Marcus Gree	nbottle	Tim		Alram		Lawful Good
NAME		PLAYERNAME		DEITY		ALIGNMENT
Rog2 Clr14	133999	Sea Halfling	Small		0 lbs	Normal
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
16	136000	26	Male		3	0
LEVEL		AGE	GENDER		HAIR DAMAGE HIT DIE	POINTS
ABILITY NAME SCORE	MODIFIER SCORE MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	REDUCTION TYPE	SPEED
STR Strength	+3	HP hit points 139				Walk 20'
DEX Dexterity	+2	armor class 25 =	10 + 5 + 6	+ 2 + 1 + 0 + 0	14	35 -2 0
CON Constitution	+3	TOTAL	ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL MISC MODIFIER MODIFIER ARMOR MODIFIER	TOUCH MISS R AC CHANCE	ARCANE ARMOR SPELL SPELL CHECK RESISTANCE FAILURE PENALTY
INT 10	+0	INITIATIVE	+6 = +2 + +4		SKILLS	MAX RANKS /
Intelligence		modilier	OTAL DEX MISC MODIFIER MODIFIER	SKILL NAME	KEY ABILITY	SKILL ABILITY MODIFIER MODIFIER RANKS MODIFIER
Wisdom	+6	BASE ATTACK	+11/+6/+1	Appraise	INT	0 = 0 + 0.0 + 0
CHA 10	+0	bonus		Balance	DEX	2 = 2 + 0.0 + 0
Chansma				Bluff	CHA	0 = 0 + 0.0 + 0
SAVING THROWS		Y MAGIC MISC TEMP R MODIFIER MODIFIER MODIFI	conditional modifiers ER	Climb	STR	3 = 3 + 0.0 + 0
FORTITUDI (constitution)	+14 = +9 + +3	+ +1 + +1 +		Concentration	CON	8 = 3 + 5.0 + 0
REFLEX				Decipher Script	INT	1 = 0 + 1.0 + 0
(dexterity)	+11 = +7 + +2	+ +1 + +1 +		Diplomacy	CHA	0 = 0 + 0.0 + 0
WILL	+17 = +9 + +6	+ +1 + +1 +		Disable Device	INT	1 = 0 + 1.0 + 0
(wisdom)			SIZE MISC TEMP	Disguise	CHA	0 = 0 + 0.0 + 0
	TOTAL BASE	ATTACK BONUS STR MODIFIER M	ODIFIER MODIFIER MODIFIEI		DEX	0 = 2 + 0.0 + -2 1 = 0 + 1.0 + 0
	+15/+10/+5 = +1	11/+6/+1 + +3 +	+1 + +	Forgery Gather Information	CHA	1 = 0 + 1.0 + 0 0 = 0 + 0.0 + 0
RANGED	+14/+9/+4 = +'	11/+6/+1 + +2 +	+1 + +	Heal	WIS	0 = 0 + 0.0 + 0 7 = 6 + 1.0 + 0
attack bonus					DEX	7 = 0 + 1.0 + 0 5 = 2 + 1.0 + 2
	TOTAL	MODIFIER M	SIZE MISC TEMP ODIFIER MODIFIER MODIFIEI	Intimidate	CHA	3 = 2 + 1.0 + 2 1 = 0 + 1.0 + 0
	HIT DAMAGE	CRITICAL HAND	RANGE TYPE SIZE	Intuit Direction	WIS	10 = 6 + 4.0 + 0
*Mace +2 (Light)				Jump	STR	5 = 3 + 0.0 + 2
	+12/+7 1d6+5	20/x2 Primary	0' B S	Knowledge (Arcana)	INT	1 = 0 + 1.0 + 0
Sling				Knowledge (Dwarven)	INT	1 = 0 + 1.0 + 0
+14/	/+9/+4 1d4	20/x2 Neither	50' B S	Knowledge (Itantan)	INT	2 = 0 + 2.0 + 0
ARMOR		TYPE AC MAXI	DEX CHECK SPELL FAILURE	• • • •	INT	13 = 0 + 13.0 + 0
*Halfling Chain S	Shirt +1	Light +5 +4		Listen	WIS	21 = 6 + 11.0 + 4
SHIELD		TYPE AC	CHECK SPELL FAILURE	Literacy		1 = -5 + 1.0 + 5
*Shield +4 (Large	e/Steel)	Shield +6	-1 15	Move Silently	DEX	3 = 2 + 1.0 + 0
			1 10	Open Lock	DEX	3 = 2 + 1.0 + 0
TEMS *Ring +1 (Protec	tion	AC +1		Perform	CHA	0 = 0 + 0.0 + 0
King +1 (Protec	aon)	+1		Profession (Fisher)	WIS	7 = 6 + 1.0 + 0
	AMMUN	NITION		Profession (Sailor)	WIS	7 = 6 + 1.0 + 0
				Ride	DEX	2 = 2 + 0.0 + 0
				Search	INT	0 = 0 + 0.0 + 0
				Sense Motive	WIS	10 = 6 + 4.0 + 0
				Speak Language(Dracc Giant)	onic,	2 = -5 + 2.0 + 5
				Spellcraft	INT	1 = 0 + 1.0 + 0
				Spot	WIS	12 = 6 + 40 + 2

