Hughe Lane			900 EXPERIENCE	2,700	Keith		.64
Rogue 1 / Cleric 2	Trickery SUBCLASS			Neutral		kery Domain)	-
3 Human RACE	MediumMale				EYES	HAIR	
ABILITIES		(THROWS			LLS	
ABILITY ABILITY ABILITY NAME SCORE MODIFIER	TEMP TEMP SCORE MODIFIER	SAVING ABILITY THROW MODIFIER	PROFICIENCY OTHER BONUS MODIFIER	SKILL NAME		SKILL ABILITY PRO	FICIENCY OTHER ONUS MODIFIER
STR 14 +2	SCORE MODIFIER	+2 = 2	+ +	ACROBATICS	DEX O	+1 = 1 +	+
				ANIMAL HANDLING		+3 = 3 +	+
DEX 12 +1		+3 = 1	+ 2 +	ARCANA ATHLETICS	INT ○ STR ●	+0 = 0 + - + + + + + + + + + + + + + + + + +	4 +
CON 14 +2		+2 = 2	+ +	DECEPTION	СНА О	+1 = 1 +	++
				HISTORY	INT O	+0 = 0 + +5 = 3 +	++
INI 10 +0		+2 = 0	+ 2 +		сна 🕘 🗌	+5 = 1 +	4 +
WIS 16 +3		+3 = 3	+ +	INVESTIGATION		+0 = 0 +	+
CHA 13 +1		+1 = 1	+ +		WIS O	+3 = 3 + - + + + + + + + + + + + + + + + + +	+
				PERCEPTION Normal	wis	+5 = 3 +	2 +
	HEALTH & ARM			PERFORMANCE PERSUASION	сна () сна ()	+1 = 1 + +1 = 1 +	+
HP 24	HD HIT DICE	3	FAIL	RELIGION		$\frac{+1}{+0} = 0 + \frac{-1}{+0}$	+
	REMAINING	TOTAL USED HIT D	ICE DEATH ROLLS	SLEIGHT OF HAND	DEX ●	+3 = 1 +	2 +
AC 16 = 13 +	2 + 1 +			STEALTH SURVIVAL	DEX •	+3 = 1 + +3 = 3 +	2 ++
ARMOR CLASS	SHIELD DEXTERITY OTH	IER DAMAGE RESISTANCE	DAMAGE REDUCTION				
ARMOR	MODIFIER ARMOR WEIGHT	DEX MOD STRENGTH	STEALTH		PROFIC		
Chain shirt	13 20 lb	+1 -	-	PROFICIENCY	BONUS (+2)		
medium proficient, Don: 5mir		PERTIES		WEA	PONS	Carpenter's tools Playing card set	Common Thieves' cant
				All Simple		Herbalism kit	LOCAL DIALECT
SHIELD Shield	ARMOR WEIGHT +2 6 lb	proficient	PERTIES	Unarmed strike Long sword			
Silleiu	+2 0 ID	proncient		Rapier			
	ACTIONS		```				
INITIATIVE +1 MODIFIER TOTAL			NSPIRATION	Hand crossbow			
	+ PERCEF	TION 15 = 1	0 + 5 +	1	ARMOR		
ATTACKS PER ACTION TOTAL TOTAL STANDAR	PASSI				Light		
ATTACK	ATTACKS		SKILL		Medium Shields		
ATTACK 1 Cold Iron Long-Club (Quartersta	BONUS ff) +4	DAMAGE 1d6+2	TYPE bludgeoning	1			
RANGE	PRO	PERTIES	biddgoorning	1	EQUIPMI	ENT WORN	()
- proficient, versatile (1d8), Banded with Cold	Iron		HEAD		HANDS	
				HEADBAND, HAT, HELMET,	OR PHYLACTERY	GLOVES OR GAUNTLETS	
ATTACK 2	BONUS	DAMAGE	TYPE				
Dagger	+4	1d4+2	piercing	EYES EYE LENSES OR GOGGLES		ARMS / WRISTS BRACERS OR BRACELETS	
20/60 proficient, finesse, lic	pro pht, thrown, underwater	PERTIES		- 			
				Л НЕСК		BODY	
				AMULET, BROOCH, MEDALI	LION, PERIAPT, OR SCARAB	ROBE OR SUIT OF ARMOR	
Hand crossbow	+3	DAMAGE 1d6+1	piercing	1			
RANGE	1	PERTIES	. 0	SHOULDERS		TORSO VEST, VESTMENT, OR SHIRT	
				CLOAK, CAPE OR MANTLE			
•	PRO Drn, light, loading, underv			CLOAK, CAPE OR MANTLE			
30/120 proficient, ammunition AMMUNITION Bolts	on, light, loading, under					Waist	
	on, light, loading, under	water	ТҮРЕ			WAIST BELT OR GIRDLE	
AMMUNITION Bolts	on, light, loading, under	water		RINGS			
	on, light, loading, under bonus +4 PRO	water	ТҮРЕ	Rings Right Hand Rings		BELT OR GIRDLE	
AMMUNITION Bolts	on, light, loading, under	water	TYPE piercing	RIGHT HAND RIGHT HAND		BELT OR GIRDLE	
