uched V, S	Yes (harmless) Ves (harmless)	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen	phb: p.270 phb: p.271 phb: p.275 phb: p.281
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your of ears or eyes that have been lost, but it repairs them if they are damaged of the common standard or ears or eyes that have been lost, but it repairs them if they are damaged of the common standard or ears or eyes that have been lost, but it repairs them if they are damaged of the cars or eyes that have been lost, but it repairs them if they are damaged of the cars or early are damaged of the cars or early are damaged of the cars or early and the spell typically enables the creature afflicted with the card of the cars of the sun, you project a blast of the cars of the cars of the sun, you project a blast of the cars of the cars of the sun, you project a blast of the cars of the sun, you project a blast of the cars of t	16 choice], naged. 16 Remove hanys 16 rom. The 16 flight fi	y you specify when you Fortitude negates (harmless) whether the effect is no Will negates (harmless) e curse does not remo- route cursed item to rem Fortitude negates (harmless) ne spell also kills parasil None will negates; see text Will negates; see text	cast it [acic 1 standard action ormal or ma 1 standard action 1 standard action the cursion tes, includin 1 standard action 10 minutes	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit or rid of it. Instantaneous g green slime and others. Instantaneous	Touch Target: Creature to re Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of	V, S uched V, S item touched V, S uched V, S	Yes (harmless) d Yes (harmless) Yes	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy	phb: p.270 phb: p.271 phb: p.275 phb: p.281
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your of ears or eyes that have been lost, but it repairs them if they are damed are used to be the control of the con	16 choice], naged. 16 Remove hanys 16 rom. The 16 flight fi	y you specify when you Fortitude negates (harmless) whether the effect is no Will negates (harmless) e curse does not remo- route cursed item to rem Fortitude negates (harmless) ne spell also kills parasil None will negates; see text Will negates; see text	cast it [acic 1 standard action ormal or ma 1 standard action vee the cursoove and get 1 standard action tes, includin 1 standard action 10 minutes estions that 1 standard	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit or rid of it. Instantaneous g green slime and others. Instantaneous	Touch Target: Creature to re Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of	V, S uched V, S item touched V, S uched V, S	Yes (harmless) d Yes (harmless) Yes No	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation	phb: p.270 phb: p.271 phb: p.275 phb: p.281
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. ### Effect: Remove blindness/deafness cures blindness or deafness [your cears or eyes that have been lost, but it repairs them if they are dam Remove Curse	16 choice], naged. 16 Remov h any s 16 16 flight fr 16 wing it 16	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) ee curse does not remo such cursed item to rem Fortitude negates (harmless) ne spell also kills parasit None Will negates; see text to answer several que	cast it [acic 1 standard action ormal or ma 1 standard action ve the curs ove and get 1 standard action 1 standard action 10 minutes	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit or rid of it. Instantaneous g green slime and others. Instantaneous 15 minutes you put to it. You may ask 2 questions	Touch Target: Creature to re Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of S.	V, S uched V, S item touched V, S uched V, S v, S, DF creature V, S, M/DF	Yes (harmless) d Yes (harmless) Yes No	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation [Earth]	phb: p.270 phb: p.271 phb: p.275 phb: p.281 dent]
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your dears or eyes that have been lost, but it repairs them if they are damaged or ears or eyes that have been lost, but it repairs them if they are damaged or ears or eyes that have been lost, but it repairs them if they are damaged or ears or eyes that have been lost, but it repairs them if they are damaged or ears or eyes that have been lost, but it repairs them if they are damaged or ears or eyes that have been lost, but it repairs them if they are damaged or earnor, although the spell typically enables the creature afflicted with the earnor of the creature afflicted with the earnor of the sun, you project a blast or earnor o	16 choice], naged. 16 Remov h any s 16 16 flight fr 16 wing it 16	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) ee curse does not remo such cursed item to rem Fortitude negates (harmless) ne spell also kills parasit None Will negates; see text to answer several que	cast it [acic 1 standard action ormal or ma 1 standard action vee the cursoove and get 1 standard action tes, includin 1 standard action 10 minutes estions that 1 standard	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit or rid of it. Instantaneous g green slime and others. Instantaneous 15 minutes you put to it. You may ask 2 questions	Touch Target: Creature to re Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of S.	V, S uched V, S item touched V, S uched V, S v, S, DF creature V, S, M/DF one object to	Yes (harmless) Yes (harmless) Yes No No ouched, up to 15 cu. ft.	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation [Earth] Caster Level: 5	phb: p.270 phb: p.271 phb: p.275 phb: p.281 dent] phb: p.284