Spot

Swim

Tumble

Use Magic Device Use Rope

Wilderness Lore

wilderness Lore	VVIS	b	=	ю	+	0.0	+	0		
Craft (Untrained)	INT	0	=	0	+	0.0	+	0		
Scry	INT	0	=	0	+	0.0	+	0		
			_ =		+		+			
_										
TURN/REBUKE UNDEAD										
	UNDEAD AFFECTED	Turn level +14						Ļ		
RESULT	(MAXIMUM HIT DICE)	Turn o	dam	nad	е	2d6	+14	1+0		
Up to 0	Turn level - 4			/da			+7	-		
1 - 3	Turn level - 3	10	1115	/ua	y		Ŧ1			
4 - 6	Turn level - 2	l n								
7 - 9	Turn level - 1	9								
10 - 12	Turn level	NOTE:	Υοι	u de	stro	oy ur	ndea	ad if		
13 - 15	Turn level + 1	you have	e tw	ice	as	man	y tu	rning		
16 - 18	Turn level + 2	levels	as t	hey	ha	ve H	it D	ice		
19 - 21	Turn level + 3	1		,						
22 +	Turn level + 4	1								

WIS

STR

DEX

CHA DEX

WIS

-4 = 3 + 0.0 + -75 = 2 + 5.0 + -2 4 = 0 + 4.0 + 0 2 = 2 + 0.0 + 0

6 = 6 + 0.0 + 0

						DOMAINIC
EQUIP	LOCATION	QTY	WT	COST	Knowledge	DOMAINS All knowledge skills are class skills. Yo
Outfit (Traveler's/Small)	Equipped	0	1.25	0		caster level.
Mace +2 (Light)	Equipped	1	6	8305	Healing	You cast healing spells at +1 caster le
Halfling Chain Shirt +1	Equipped Carried	1	12.5 0	1250 0		PROFICIENCIES
Sling Backpack 12.85 lbs, 1.0 Scroll (Cure Serious Wounds), 1.0 Wand (Silence/Cireir/Srd), 80.0 Coin (Gold), 1.0 Scroll (Bull's Strength/Cleric/Srd), 1.0 Wand (Cure Light Wounds/Cleric/Ist 10.0 Rations (Trail/Per Day), 1.0 Wand (Inflict Light Wounds/Cleric/Ist), 2.0 Scroll (Cure Light Wounds), 1.0 Wand (Divine Favor/Cleric/Ist), 1.0 Hold (Cure Moderate	Carried	1	2	2	Touch, Crossb (Punching), Da Gauntlet (Spike Quarterstaff, R Shriveling Touc	Con, Agony Touch Dex, Agony Touch Str, ow (Hand), Crossbow (Heavy), Crossbow gger (Thrown), Dart, Enervating Touch, F ed), Halfspear, Javelin, Mace (Heavy), Ma apier, Rod, Sap, Shortbow, Shortbow (Co ch Con, Shriveling Touch Dex, Shriveling Unarmed Strike, Unarmed Strike (Non-Mo
Wounds/Cleric/3rd), 1.0 Scroll (Bless) Pirate Hat with Big Feather (Headband)	Equipped	1	0	0	Common Drac	LANGUAGES
Familiar (Rat)		3	0	100	Common, Drac	
Itantan Dung Rat Cage		5	1	0.4		TEMPLATES
