

Spell	Description	Schl	Comp	Time	Range	Target, Effect, Area	Duration	Save	SR	Pge
<input type="checkbox"/> Affliction	Target contracts an affliction	Necro	V,S	1 a	Touch	One evil creature	Instantaneous	Fort neg	Yes	89
<input type="checkbox"/> Amber Sarcophagus	Amber sphere envelops target in statis	Evoc	V,S,M	1 a	Close	One creature	1 day/lvl	-	Yes	90
<input type="checkbox"/> Armageddon	Calls celestials to fight for you	Conj	V,S,Sac	1 a	Medium	2+ summoned creats	1 min/lvl (D)	-	No	90
<input type="checkbox"/> Aspect of the Deity	+4 Cha, resist 20 acid, cold, elect, DR 10/magic, darkvision, smite evil, SR 25	Trans	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	91
<input type="checkbox"/> Aspect of the Deity, Greater	+4 Cha, immune acid, cold, elect, disease, half-celestial, +1AC, lowlight	Trans	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	91
<input type="checkbox"/> Aspect of the Deity, Lesser	+4 Cha, resist 10 acid, cold, elect	Trans	V,S,DF	1 a	Self	Caster	1 rnd/lvl	-	-	91
<input type="checkbox"/> Axiomatic Creature	Target becomes axiomatic creature	Trans	V,S,M,XP,Arc	Round	Touch	A corporeal creature	Permanent	Fort neg	Yes	91
<input type="checkbox"/> Ayaila's Radiant Burst	Shards of light, blinds (fort) and 1d6/2lvls damage (ref) evil creatures	Evoc	V,S,Sac	1 a	60-ft	Cone	Instantaneous	Fort neg	Yes	91
<input type="checkbox"/> Bastion of Good	Minor Globe of Invulnerability, Magic Circle against Evil, +4AC, +4 resist	Abj	V,S,Abs	1 a	20-ft	20-ft radius	1 rnd/lvl	-	No	92
<input type="checkbox"/> Blessed Sight	See evil within 120-ft, place & strength	Div	V,S	1 a	Self	Caster	1 min/lvl (D)	-	-	92
<input type="checkbox"/> Blinding Beauty	Humanoids in 60-ft fort save or blinded	Trans	V,S,Abs	1 a	Self	Caster	1 rnd/lvl	-	-	92
<input type="checkbox"/> Blinding Glory	As Daylight, blinds evil creatures	Conj	V,S,M/DF	1 hr	Close	100-ft/lvl radius	1 hr/lvl	-	No	92
<input type="checkbox"/> Blood of the Martyr	Heal at range, take as dmg, min 20 hps	Necro	V,S	1 a	Medium	One willing creature	Instantaneous	-	Yes	92
<input type="checkbox"/> Bolt of Glory	5d8 dmg, varies based on origin plane	Evoc	V,S,DF	1 a	Close	Ray	Instantaneous	-	Yes	92
<input type="checkbox"/> Brilliant Emanation	Evil creatures are blinded	Evoc	Sac	1 a	Medium	100-ft+10-ft/lvl rad	1d4 rounds	Fort part	Yes	92
<input type="checkbox"/> Call Faithful Servants	Calls celestials to fight for you for 1year	Conj	V,S,Abs,Cel	1 min	Close	1d4 creatures	Instantaneous	-	No	93
<input type="checkbox"/> Call Mount	Summons special mount	Conj	V	Round	10-ft	Special mount	1 hr/lvl (D)	-	No	93
<input type="checkbox"/> Celestial Aspect	As free action take on celestial trait	Trans	V,Sac	1 a	Touch	One creature	1 min/lvl	Fort neg	Yes	93
<input type="checkbox"/> Celestial Blood	DR 10/evil, resist 10 acid, cold, elect, +4 poison	Abj	V,S,M	Round	Touch	Non-evil creature	1 min/lvl	-	Yes	94