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. ### Effect: Remove blindness/deafness cures blindness or deafness [your cears or eyes that have been lost, but it repairs them if they are dam Remove Curse	16 Choice] laged. 16 Remove h any s 16 rom. Th 16 syour p	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) ee curse does not remo- such cursed item to rem Fortitude negates (harmless) ne spell also kills parasii None will negates; see text to answer several que None	cast it [acic 1 standard action ormal or mar 1 standard action ve the cursove and get 1 standard action 1 standard action 10 minutes estions that 1 standard action	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of it. Instantaneous g green slime and others. Instantaneous 5 minutes you put to it. You may ask 2 questions	Touch Target: Creature to re Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of the control of t	V, S uched V, S item touched V, S uched V, S V, S, DF creature V, S, M/DF one object to V, S, F/DF	Yes (harmless) Yes (harmless) Yes No No No No No No	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation [Earth] Caster Level: 5 Conjuration (Summoning)	phb: p.270 phb: p.271 phb: p.275 phb: p.281 dent]
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. ### Effect: ### Remove Discharge Blindness or deafness from the same discharge blindness or deafness from the same damage blindness or eyes that have been lost, but it repairs them if they are damage are on the same of the same	16 Remove h any s 16 rom. Ti 16 flight fi 16 wing it 16 s your p 16	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) e curse does not remo such cursed item to rem Fortitude negates (harmless) ne spell also kills parasit None Will negates; see text to answer several que None None	cast it [acic 1 standard action ormal or ma 1 standard action ve the cursove and get 1 standard action tes, includin 1 standard action 10 minutes estions that 1 standard action 1 standard action	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of it. Instantaneous g green slime and others. Instantaneous 5 minutes you put to it. You may ask 2 questions Instantaneous	Touch Target: Creature to re Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of the control of t	V, S uched V, S item touched V, S uched V, S V, S, DF reature V, S, M/DF one object to V, S, F/DF e summone	Yes (harmless) d Yes (harmless) Yes No No No No ouched, up to 15 cu. ft. No d creatures, no two of	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation [Earth] Caster Level: 5 Conjuration (Summoning)	phb: p.270 phb: p.271 phb: p.275 phb: p.281 dent] phb: p.284
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. ### Effect: Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. #### Effect: Remove blindness/deafness cures blindness or deafness [your cears or eyes that have been lost, but it repairs them if they are damed and the process or eyes that have been lost, but it repairs them if they are damed and the process of early and the spell typically enables the creature afflicted with the spell	16 Remove h any s 16 rom. Ti 16 flight fi 16 wing it 16 s your p 16	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) ee curse does not remo such cursed item to rem Fortitude negates (harmless) ne spell also kills parasit None Will negates; see text to answer several que None None on one creature from tist.	cast it [acic 1 standard action ormal or ma 1 standard action ve the curs ove and get 1 standard action tes, includin 1 standard action 10 minutes estions that 1 standard action 1 round he 3rd-level 1 standard	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of it. Instantaneous g green slime and others. Instantaneous 5 minutes you put to it. You may ask 2 questions Instantaneous	Touch Target: Creature to re Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of the control of t	V, S uched V, S item touched V, S uched V, S V, S, DF creature V, S, M/DF one object tc V, S, F/DF e summone than 30 ft. a	Yes (harmless) d Yes (harmless) Yes No No No No ouched, up to 15 cu. ft. No d creatures, no two of	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation [Earth] Caster Level: 5 Conjuration (Summoning)	phb: p.270 phb: p.271 phb: p.275 phb: p.281 dent] phb: p.284