Rations (Trail/Per Day)	Backpack	10	1	0.5		Charges
Lantern (Bullseye)	Carried	1	3	12		oderate Wounds/Cleric/3rd) 9 Charges
Holy Water (Flask)	Backpack	1	1.25	25		
Scroll (Cure Light Wounds)	Backpack	2	0	25		Favor/Cleric/1st) 23 Charges
Scroll (Cure Serious Wounds) Scroll (Bless)	Backpack Backpack	1	0	375 25) <u></u>
Scroll (Bull's Strength/Cleric/3rd)	Backpack	1	0	150		
Scroll (Stone Shape/Druid/5th)	Backpack	1	0	375		ght Wounds/Cleric/1st) 20 Charges
Pearl of Power (1st Level)	Carried	1	0	1000		,
Periapt of Wisdom +2	Equipped	1	0	4000	Wand (Inflict M	oderate Wounds/Cleric/3rd) 20 Charges
Wand (Cure Moderate	Backpack	1	0	810		1999 99999 99 <u>9</u> 99
Wounds/Cleric/3rd)	Dealmaak	4	0	245		
Wand (Divine Favor/Cleric/1st) Wand (Inflict Light Wounds/Cleric/1st)	Backpack Backpack	1	0	345 300		ght Wounds/Cleric/1st) 14 Charges
Wand (Inflict Moderate Wounds/Cleric/3rd)	Buonpuon	1	0	1800		
Gauntlets of Ogre Power	Equipped	1	2	4000		
Bracers of Health +2 grants an Enhancement to selected ability	Equipped	1	1	4000		
Ring (Warmth)	D 1 1	1	0	2100		
Wand (Cure Light Wounds/Cleric/1st)	Backpack Backpack	1	0	210 3780		
Wand (Silence/Cleric/3rd) Necklace of Prayer Beads (Karma)	Carried	1	0	6000		
Cloak of Resistance +1	Equipped	1	1	1000		
Portable Hole	Carried	1	0	14000		
0.0 lbs Ring +1 (Protection)	Equipped	1	0	2000		
Shield +4 (Large/Steel)	Equipped	1	15	16170		
TOTAL WEIGHT CARRIED/VALUE	55.35 II	bs	7247	1.0 gp		
WEIGHT ALI	OWANCE					
Light 65.0 Medium		Hea	vy 195	.0		
MON	EY					
Coin (Gold): 80					1	
MAG						
+1 on all saves	BILITIES					
+2 morale bonus vs fear						
+1 to hit with thrown weapons						
Sneak Attack +1d6						
Evasion Spontaneous casting						
Turn Undead 7/day						
FEA	TS					
Alertness						
Armor Proficiency (Heavy) (1x) Armor Proficiency (Light) (1x)						
Armor Proficiency (Medium) (1x)						
Augment Healing						
Craft Magic Arms and Armor Exotic Weapon Proficiency						
Extra Turning (1x)						
Improved Initiative						
Jack of All Trades						
Martial Weapon Proficiency Shield Proficiency						
Simple Weapon Proficiency						