<input type="checkbox"/> Celestial Brilliance	120-ft light, 60-ft bright light, damages Good +2 Att, fear, 1d8+1/lvl temp hps	Evoc	V,S	1 a	Touch	One item	1 day/lvl (D)	-	No	94
<input type="checkbox"/> Chaav's Laugh	Evil -2 Att, fear	Ench	V	1 a	40-ft	40-ft radius	1 min/lvl	Will neg	Yes	94
<input type="checkbox"/> Channel Celestial	12 HD celestial creature occupies body	Trans	V,DF,Abs,Sac	1 a	Touch	Self & willing creature	10 min/lvl (D)	-	No	94
<input type="checkbox"/> Channel Celestial, Greater	24 HD celestial creature occupies body	Trans	V,DF,Abs,Sac	1 a	Touch	Self & willing creature	10 min/lvl (D)	-	No	94
<input type="checkbox"/> Constricting Chains	Binds creature, -2 Att, -4 Dex, 3d6 dmg	Evoc	V,S,F,Sac	1 a	Medium	One creature	1 rnd/lvl	-	No	94
<input type="checkbox"/> Convert Wand	Transforms wand into a healing wand	Trans	V,S	1 a	Touch	Wand	1 min/lvl	-	No	95
<input type="checkbox"/> Crown of Brilliance	Blinds for 1d4 rounds then dazzled	Evoc	V,S,M,Arc	Round	20-ft	20-ft radius	1 rnd/lvl	Fort part	Yes	95
<input type="checkbox"/> Crown of Flame	2d6/rnd to evil outsiders, undead, fey	Evoc	V,Arc	1 a	10-ft	10-ft radius	1 min/lvl	-	Yes	95
<input type="checkbox"/> Crown of Glory	As suggestion on 8HD creatures	Evoc	V,S,M/DF	Round	10-ft/lvl	10-ft/lvl radius	1 min/lvl	Will neg	Yes	95
<input type="checkbox"/> Cry of Ysgard	Calls celestials to fight for you for 1year	Conj	V,Sac	Round	Close	2d4 Bariaur defender	Instantaneous	-	No	95
<input type="checkbox"/> Curtain of Light	Damages evil 2d4 to 10-ft, 1d4 to 20-ft	Evoc	V,S,Sac	1 a	Medium	5x5-ft/lvl	1 rnd/lvl (D)	-	No	96
<input type="checkbox"/> Dancing Web	1d6/lvl non-lethal dmg, entangles evil	Evoc	V,S,M/DF	1 a	Medium	20-ft radius	Instantaneous	Ref half	Yes	96
<input type="checkbox"/> Diamond Spray	Dazzle evil for 2d6 rounds, 1d6/lvl dmg	Evoc	V,S,M	1 a	60-ft	Cone	Instantaneous	Ref half	Yes	96
<input type="checkbox"/> Distilled Joy	Heals 1 Hp	Trans	V,S,F	1 day	Touch	One living creature	Permanent	Fort neg	Yes	96
<input type="checkbox"/> Divine Inspiration	+3 Att vs evil creatures	Div	Sac	1 a	Touch	One creature	1d4 rounds	-	Yes	96
<input type="checkbox"/> Divine Sacrifice	Deal 1d6/2Hps sacrificed (5d6)	Necro	V,S	1 a	Self	Caster	1 rnd/lvl or till used	-	-	97
<input type="checkbox"/> Dolorous Motes	Creatures in area are dazed	Ench	V,S,Sac	1 a	Long	10-ft cube/lvl	1 rnd/lvl (D)	Will neg	Yes	97
<input type="checkbox"/> Dragon Cloud	Huge air elemental, 10d6 elect DC24	Conj	V,S,Sac	Round	Special	One dragon cloud	1 min + 1 min/lvl	-	No	97
<input type="checkbox"/> Ease Pain	Removes pain	Conj	S,DF	1 a	Touch	One creature	Instantaneous	Will neg	Yes	97
<input type="checkbox"/> Eladrin Form	Become incorporeal globe of light	Trans	V	1 a	Self	Caster	1 rnd/lvl (D)	-	-	97
<input type="checkbox"/> Elation	+2 Str, Dex, +5 move	Ench	V,S	1 a	80-ft	Allies in 80-ft radius	1 rnd/lvl	Will neg	Yes	98
<input type="checkbox"/> Emerald Burst	Evil stunned 1d4 rnds, neutral 1 rnd	Evoc	V,S,M	1 a	Close	20-ft radius	Instantaneous	Fort neg	Yes	98