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your of ears or eyes that have been lost, but it repairs them if they are damaged in the property of the property o	16 Remove 16 Rem	y you specify when you Fortitude negates (harmless) whether the effect is no Will negates (harmless) whether the effect is no Will negates (harmless) the spell also kills parasit None Will negates; to answer several que None uurpose. None won one creature from ti st. Will negates (harmless)	cast it [acic 1 standard action ormal or ma 1 standard action ve the curse ove and get 1 standard action 10 minutes estions that 1 standard action	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of of it. Instantaneous g green slime and others. Instantaneous 45 minutes you put to it. You may ask 2 questions Instantaneous 5 rounds list, 1d3 creatures of the same kind from 10 hours; see text	Touch Target: Creature to re Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of St.) Target: Stone or str. Close (35 ft.) Target: One or mormwhich can be more	V, S uched V, S item touched V, S uched V, S V, S, DF creature V, S, WDF one object to V, S, F/DF e summone than 30 ft. a V, S, M/DF V, S, M/DF V, S, M/DF	Yes (harmless) Yes (harmless) Yes No No No ouched, up to 15 cu. ft. No d creatures, no two of part Yes (harmless)	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation [Earth] Caster Level: 5 Conjuration (Summoning) Caster Level: 5	phb: p.270 phb: p.271 phb: p.275 phb: p.281 dent] phb: p.284 phb: p.286
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your dears or eyes that have been lost, but it repairs them if they are damaged in the standard or ears or eyes that have been lost, but it repairs them if they are damaged in the spell typically enables the creature afflicted with the spell typically enables the creature and other typically enables the creature and other typically enables the creature and other typica	16 Remove 16 Rem	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) re curse does not removuch cursed item to rem Fortitude negates (harmless) ne spell also kills parasii None will negates; see text to answer several que None None won one creature from tist. Will negates (harmless)	cast it [acic 1 standard action ormal or ma 1 standard action ver the cursover and get 1 standard action 1 standard action 10 minutes estions that 1 standard action 1 round he 3rd-level 1 standard action	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of of it. Instantaneous g green slime and others. Instantaneous 45 minutes you put to it. You may ask 2 questions Instantaneous 5 rounds list, 1d3 creatures of the same kind from 10 hours; see text	Touch Target: Creature to reference or of Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of Section of S	V, S uched V, S item touched V, S uched V, S V, S, DF creature V, S, M/DF one object to V, S, F/DF e summont than 30 ft. a V, S, M/DF cures touched	Yes (harmless) Yes (harmless) Yes No No No ouched, up to 15 cu. ft. No d creatures, no two of part Yes (harmless)	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation (Summoning) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	phb: p.270 phb: p.271 phb: p.275 phb: p.281 dent] phb: p.284 phb: p.286
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your dears or eyes that have been lost, but it repairs them if they are damed and the standard of the same with the spell typically enables the creature afflicted to a corpse, allow the spell typically enables the spell typically enables the spell typically enables the creature afflicted to a corpse, allow the spell typically enables the spell typically enables the spell typically enables the spell typically enables the creature afflicted with the distance of the spell typically enables the creature afflicted with the spell typically enables the creature afflicted with the distance of the spell typically enables the creature afflicted with the spell typically enables the creature and enables the creature and enables the creature and enables	16 choice] aaged. 16 Remov h any s 16 rom. TI 16 si your p 16 a summing it 16 level li 16 urration 16	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) ee curse does not removed the to rem Fortitude negates (harmless) ne spell also kills parasit None Tom your open palm. Will negates; see text to answer several que None None Will negates; when the st. Will negates (harmless) evenly among all the cr Will negates (harmless)	cast it [acic 1 standard action 1 standard action 1 standard action we the cursove and get 1 standard action 1 standard action 10 minutes estions that 1 standard action 1 round 1 standard action 2 standard action	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of rid of it. Instantaneous g green slime and others. Instantaneous 5 minutes you put to it. You may ask 2 questions Instantaneous 5 rounds list, 1d3 creatures of the same kind from 10 hours; see text touch. 50 minutes	Touch Target: Creature to reference of Touch Target: Creature to reference of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of the second	V, S uched V, S item touched V, S uched V, S V, S, DF creature V, S, M/DF one object to V, S, F/DF e summone than 30 ft. a V, S, M/DF urres touche V, S, DF	Yes (harmless) Yes (harmless) Yes No No No ouched, up to 15 cu. ft. No d creatures, no two of part Yes (harmless) d	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation [Earth] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Transmutation Caster Level: 5	phb: p.270 phb: p.271 phb: p.275 phb: p.281 dent] phb: p.284 phb: p.286 phb: p.300