		DOMAINS	
	Knowledge	All knowledge skills are class skills. You cast divinations at +1 caster level.	
	Healing	You cast healing spells at +1 caster level.	
		PROFICIENCIES	
	Touch, Crossbow (Punching), Dagg Gauntlet (Spiked) Quarterstaff, Rap Shriveling Touch	n, Agony Touch Dex, Agony Touch Str, Blowgun, Club, Corrupting (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (er (Thrown), Dart, Enervating Touch, Freezing Touch, Gauntlet, Halfspear, Javelin, Mace (Heavy), Mace (Light), Morningstar, ier, Rod, Sap, Shortbow, Shortbow (Composite), Shortspear, Con, Shriveling Touch Dex, Shriveling Touch Str, Sickle, Sling, harmed Strike, Unarmed Strike (Non-Monk)	
r.		LANGUAGES	
	Common, Dracon	ic, Giant, Halfling	
÷		TEMPLATES	
		Charges	
	Wand (Cure Mod	erate Wounds/Cleric/3rd) 9 Charges	
		100 00000 00000 00000 00000	
	Wand (Divine Fav	vor/Cleric/1st) 23 Charges	
		الالالالية المتعالية المتعالمات المتعالمات	

Name	Chool Conjuration Conjuration Universal	(Clerio						
Name Create Water Cure Minor Wounds Detect Magic Detect Poison Light Read Magic Level 1 - 7+1 per day, Save Name Bless Water	School Conjuration Conjuration								
Create Water Cure Minor Wounds Cure Minor Wounds Cure Magic Cure Poison Cure Poison Cure Light Cure Read Magic Cure Level 1 - 7+1 per day, Save Name Cure Name Cure Read Water	Conjuration Conjuration	Effect		E - Clos Time	se: 25' + 5'/2 Levels M Duration	edium: ´ Comp.	100' + 10'/Level Lo Saving Throw	ng: 400' + 40'/Le Spell Resistance	evel Source
Detect Magic Detect Poison Detect Poison Detect Poison Read Magic Level 1 - 7+1 per day, Save Name Detect Poison Name		2 gallons of water/level	Close		Instantaneous	V S	None	No	WotC - C p.189
Detect Poison Light Read Magic Level 1 - 7+1 per day, Save Name Bless Water	Universal	creature touched	Touch	1 action	Instantaneous	VS	Will half (Harmless)	Yes (Harmless)	WotC - C p.190
Light Read Magic Level 1 - 7+1 per day, Save Name Bless Water		Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	VS	None	No	WotC - C p.193
Read Magic Read Magic Level 1 - 7+1 per day, Save Name Bless Water	Divination	one creature object or 5' cube	Close	1 action	Instantaneous/10 minutes per target HD	VS	None	No	WotC - C p.193
Level 1 - 7+1 per day, Save	Evocation	Object touched	Touch	1 action	10 minutes/level (D)	V M DF	None	No	WotC - C p.222
Name	Universal	You	Personal	1 action	10 minutes/level	VSF	None	No	WotC - C p.243
Name Bless Water	DC17		RANG	E - Clo	se: 25' + 5'/2 Levels M	edium: ⁻	100' + 10'/Level Lo	ng: 400' + 40'/Le	
	School Transmutation	Effect Flask of water	Range Touch	Time 1 minute	Duration Instantaneous	Comp. VSM	Saving Throw Will negates (object)	Spell Resistance Yes (object)	Source WotC - C
	Enchantment	Allies within 50'	50 feet		1 minute/level	V S DF	None	Yes (Harmless)	p.180 WotC - C
Comprehend Languages	Divination	You	Personal			V S M DF		No	p.180 WotC - C
Cure Light Wounds	Conjuration*	creature touched	Touch		Instantaneous	VS	Will half (Harmless)	Yes (Harmless)	p.186 WotC - C
	Divination	Quarter Circle			Concentration up to 10	V S DF	None	No	p.190 WotC - C
	Divination*	Quarter Circle	60 feet		minutes/level (D) Concentration up to 1	VS	None	No	p.192 WotC - C
	Abjuration	Creature touched			minute/level (D) 24 hours	vs	None	Yes	p.193 WotC - C
Obscuring Mist	Conjuration	Cloud centered on you spreads 30 ft and is			1 minute/level	VS	None	No	p.199 WotC - C