<input type="checkbox"/> Empyrean Ecstasy	Removes pain, immunity to mind affecting, half dmg from melee/missiles	Abj	V,S,DF	Round	30-ft	One creature/lvl	1 min/lvl (D)	Will neg	Yes	98
<input type="checkbox"/> End to Strife	Attacking creature takes 20d6 dmg	Ench	V,S,DF	1 a	80-ft	80-ft radius	1 rnd/lvl	-	Yes	98
<input type="checkbox"/> Energetic Healing	Immune to selected element and heals 10% or any damage done by element	Conj	V,S,DF	1 a	Touch	One living creature	10 min/lvl or till used	-	Yes	98
<input type="checkbox"/> Energize Potion	Potion explodes 1d6/lvl damage (3d6)	Trans	V,S,M	1 a	Close	10-ft radius	Instantaneous	Ref half	Yes	98
<input type="checkbox"/> Estanna's Stew	Heals 1d6+1/serve, 1 serve/2lvl (5)	Conj	V,S,F	Round	0-ft	Healing stew	1 hr	Will half	Yes	99
<input type="checkbox"/> Exalted Fury	Evil creatures take your hps+50 dmg	Evoc	V,Sac	1 a	40-ft	40-ft radius	Instantaneous	-	Yes	99
<input type="checkbox"/> Exalted Raiment	+1 AC/5lvls, DR 10/evil, SR 5+1/lvl	Abj	V,DF,Sac	1 a	Touch	Garment	1 min/lvl	Will neg	Yes	99
<input type="checkbox"/> Eyes of the Avoral	+8 Spot	Trans	S	1 a	Touch	One creature	10 min/lvl	Will neg	Yes	99
<input type="checkbox"/> Faerinaal's Hymn	Target forgoes attacks of opportunity	Ench	V	1 a	Close	One evil creature/lvl	Concentration	Will neg	Yes	99
<input type="checkbox"/> Glorious Raiment	+1 AC/5lvls, DR 5/evil	Abj	V,S,DF	1 a	Touch	Garment	1 min/lvl	Will neg	Yes	99
<input type="checkbox"/> Glory to the Martyr	Tgt +1 AC +1 resist, half dmg to caster	Abj	V,S,F,DF	1 a	Close	One creature/lvl	1 hr/lvl (D)	Will neg	Yes	99
<input type="checkbox"/> Hammer of Righteousness	Hammer hits 1d6/lvl or 1d8/lvl for evil	Evoc	V,S,Sac	1 a	Medium	Magic warhammer	Instantaneous	Fort half	Yes	100
<input type="checkbox"/> Healing Touch	Heals 1d6/lvl (10) same dmg to caster	Necro	V,S	1 a	Touch	One creature	Instantaneous	Will neg	Yes	100
<input type="checkbox"/> Heart's Ease	Cures despair, fear, restores 2d4 Wis	Ench	V,S,DF	1 a	Close	One creature/lvl	Permanent	Will neg	Yes	100
<input type="checkbox"/> Heavenly Lightning	3d6 celestial electricity dmg to targets	Evoc	V,S	1 a	Close	One creature/2lvls	Instantaneous	-	Yes	100
<input type="checkbox"/> Heavenly Lightning Storm	5d6 celestial electricity dmg to targets	Evoc	V,S	1 a	Medium	One creature/lvl	Instantaneous	-	Yes	100
<input type="checkbox"/> Heaven's Trumpet	Foes paralyzed for 1d4 rnds	Evoc	S,F,Arc	1 a	120-ft	120-ft radius	Instantaneous	Fort neg	Yes	101
<input type="checkbox"/> Inquisition	Target answers truthfully	Ench	Sac	1 a	Close	One Int 6+ creature	Till finished	Will neg	Yes	101
<input type="checkbox"/> Inspired Aim	+2 range attack to allies	Ench	V	1 a	40-ft	40-ft radius	Concentration	Will neg	Yes	101
<input type="checkbox"/> Lantern Light	1 ray/2lvls doing 1d6 dmg, firing 1/rnd	Evoc	S,Abs	1 a	Close	Ray	1 rnd/lvl	-	Yes	101