AMMUNITION Bolts	рл, light, loading, undern волиз н4 радоничате ра	DAMAGE 1d6+2 prenties		RINGS RIGHT HAND RINGS LEFT HAND		BELT OR GIRDLE FEET BOOTS, SHOES, OR SLIPPERS	
AMMUNITION Bolts	on, light, loading, under	water DAMAGE 1d6+2 PPERTIES	TYPE piercing	RINGS RIGHT HAND RINGS LEFT HAND	CAPACITY	BELT OR GIRDLE	
AMMUNITION Bolts	pn, light, loading, undern bonus +4 pht, underwater bonus +5	water DAMAGE 1d6+2 PPERTIES	TYPE piercing	RINGS RIGHT HAND RINGS LEFT HAND	CAPACITY 🛐	BELT OR GIRDLE FEET BOOTS, SHOES, OR SLIPPERS COINA CARF PLATINUM (PP)	
AMMUNITION Bolts	pn, light, loading, undern bonus +4 pht, underwater bonus +5	Mater DAMAGE 1d6+2 PPERTIES DAMAGE DAMAGE See spell	TYPE piercing	RINGS RIGHT HAND RINGS LEFT HAND		BELT OR GIRDLE FEET BOOTS, SHOES, OR SLIPPERS COINA CARE PLATINUM (PP) 1 PLATINUM = 10 GOLD	
AMMUNITIONBolts ATTACK 4 Short sword RANGE proficient, finesse, lig AMMUNITION ATTACK 5 ATTACK 5 Attack Spell (Wis) RANGE see spell proficient AMMUNITION	pn, light, loading, undern BONUS +4 pro- pht, underwater BONUS +5 PRO	Mater DAMAGE 1d6+2 PPERTIES DAMAGE DAMAGE See spell	TYPE piercing	RINGS RIGHT HAND RINGS LEFT HAND		BELT OR GIRDLE FEET BOOTS, SHOES, OR SLIPPERS COINA CARF PLATINUM (PP)	
AMMUNITION Bolts CANNULL CONTRIBUTION Bolts CANNULL CONTRIBUTION CANNULL CONTRIBUTIONCANNULL CONTRIBUTION CANNULL CONTRIBUTION CANNULL CONTRIBUTIONCANNULL CONTRIBUTIONCANNULL CONTRIBUTIONCANNULL CONTRIBUTION CANNULL CONTRIBUTIONCANNULL CONTRIBUTIONCANNULL CONTRIBUTIONCANNULL CONTRIBUTIONCANNULL CONTRIBUTIONCANNULL CONTRIBUTION	pn, light, loading, undern BONUS +4 pro- pht, underwater BONUS +5 PRO	Water DAMAGE 1d6+2 uperties DAMAGE see spell uperties	TYPE piercing	RINGS RIGHT HAND RINGS LEFT HAND	41.0 lb	BELT OR GIRDLE FEET BOOTS, SHOES, OR SLIPPERS COINA CARE PLATINUM (PP) 1PLATINUM = 10 GOLD GOLD (GP) 1 GOLD = 2 ELECTRUM ELECTRUM (EP)	
AMMUNITIONBolts AMMUNITIONBolts ATTACK 4 Short sword RANGE - proficient, finesse, lig AMMUNITION RANGE See spell proficient AMMUNITION ATTACK 6	pn, light, loading, under BONUS +4 pro ght, underwater BONUS +5 PRO PRO PRO	water DAMAGE 1d6+2 DAMAGE See spell DAMAGE DAMAGE DAMAGE DAMAGE	TYPE piercing	RINGS RIGHT HAND RINGS LEFT HAND	41.0 lb	BELT OR GIRDLE FEET BOOTS, SHOES, OR SLIPPERS COINA CARF PLATINUM (PP) 1 PLATINUM (PP) 1 GOLD (GP) 1 GOLD (2 ELECTRUM ELECTRUM (EP) 1 ELECTRUM = 5 SILVER	
AMMUNITIONBolts ATTACK 4 Short sword RANGE - proficient, finesse, lig AMMUNITION ATTACK 5 Attack Spell (Wis) RANGE see spell proficient AMMUNITION	pn, light, loading, under BONUS +4 pro ght, underwater BONUS +5 PRO PRO PRO	water DAMAGE 1d6+2 PPERTIES DAMAGE See spell PPERTIES	TYPE piercing	RINGS RIGHT HAND RINGS LEFT HAND	41.0 lb	BELT OR GIRDLE FEET BOOTS, SHOES, OR SLIPPERS COINA CARE PLATINUM (PP) 1PLATINUM = 10 GOLD GOLD (GP) 1 GOLD = 2 ELECTRUM ELECTRUM (EP)	

1	GEAR			TACE, BACKGROUND, CLASS & FEATS v1.64 🍸
POSSESSION ON PERSON				RACE: Human
Ітем	Q	TY LOCATION	WEIGHT	• +1 to all ability scores