J J J J J J J J J J J J J J J J J J J	Abjuration	20 ft high One creature plus one additional	Close		10 minutes	vs	Will negates (Harmless)		p.233 WotC - C
	-	creature/four levels within 30'							p.245
Level 2 - 7+1 per day, Save	DC18 School	Effect		E - Clos Time	se: 25' + 5'/2 Levels M Duration	edium: ´ Comp.	100' + 10'/Level Lo Saving Throw	ng: 400' + 40'/Le Spell Resistance	evel Source
	Divination	You			Instantaneous	VSF	None	No	WotC - C p.177
Cure Moderate Wounds	Conjuration*	creature touched	Touch	1 action	Instantaneous	VS	Will half (Harmless)	Yes (Harmless)	WotC - C p.190
Detect Thoughts	Divination*	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S F DF	None	No	WotC - C p.194
	Transmutation	Creature touched	Touch	1 action	1 hour/level	V S DF	Will negates (Harmless)	Yes	WotC - C p.199
Lesser Restoration	Conjuration	Creature touched	Touch	3 rounds	Instantaneous	VS	Will negates (Harmless)	Yes (Harmless)	WotC - C p.222
Remove Paralysis	Conjuration	Up to 4 creatures within 30'	Close	1 action	Instantaneous	VS	Will negates (Harmless)	Yes (Harmless)	WotC - C p.245
Resist Elements	Abjuration	Creature touched	Touch	1 action	1 minute/level	V S DF	None	Yes	WotC - C p.246
Contract Speak with Animals	Divination	You	Personal	1 action	1 minute/level	VS	None	No	WotC - C p.254
Zone of Truth	Enchantment	5' radius/level	Close	1 action	1 minute/level	V S DF	Will negates	Yes	WotC - C p.274
Level 3 - 5+1 per day, Save	DC19		RANG	E - Clos	se: 25' + 5'/2 Levels M	edium: '	100' + 10'/Level Lo	ng: 400' + 40'/Le	
Name	School Divination*	Effect Magical Sensor		Time 1 action	Duration 1 minute/level (D)	Comp. V S F DF	Saving Throw None	Spell Resistance No	Source WotC - C
Cure Serious Wounds	Conjuration*	creature touched	Touch		Instantaneous	VS	Will half (Harmless)	Yes (Harmless)	p.184 WotC - C
	Abjuration	One spellcaster, creature or object or 30'			Instantaneous	VS	None	No	p.190 WotC - C
	Conjuration	radius Creature touched	Touch		Instantaneous	VS	Fortitude negates	Yes (Harmless)	p.196 WotC - C
Speak with Plants	Divination	You			1 minute/level	VS	(Harmless) None	No	p.244 WotC - C
	Transmutation	Stone or stone object touched up to 10 cu ft			Instantaneous	VSMDF		No	p.254 WotC - C
Water Breathing	Transmutation	+ 1 cu ft/level Living creature touched			2 hours/level		Will negates (Harmless)		p.257 WotC - C
	DC20	g					а (),	, ,	p.271
Name	School	Effect		E - CIO	se: 25' + 5'/2 Levels M Duration	Comp.	Saving Throw	ng: 400 + 407L6 Spell Resistance	Source
Control Water	Transmutation	water volume 10'/level x 10'/level x 2'/level (S)	Long	1 action	10 minutes/level (D)	V S M DF	None	No	WotC - C p.188
Cure Critical Wounds	Conjuration*	creature touched	Touch	1 action	Instantaneous	VS	Will half (Harmless)	Yes (Harmless)	WotC - C p.190
Divination	Divination*	You	Personal	10 minutes	Instantaneous	VSM	None	No	WotC - C p.197
Imbue with Spell Ability	Evocation	Creature touched	Touch	10 minutes	Until discharged	V S DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.216
Neutralize Poison	Conjuration	Creature or object of up to 1 cu ft/level touched	Touch	1 action	Instantaneous	V S M DF	Will negates (Harmless object)	Yes (Harmless object)	WotC - C p.232
	Conjuration	Creature touched	Touch	3 rounds	Instantaneous	VSM	Will negates (Harmless)	Yes (Harmless)	WotC - C p.246
	Abjuration	Creature touched	Touch	1 action	10 minutes/level	V S DF	Will negates (Harmless)	Yes (Harmless)	WotC - C p.255