<input type="checkbox"/> Last Judgement	Target dies else take 3d6 Wis dmg	Necro	V,Cel	Round	Close	Evil humanoid/giant	Instantaneous	Will part	Yes	102
<input type="checkbox"/> Leonal's Roar	Kills, 2d6 sonic, paralyzes, non-good	Evoc	V	1 a	40-ft	Non-good creatures	Instantaneous	Fort part	Yes	102
<input type="checkbox"/> Lastal's Caress	Tgt covers/frighten/nauseous/shaken	Ench	V,S,M	1 a	Touch	One evil creature	1 rnd/lvl	-	Yes	102
<input type="checkbox"/> Luminous Armour	Bright armour, +5 AC, -4 Att to hit	Abj	Sac	1 a	Touch	One good creature	1 hr/lvl (D)	-	Yes	102
<input type="checkbox"/> Luminous Armour, Greater	Bright armour, +8 AC, -4 Att to hit	Abj	Sac	1 a	Touch	One good creature	1 hr/lvl (D)	-	Yes	102
<input type="checkbox"/> Mind Bond	Mount +1 Att/3 lvls (5), +4 flanked	Div	V,S,DF	1 a	Close	Special mount	1 rnd/lvl (D)	-	No	102
<input type="checkbox"/> Moment of Clarity	Target gets save vs mind effecting spell	Abj	V,S,DF	1 a	Touch	One creature	Instantaneous	-	No	103
<input type="checkbox"/> Path of the Exalted	Deity helps caster make a decision	Div	V,Abs	1 a	Self	Caster	Till used	-	-	103
<input type="checkbox"/> Perfect Summons	Summoned creatures are good only	Trans	V,S	1 a	Medium	40-ft radius	1 hr/lvl	-	No	103
<input type="checkbox"/> Phieran's Resolve	+4 spell save vs evil spells	Abj	V,S,DF	1 a	20-ft	One good creature/lvl	1 min/lvl	Will neg	Yes	103
<input type="checkbox"/> Phoenix Fire	Evil creatures take 2d6/lvl (40), die	Necro	V,S,F,Sac	1 a	15-ft	15-ft radius	Instantaneous	Ref neg	Yes	103
<input type="checkbox"/> Quickshift	Caster's teleport spells are quickened	Trans	V,S,Cel	Round	Self	Caster	1 rnd/lvl	-	-	104

<input type="checkbox"/>	Radiant Fog	As solid fog, -1 Att	Conj	V,S,Abs	1 a	Medium	Fog 20-ft radius	1 min/lvl	Fort part	Yes	104
<input type="checkbox"/>	Radiant Shield	Striking caster receives 1d6+1/lvl dmg	Evoc	V,S,Abs	1 a	Self	Caster	1 rnd/lvl (D)	-	-	104
<input type="checkbox"/>	Rain of Black Tulips	5d6 electricity dmg to evil, nauseated	Evoc	V,S,M	1 a	Long	80-ft radius, high	1 rnd/lvl (D)	Fort neg	Yes	104
<input type="checkbox"/>	Rain of Embers	5d6 fire, 5d6 divine dmg/rnd to evil	Evoc	V,S,Sac	1 a	Medium	40-ft radius, high	1 rnd/lvl (D)	Ref half	Yes	104
<input type="checkbox"/>	Rain of Roses	1d4 Wis dmg/rnd to evil	Evoc	V,S,M	1 a	Long	80-ft radius, high	1 rnd/lvl (D)	Fort neg	Yes	105
<input type="checkbox"/>	Ray of Hope	+2 attack, save, ability and skills	Ench	V,S	1 a	Close	One living creature	1 rnd/lvl	Will neg	Yes	105
<input type="checkbox"/>	Refreshment	Removes all non-lethal damage	Conj	V,S	1 a	20-ft	20-ft radius	Instantaneous	Will neg	Yes	105
<input type="checkbox"/>	Remove Addiction	Removes all addictions from creature	Conj	V,S	1 a	Touch	One creature	Instantaneous	Fort neg	Yes	105
<input type="checkbox"/>	Remove Fatigue	Gain the benefit of 8 hours sleep	Trans	S	10 min	Touch	One living creat/2 lvls	Instantaneous	Fort neg	Yes	105