Chain shirt		1	20.0 lb	Size: Medium Speed: 30ft
Quarterstaff (Cold Iron Banding)		1	4.0 lb	Languages: Common, one additional language
Dagger Dagger (Hidden Casual DC 13)		<u>1</u>	1.0 lb 1.0 lb	
		·	1.010	BACKGROUND: Urchin • Feature: City Secrets
Clothes, Common			3.0 lb	You know the secret patterns and flow to cities and can find passages through the urban sprawl
				that others would miss. When you are not in combat, you (and companions you lead) can travel
Pouch Playing card set		2	1.0 lb 0.0 lb	 between any two locations in the city twice as fast as your speed would normally allow. Skills: Sleight of Hand, Stealth
Potion of Healing		2	1.0 lb	• Tools: Disguise kit, thieves' tools
v				• Languages: none
Hidden Pouch			NTER WEIGHT	
Gold		3	1.0 lb 9.0 lb	CLASS 1: Rogue • Armor: Light armor
Healing Potion		<u> </u>	9.0 10	Weapons: Simple weapons, hand crossbows, long swords, rapiers, short swords
				Tools: Thieves' tools
AT HOME)	NTER WEIGHT	Saves: Dexterity, Intelligence Skills: Choose 4 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation,
Shield		<u>) </u>	0.0 lb	Perception, Performance, Persuasion, Sleight of Hand, and Stealth
Shortsword Shortsword		<u>) </u>	0.0 lb	Expertise (Intimidation, Athletics), Thieves' Cant
Hand crossbow		<u> </u>	0.0 lb	• Sneak Attack
Burglar's kit (mixed with carpenters tools))	NTER WEIGHT	Once per turn, deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't
Crowbar		<u>)</u>	0.0 lb	need advantage on the attack roll if another enemy of the target is within 5ft of it, that
Ball Bearings (bag of 1,000) string)	0.0 lb	enemy isn't incapacitated, and you don't have disadvantage on the attack roll
Bell			0.0 lb	CLASS 2: Cleric
Candle			0.0 lb	Armor: Light & medium armor, shields
Hammer)	0.0 lb	Weapons: none
Pitons Tinderbox		<u>) </u>	0.0 lb	Tools: none Saves: Wisdom, Charisma
Waterskin)	0.0 lb	Saves: wisdom, chansma Skills: none
Rope, Hempen (50ft))	0.0 lb	Spellcasting
Oil (flask) (2))	0.0 lb	Spell slots: finishing a long rest restores any expended spell slots.
Discussion (Kit (missed with both slipes (kit))			0.0 lb	Cast a cleric spell as a ritual if that spell has the ritual tag and the spell is prepared Spellcasting focus: holy symbol
Disguise Kit (mixed with herbalism kit) Herbalism Kit		<u>) </u>	0.0 lb	Divine Domain (Trickery)
Thieve's Tools (mixed with carptenters tools)		<u> </u>	0.0 lb	Divine Domain Feature (Blessing of the Trickster)
Carpenter's tools)	0.0 lb	Use your action to touch a willing creature to give it advantage on Dexterity (Stealth) checks for 1 hour or until you use this feature again
				Domain Spells
				1st (charm person, disguise self)
				Channel Divinity: 1 use between a short or long rest Turn Undead
ATTUNED MAGICAL ITEMS	a	TY LOCATION	WEIGHT	As an action, you present your holy symbol and speak a prayer censuring the undead. Each
				undead that can see or hear you within 30ft of you must make a Wisdom saving throw. If
			-	the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.