Spell Immunity					se: 25' + 5'/2 Levels M				evel
Level 5 - 4+1 per day, Save	School	Effect one creature/level within 30'	Range Close	Time 1 minute	Duration Instantaneous	Comp. V S	Saving Throw Special	Spell Resistance No	Source WotC - C
Level 5 - 4+1 per day, Save Name					1 round/level	VSMDF	•		p.181
Level 5 - 4+1 per day, Save Name Break Enchantment	Abjuration	You	Personal				None	No	
Level 5 - 4+1 per day, Save Name Break Enchantment	Abjuration Divination	You all living allies and undead creatures within		minutes		XP			WotC - C p.186
Level 5 - 4+1 per day, Save Name Break Enchantment Commune Healing Circle	Abjuration	You all living allies and undead creatures within 20' Dead creature touched		minutes 1 action	Instantaneous		Fortitude half (Harmless)		WotC - C p.186
Level 5 - 4+1 per day, Save Name Image: Strategy of the str	Abjuration Divination Conjuration*	all living allies and undead creatures within 20'	20 feet Touch	minutes 1 action 1 minute	Instantaneous	XP V S	Fortitude half (Harmless)	Yes (Harmless) Yes (Harmless)	WotC - C p.186 WotC - C p.213 WotC - C p.242
Level 5 - 4+1 per day, Save Name Break Enchantment Commune Healing Circle Raise Dead Level True Seeing	Abjuration Divination Conjuration* Conjuration	all living allies and undead creatures within 20' Dead creature touched	20 feet Touch Touch	minutes 1 action 1 minute 1 action	Instantaneous Instantaneous 1 minute/level	XP V S V S M DF	Fortitude half (Harmless) None Will negates (Harmless)	Yes (Harmless) Yes (Harmless)	WotC - C p.186 WotC - C p.213 WotC - C p.242
Name Name Break Enchantment Commune Healing Circle Raise Dead True Seeing Wall of Stone	Abjuration Divination Conjuration* Divination* Conjuration	all living allies and undead creatures within 20' Dead creature touched Creature touched	20 feet Touch Touch Medium	minutes 1 action 1 minute 1 action 1 action	Instantaneous Instantaneous 1 minute/level Instantaneous	XP VS VSMDF VSM VSMDF	Fortitude half (Harmless) None Will negates (Harmless) Special	Yes (Harmless) Yes (Harmless) Yes (Harmless) No	WotC - C p.186 WotC - C p.213 WotC - C p.242 WotC - C p.267 WotC - C p.270
Level 5 - 4+1 per day, Save Name Break Enchantment Commune Healing Circle Raise Dead True Seeing Wall of Stone	Abjuration Divination Conjuration* Conjuration Divination*	all living allies and undead creatures within 20' Dead creature touched Creature touched Stone wall whose area is up to 1 5' sg/level	20 feet Touch Touch Medium	minutes 1 action 1 minute 1 action 1 action	Instantaneous Instantaneous 1 minute/level	XP VS VSMDF VSM VSMDF	Fortitude half (Harmless) None Will negates (Harmless) Special	Yes (Harmless) Yes (Harmless) Yes (Harmless) No	WotC - C p.186 WotC - C p.213 WotC - C p.242 WotC - C p.267 WotC - C p.270
Name Name Break Enchantment Commune Healing Circle Raise Dead True Seeing Wall of Stone Level 6 - 4+1 per day, Save Name	Abjuration Divination Conjuration* Conjuration Divination* Conjuration DC22	all living allies and undead creatures within 20' Dead creature touched Creature touched Stone wall whose area is up to 1 5' sq/level (S)	20 feet Touch Touch Medium RANGE	minutes 1 action 1 minute 1 action 1 action E - Clos Time	Instantaneous Instantaneous 1 minute/level Instantaneous se: 25' + 5'/2 Levels M	XP VSMDF VSM VSMDF edium:	Fortitude half (Harmless) None Will negates (Harmless) Special 100' + 10'/Level Lo Saving Throw	Yes (Harmless) Yes (Harmless) Yes (Harmless) No ng: 400' + 40'/Le	WotC - C p.186 WotC - C p.213 WotC - C p.242 WotC - C p.267 WotC - C p.270 EVEL Source