<input type="checkbox"/>	Remove Nausea	Removes nausea	Conj	V,DF	1 a	Touch	One creature	Instantaneous	Will neg	Yes	105
<input type="checkbox"/>	Restore Soul's Treasure	Restores item to original condition	Trans	Sac	Round	Close	Disintegrated item	Instantaneous	-	No	105
<input type="checkbox"/>	Righteous Glare	Gaze, evil ≤5HD die else fear 2d10 rnds, ntrl & evil >5HD fear 2d10 rnds	Necro	V,S	1 a	Self	Caster	1 rnd/lvl	-	-	105
<input type="checkbox"/>	Righteous Smite	1d6/lvl (20) evil, blind 1d4 rnd, half ntrl	Evoc	V,S	1 a	Medium	20-ft radius	Instantaneous	Will part	Yes	106
<input type="checkbox"/>	Sacred Guardian	Monitor location and condition of item	Div	V,S,Cel	1 a	Touch	Willing creature/item	1 day/lvl	-	Yes	106
<input type="checkbox"/>	Sacred Haven	+2 AC, monitor targets condition	Abj	V,S,DF	1 a	Touch	One creature	1 min/lvl	Will neg	Yes	106
<input type="checkbox"/>	Sanctify the Wicked	Traps soul and changes alignment	Necro	V,S,F,Sac	1 a	Close	One evil creature	1 year	Will neg	Yes	106
<input type="checkbox"/>	Second Wind	Endurance feat	Trans	V,S,DF	1 a	Touch	One creature	1 hr/lvl	Will neg	Yes	106
<input type="checkbox"/>	Secure Corpse	Holy symbol holds corpse in stasis	Necro	V,S,DF	1 a	Close	Corpse	1 day/lvl (D)	-	No	106
<input type="checkbox"/>	Shield of the Archons	Blocks 1 harmful spell/rnd, +4 vs area	Abj	V,Arc	1 a	Self	Caster	1 rnd/lvl	-	-	107
<input type="checkbox"/>	Sicken Evil	Sickens evils creatures	Necro	V,S,Sac	1 a	Self	20-ft radius	1 min/lvl (D)	-	Yes	107
<input type="checkbox"/>	Silvered Claws	All natural attacks are silvered attacks	Trans	V,S,DF	1 a	Touch	One living creature	1 min/lvl	Will neg	Yes	107
<input type="checkbox"/>	Silvered Weapon	Weapon becomes silvered	Trans	V,S	1 a	Touch	One weapon	1 rnd/lvl	Fort neg	Yes	107
<input type="checkbox"/>	Smite Heretic	+2 Att, +2 dmg/lvl on smite evil	Conj	V,S,DF	1 a	Self	Caster	10 min/lvl	-	-	107
<input type="checkbox"/>	Spear of Valarian	+1 silvered spear, +3 +2d6 vs mbeasts	Trans	V,S	1 a	Touch	Non-magic weapon	1 rnd/lvl (D)	Fort neg	Yes	107
<input type="checkbox"/>	Spread of Contentment	Hostile creatures become indifferent	Ench	V,S,M	1 hr	Long	10-ft/lvl radius	1 hr/lvl (D)	-	Yes	107
<input type="checkbox"/>	Starmantle	Immune to & destroys non-magical weapons, magical attacks DC15 ref half	Abj	V,S,M	1 a	Touch	One living creature	1 min/lvl (D)	-	Yes	108
<input type="checkbox"/>	Stars of Arvandor	One star/lvl (10) does 1d8 dmg	Evoc	V,S	1 a	Close	One creature/rnd	1 min/lvl (D)	-	Yes	108
<input type="checkbox"/>	Status, Greater	Monitors condition, cast 0,1,2 lvl spells	Div	V,S,DF	1 a	Touch	One creature/3lvls	1 hr/lvl	Will neg	Yes	100
<input type="checkbox"/>	Storm of Shards	Evil creatures blinded (fort), and take 1d6/lvl (20) divine dmg (ref)	Evoc	V,S,Sac	1 a	0-ft	80-ft radius	Instantaneous	Fort neg	Yes	108
<input type="checkbox"/>	Storm of Shards	1d6/lvl (20) & blinds evil, ref half	Evoc	V,S,Sac	1 a	0-ft	80-ft radius	Instantaneous	Fort neg	Yes	108