		TOTAL WEIGHT CARRIED	44.0.11	 Invoke Duplicity (Divine Domain Feature) As an action, create a perfect illusion of yourself that lasts for 1 minute, or until you lose
			41.0 lb	concentration. The illusion appears in an unoccupied space that you can see within 30ft.
POSSESSION NOT ON PERSON				As a bonus action, you can move the illusion up to 30ft to a space you can see, but must
ITEM	q	TY LOCATION	WEIGHT	remain within 120ft. For the duration, you can cast spells as though you were in the
				illusion's space, but you must use your own senses. When both you and your illusion are within 5ft of a creature that can see the illusion, you have advantage on attack rolls
				against that creature
			-	
				ADDITIONAL DETAILS WORK IN PROCESS - Hughe Lane is named for the street that he was found in as a baby.
				After a time at an orphanage, he grew up on the streets of Braddock as an urchin.
				······································
				One day he was running through the steets with some young Hobnails and got into a brawl with a press
				gang. At the end of the fight, Hughe was left for dead in an alley.
				When he woke and crawled out of the alley, concussed with broken bones and shivering with cold (most
				of his clothes and his shoes were stolen while he was unconsious), nobody would help him as he passed
				in and out of consiousness in the street.
				Eventually he was found by a Monument Keeper Martin who somehow brought him to his small
				Monument to Ajana. There he nursed Hughe back to health. During his recovery Hughe became very
				loyal to the Keeper and spent years assisting him in maintaining the monument (this gave him skill ini
	······································	·		carpentry), learning to become a cleric and helping the folks of the Monument neighborhood.
		TOTAL WEIGHT		Martin had some unusal ideas about the nature of Ajana and Hughe came to understand that Martin had
CHARACTER NOTES	🏹 🍼 F	ERSONALITY TRAITS	(once been some type of gangster or theives guild master who had also had a change of heart, gotten ou
		back to a wall or tree, with ev	ervthing I	of the life and started serving the community around this Monument, but Marin would never speak of his past life. Over the years with Martin's teaching, Hughe became a cleric. After a few more years, Martin
		a bundle in my arms.	oryuning r	passed away and Hughe took over his role as Monument keeper, helping the neighborhood around the
HONOR: SANITY:		,		Monument as Martin had.
				Since then, Hughe spends a few days a week maintaining the monument and the rest of the time either seeking pleasure at the Black Cabaret, carousing with other shady characters and finding ways to pick up
				extra coins for himself and to support the Monument. Those coins typically come from more upper
				middle class (folks who wont starve if they lose some gold and not so rich as to have protection or clout
				in other areas that could make life difficult).