Level 5 - 4+1 per day, Save Name Break Enchantment Commune Healing Circle Raise Dead True Seeing Wall of Stone Level 6 - 4+1 per day, Save Name	Abjuration Divination Conjuration* Conjuration Divination* Conjuration DC22 School	all living allies and undead creatures within 20' Dead creature touched Creature touched Stone wall whose area is up to 1 5' sq/level (S) Effect	20 feet Touch Touch Medium RANGE Range Personal or Touch	minutes 1 action 1 minute 1 action 1 action E - Clos Time 3 rounds	Instantaneous Instantaneous 1 minute/level Instantaneous se: 25' + 5'/2 Levels M Duration	XP VSMDF VSM VSMDF edium: Comp.	Fortitude half (Harmless) None Will negates (Harmless) Special 100' + 10'/Level Lo Saving Throw	Yes (Harmless) Yes (Harmless) Yes (Harmless) No ng: 400' + 40'/Le Spell Resistance	WotC - C p.186 WotC - C p.213 WotC - C p.242 WotC - C p.267 WotC - C p.270 EVEl Source WotC - C p.203 WotC - C p.203 WotC - C p.242 WotC - C p.270 WotC - C p.203 WotC - C WotC
Level 5 - 4+1 per day, Save Name Break Enchantment Commune Healing Circle Raise Dead True Seeing Wall of Stone Level 6 - 4+1 per day, Save Name Greater Dispelling	Abjuration Divination Conjuration* Conjuration Divination* Conjuration DC22 School Divination*	all living allies and undead creatures within 20' Dead creature touched Creature touched Stone wall whose area is up to 1 5' sq/level (S) Effect You or creature touched One spellcaster, creature or object or 30'	20 feet Touch Touch Medium RANGE Range Personal or Touch Medium	minutes 1 action 1 minute 1 action 1 action E - Clos Time 3 rounds 1 action	Instantaneous Instantaneous 1 minute/level Instantaneous se: 25' + 5'/2 Levels M Duration 10 minutes/level	XP VS VSMDF VSM VSMDF eclium: Comp. VSF	Fortitude half (Harmless) None Will negates (Harmless) Special 100' + 10'/Level Lo Saving Throw Will negates (Harmless)	Yes (Harmless) Yes (Harmless) Yes (Harmless) No ng: 400' + 40'/Le Spell Resistance Yes (Harmless)	WotC - C p.186 WotC - C p.213 WotC - C p.242 WotC - C p.267 WotC - C p.270 Source WotC - C p.203 WotC - C p.213 WotC - C p.203 WotC - C p.210 WotC - C
Name Name Break Enchantment Commune Healing Circle Raise Dead True Seeing Wall of Stone Level 6 - 4+1 per day, Save Name State Correct Content Devel 6 - 4+1 per day, Save Name Correct Content Heal	Abjuration Divination Conjuration* Conjuration Divination* Conjuration DC22 School Divination* Abjuration	all living allies and undead creatures within 20 Dead creature touched Creature touched Stone wall whose area is up to 1 5' sq/level (S) Effect You or creature touched One spellcaster, creature or object or 30' radius	20 feet Touch Touch Medium RANGE Range Personal or Touch Medium	minutes 1 action 1 minute 1 action 1 action E - Clos Time 3 rounds 1 action	Instantaneous Instantaneous 1 minute/level Instantaneous se: 25' + 5'/2 Levels M Duration 10 minutes/level Instantaneous	XP VS VSMDF VSM VSMDF eclium: 7 Comp. VSF VS	Fortitude half (Harmless) None Will negates (Harmless) Special 100' + 10'/Level Lo Saving Throw Will negates (Harmless) None	Yes (Harmless) Yes (Harmless) Yes (Harmless) No ng: 400' + 40'/L6 Spell Resistance Yes (Harmless) No	WotC - C p.186 WotC - C p.213 WotC - C p.242 WotC - C p.267 WotC - C p.270 WotC - C p.270 WotC - C p.203 WotC - C p.213 WotC - C p.210 WotC - C p.213 WotC - C p.270 WotC - C p.270 WotC - C p.270 WotC - C p.270 WotC - C p.271 WotC - C p.271 WotC - C p.271 WotC - C p.271 WotC - C p.273 WotC - C p.273 WotC - C p.273 WotC - C p.273 WotC - C p.273 WotC - C p.270 WotC - C WotC -