<input type="checkbox"/>	Sublime Revelry	Removes pain, immunity to mind affecting, half dmg from melee/missiles	Abj	V,S,DF	Round	Close	One creature/lvl	1 min/lvl (D)	-	No	109
<input type="checkbox"/>	Sunmantle	Daylight, DR 5/-, Attackers take 5 dmg	Abj	S,Sac	1 a	Touch	One creature	1 rnd/lvl	-	Yes	109
<input type="checkbox"/>	Sustain	Do not need food or drink	Trans	V,S,M	Round	Touch	One living creat/2lvl	6 hrs/lvl	-	Yes	109
<input type="checkbox"/>	Sword of Conscience	Take Cha and Wis dmg	Ench	V,DF	1 a	Close	One evil creature	Instantaneous	Will neg	Yes	109
<input type="checkbox"/>	Telepathy Block	Blocks all telepathic communication	Abj	V,S	1 a	Close	80-ft radius	1 rnd/lvl (D)	-	No	109
<input type="checkbox"/>	Telepathy Tap	Overhear telepathic conversations	Div	Sac	1 a	Self	10-ft radius	1 rnd/lvl (D)	-	No	110
<input type="checkbox"/>	Tomb of Light	Holds creature doing 1d6 permanent con/rnd, save/rnd; Caster 1d6/rnd dmg	Trans	V,S,M	Round	Touch	Evil extraplanar creat	Concentration	Fort part	Yes	110
<input type="checkbox"/>	Touch of Adamantine	+1 Att, ignore hardness less than 20	Trans	V,S	1 a	Touch	Weapon	1 min/lvl	Will neg	Yes	110
<input type="checkbox"/>	Twilight Luck	+1 luck bonus on saves	Abj	V,Abs	1 a	Touch	One non-evil creature	1 min/lvl	-	Yes	110
<input type="checkbox"/>	Unearthly Beauty	Creatures in 30-ft will save or die, Humanoids in 60-ft fort save or blinded	Trans	V,S,Abs	1 a	Self	Caster	1 rnd/lvl	-	-	110
<input type="checkbox"/>	Valiant Steed	Creature serves for one year	Conj	V,S,Sac	1 hr	Close	Pegasus or Unicorn	Instantaneous	-	No	110
<input type="checkbox"/>	Vanishing Weapon	Dispels summoned creature DC11+lvl	Abj	V,S	1 a	Touch	Weapon	1 min/lvl	-	No	111
<input type="checkbox"/>	Vengeance Halo	If slain then 1d6/lvl (20) to slayer	Abj	V,S,DF,Abs	1 a	Close	One good creature	1 min/lvl	Ref half	No	111
<input type="checkbox"/>	Vision of Heaven	Target becomes dazed	Ench	V	1 a	Close	One evil creature	1 round	Will neg	Yes	111
<input type="checkbox"/>	Wages of Sin	Attacks nearest evil creature	Ench	V,Abs	1 a	Medium	One evil creature/lvl	1 rnd/lvl	Will neg	Yes	111
<input type="checkbox"/>	Warcry	Creatures cower 1d4 rnds, lose dex AC	Ench	V	1 a	30-ft	Cone	Instantaneous	Fort neg	Yes	111
<input type="checkbox"/>	Warding Gems	Gem hold 10 hps healing energy	Conj	V,S,M	1 a	Close	Gem/3lvls	1 hr/lvl	-	No	111
<input type="checkbox"/>	Winged Mount	Mount grows wings, fly 60-ft/rnd	Trans	V,S,DF	1 a	Touch	Special mount	10 min/lvl	-	No	112
<input type="checkbox"/>	Yoke of Mercy	Target deals non-lethal dmg	Ench	V,Abs	1 a	Close	One creature	1 rnd/lvl	Will neg	No	112

Abj	Abjuration	DF	Divine Focus
Conj	Conjuration	F	Force
Div	Divination	M	Material
Ench	Enchantment	S	Semantic
Evoc	Evocation	Sac	Sacrifice
Necro	Necromancy	V	Verbal
Trans	Transmutation	XP	Experience Points
		Abs	Abstinence
		Arc	Archon
		Cel	Celestial
		Ela	Eladrin
		Gua	Guardinal
		Loc	Location