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your dears or eyes that have been lost, but it repairs them if they are damaged in the state of th	thoice] haged. 16 Remove hanys 16 rom. Ti 16 rom. Ti 16 syour p 16 n summ level li 16 firm gu the si	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) the curse does not remove the curse does not remove the curse does not remove the curse ditem to remeable the curse does not perfect the curse does not perfect the curse of the cur	cast it [acic 1 standard action 10 minutes estions that 1 standard action 1 round the 3rd-level 1 standard action 2 standard action 1 standard action 1 round the 3rd-level 1 standard action eatures you 1 standard action quicksand,	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of rid of it. Instantaneous g green slime and others. Instantaneous s minutes you put to it. You may ask 2 questions Instantaneous 5 rounds list, 1d3 creatures of the same kind from 10 hours; see text touch. 50 minutes	Touch Target: Creature to reference of Touch Target: Creature or of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead cs. Touch Target: Stone or str. Close (35 ft.) Target: One or more more more more more more more	V, S uched V, S item touched V, S uched V, S V, S, DF one object to V, S, F/DF e summone than 30 ft. a V, S, M/DF tures touche V, S, DF creatures	Yes (harmless) Yes (harmless) Yes No No No ouched, up to 15 cu. ft. No d creatures, no two of part Yes (harmless) d Yes (harmless)	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation [Earth] Caster Level: 5 Transmutation [Water] Caster Level: 5	phb: p.270 phb: p.271 phb: p.275 phb: p.281 dent] phb: p.284 phb: p.286 phb: p.300 phb: p.300
Protection from energy grants temporary immunity to the type of spell absorbs 60 points of energy damage, it is discharged. """ Remove Blindness/Deafness Effect: Remove blindness/deafness cures blindness or deafness [your of ears or eyes that have been lost, but it repairs them if they are damed are are or eyes that have been lost, but it repairs them if they are damed are are or eyes that have been lost, but it repairs them if they are damed are are or ears or eyes that have been lost, but it repairs them if they are damed are are of the cars or eyes that have been lost, but it repairs them if they are damed are are of the cars or earlier and are are afficient with a cars of the care and are are afficient with a care and are are afficient with a care and are are afficient with a care and are are a care afficient and are a care and are and are a care and are a care and are a care and are a c	16 Remove h any s 16 rom. The 16 flight fr. 16 syour p 16 rom. The 16 flight fr. 16 rom. The 16 flight fr. 16 flight flig	y you specify when you Fortitude negates (harmless) whether the effect is ne Will negates (harmless) ee curse does not removuch cursed item to rem Fortitude negates (harmless) ne spell also kills parasil None will negates; see text to answer several que None urpose. None will negates; see text Will negates (harmless) oun one creature from the st. Will negates (harmless) evenly among all the cr Will negates (harmless)	cast it [acic 1 standard action 1 standard action 1 standard action we the cursove and get 1 standard action 1 standard action 10 minutes estions that 1 standard action 1 round 1 standard action 2 standard action	Instantaneous gical in nature. The spell does not restor Instantaneous e from a cursed shield, weapon, or suit of rid of it. Instantaneous g green slime and others. Instantaneous s minutes you put to it. You may ask 2 questions Instantaneous 5 rounds list, 1d3 creatures of the same kind from 10 hours; see text touch. 50 minutes	Touch Target: Creature to reference of Touch Target: Creature to reference of Touch Target: Creature to Medium (150 ft.) Target: Ray 10 ft. Target: One dead of the second	V, S uched V, S item touched V, S uched V, S uched V, S, DF creature V, S, M/DF one object to V, S, M/DF tures touche V, S, M/DF tures touche V, S, DF creatures V, S, M/DF	Yes (harmless) Yes (harmless) Yes No No ouched, up to 15 cu. ft. No d creatures, no two of part Yes (harmless) d Yes (harmless)	Conjuration (Healing) Caster Level: 5 Abjuration Caster Level: 5 Conjuration (Healing) Caster Level: 5 Evocation Caster Level: 5 Necromancy [Language-Depen Caster Level: 5 Transmutation [Earth] Caster Level: 5 Conjuration (Summoning) Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5 Transmutation Caster Level: 5	phb: p.270 phb: p.271 phb: p.275 phb: p.281 dent] phb: p.284 phb: p.286 phb: p.300

^{* =}Domain/Speciality Spell

Cape of the Mountebank Spell-like Abilities



Notes:		
Character Sheet Notes:		