Name Name Break Enchantment Commune Healing Circle Raise Dead True Seeing Wall of Stone Level 6 - 4+1 per day, Save Name Sender Dispelling Heal Heal Heal Heal Heal	Abjuration Divination Conjuration* Conjuration Divination* Conjuration Divination* Conjuration Divination* Abjuration Conjuration*	all living allies and undead creatures within 20' Dead creature touched Creature touched Stone wall whose area is up to 1 5' sq/level (S) Effect You or creature touched One spellcaster, creature or object or 30' radius Creature touched	20 feet Touch Touch Medium Range Personal or Touch Medium Touch	minutes 1 action 1 minute 1 action 1 action Clos Time 3 rounds 1 action 1 action 1 action 1 action	Instantaneous Instantaneous 1 minute/level Instantaneous se: 25' + 5'/2 Levels M Duration 1 O minute/level Instantaneous Instantaneous Instantaneous	XP VS VSMDF VSM VSMDF edium: VSMDF VSF VS VS	Fortitude half (Harmless) None Will negates (Harmless) Special 100' + 10'/Level Lo Saving Throw Will negates (Harmless) None None	Yes (Harmless) Yes (Harmless) Yes (Harmless) No ng: 400' + 40'/Le Spell Resistance Yes (Harmless) No Yes (Harmless)	WotC - C p.186 WotC - C p.213 WotC - C p.242 WotC - C p.267 WotC - C p.270 WotC - C p.203 WotC - C p.210 WotC - C p.210 WotC - C p.211 WotC - C p.213 WotC - C p.242 WotC - C p.243 WotC - C WotC - C WotC - C WotC - C
Break Enchantment Commune Commune Healing Circle Raise Dead True Seeing Wall of Stone Level 6 - 4+1 per day, Save	Abjuration Divination Conjuration* Conjuration Divination* Conjuration Divination* Abjuration Conjuration*	all living allies and undead creatures within 20' Dead creature touched Creature touched Stone wall whose area is up to 1 5' sq/level (S) Effect You or creature touched One spelicaster, creature or object or 30' radius Creature touched Feast for one creature/level	20 feet Touch Touch Medium Range Personal or Touch Medium Touch	minutes 1 action 1 minute 1 action 1 action 5 - Clos 7 ime 3 rounds 1 action 1 action 1 action 1 action 1 action	Instantaneous Instantaneous I minute/level Instantaneous Se: 25' + 5'/2 Levels M Duration 10 minutes/level Instantaneous Instantaneous 1 hour + 12 hours	XP VS VSMDF VSMDF edium: 1 Comp. VSF VS VS VSDF	Fortitude half (Harmless) None Will negates (Harmless) Special 100' + 10'/Level Lo Saving Throw Will negates (Harmless) None None None	Yes (Harmless) Yes (Harmless) Yes (Harmless) No Spell Resistance Yes (Harmless) Yes (Harmless) Yes (Harmless)	WotC - C p.186 WotC - C p.213 WotC - C p.242 WotC - C p.247 WotC - C p.270 WotC - C p.270 WotC - C p.213 WotC - C p.213 WotC - C p.213

Greater Restoration	Necromancy	Creature touched	Touch	10 minutes	Instantaneous	V S XP	Will negates (Harmless)	Yes (Harmless object) WotC - C p.211
Legend Lore	Divination*	You	Persona	Special	Special	VSMF	None	No	WotC - C p.219
	Conjuration*	Living creature touched	Touch	3 full rounds	Instantaneous	V S DF	Fortitude negates (Harmless)	Yes (Harmless)	WotC - C p.244
	Conjuration	Dead creature touched	Touch	10 minutes	Instantaneous	V S M DF	None	Yes (Harmless)	WotC - C p.246