		IDEAL		
	— <u>/ </u>		1	
GEMSTONES		e people who help me-that	's what	
	keeps us alive.	(nound)		
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		BOND		
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	I sponsor an or what I was force	hanage to keep others from to endure	enauring	
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Rogue 1 / Cleric 2 LASS Prickery UBCLASS PREPARED INOT PREPARED R RITUAL CANTRIPS Guidance Thaumaturgy Mending		2 LEVEL PELL LIST TRATION H RANGE touch touch		d DOMAIN o COMPONENT VS V VSM		SPELLS USED 3	9th
UBCLASS PREPARED NOT PREPARED R RITUAL CANTRIPS Guidance Thaumaturgy	CON CONCENT CAST 1 act 1 act	PELL LIST TRATION H RANGE touch 30 ft	HIGHER LEVEL DURATION 1 min ^{con} up to 1 min	d DOMAIN o COMPONENT VS V	OATH TYPE divin	SPELLS USED 3]
UBCLASS PREPARED NOT PREPARED R RITUAL CANTRIPS Guidance Thaumaturgy	CON CONCENT CAST 1 act 1 act	RANGE touch 30 ft	PR HIGHER LEVEL DURATION 1 min ^{con} up to 1 min	d DOMAIN o COMPONENT VS V	OATH TYPE divin	CIRCLE M MASTERY & SIGNATURE	
CANTRIPS Guidance Thaumaturgy	CON CONCENT CAST 1 act 1 act	RANGE touch 30 ft	HIGHER LEVEL DURATION 1 min con up to 1 min	COMPONENT VS V	TYPE divin	DETAILS	
CANTRIPS Guidance Thaumaturgy	CAST 1 act 1 act	RANGE touch 30 ft	DURATION 1 min con up to 1 min	COMPONENT VS V	TYPE divin	DETAILS	
Guidance Thaumaturgy	1 act 1 act	touch 30 ft	1 min ∞ up to 1 min	VS V	divin		
					trana	1 willing creature, once +1d4 to 1 ability check of its choice (roll d4 before or after check)	PH 2
					trans	minor wonder, voice booms, flames flicker, ground tremors, ominous sounds etc. (see spell) repair single break/tear in 1 object (5ft cube), repairs magical item/construct but can't restore magic	PH 2 PH 2
LEVEL 1	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	RE
Charm Person H d	1 act	30 ft	1 hr	VS	ench	charm a humanoid, wis save (adv if you or companions are attacking it) H +1 humanoid	PH 2
Disguise Self d Bane ^H	<u>1 act</u> 1 act	self 30 ft	1 hr 1 min ∞	VS VSM	illus ench	alter appearance (1ft short/tall, thin/fat), Investigation check ^{vs} spell DC to discern 3 creatures, cha save, -1d4 attack and saves ^H +1 creature	PH 2 PH 2 PH 2
Bless ^H Command ^H	1 act 1 act	30 ft 60 ft	1 min ∞ 1 rnd	VSM V	ench ench	bless up to 3 creatures, +1d4 attack rolls and saving throws ^H +1 creature 1 creature (not undead), wis save or follow one-word command (drop, flee etc.) ^H +1 creature	PH 2 PH 2
Create or Destroy Water H	1 act	30 ft	instant	VSM	trans	create / destroy 10 gallons of water or create rain / destroy fog in 30ft cube H +10 gallons or +5ft	PH 2
Cure Wounds ^H Detect Evil and Good	<u>1 act</u> 1 act	touch self	instant 10 min ∞		evoc divin	1 creature is healed 1d8+spell ability modifier ^H +1d8 30ft rad, aberration, celestial, elemental, fey, fiend, undead, magically desecrated or consecrated	PH 2
Detect Magic	1 act R	self	10 min con	VS	divin	30ft rad, sense presence of magic, action to see aura of object or creature and learn school of magic	PH 2
Detect Poison and Disease Guiding Bolt ^H	<u>1 act R</u> 1 act	self 120 ft	<u>10 min ∞</u> 1 rnd	VSM VS	divin evoc	30ft rad, sense presence and location of poisons, poisonous creatures and diseases ranged, 4d6 radiant, next attack against target has adv ^H +1d6	PH 2 PH 2
☐ <u>Healing Word ^H</u> ☐ Inflict Wounds ^H	1 bon 1 act	60 ft touch	instant instant	V VS	evoc necro	1 creature (not undead/construct), heals 1d4+spell ability modifier HP H +1d4 HP melee, 3d10 necrotic H +1d10	PH 2
Protection from Evil and Good	1 act	touch	10 min con	VSM	abjur	1 willing creature, immune charm/fear/possession and (cel,fey,fnd,ele,und) disadv to attack you	PH 2 PH 2
Purify Food and Drink Sanctuary	<u>1 act R</u> 1 bon	10 ft 30 ft	instant 1 min	VS VSM	trans abjur	5ft rad of food and drink purified and rendered free of poison and disease 1 creature warded, wis save to attack it (not area effect), on fail choose new target or lose attack	PH 2 PH 2
Shield of Faith	1 bon	60 ft	10 min con	VSM	abjur	1 creature, gains +2 AC for spells duration	PH
1							
]							
LEVEL 2	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	RE
Mirror Image	1 act	self	1 min	VS	illus	3 illusory duplicates, AC 11, if hit roll d20 to hit duplicate instead (destroyed) on 6+ (3), 8+ (2), 11+ (1)	PH 2
☐ Pass without Trace ☐ Aid ^H	<u>1 act</u> 1 act	self 30 ft	<u>1 hr con</u> 8 hr	VSM VSM	abjur abjur	anyone within 30ft, +10 Stealth checks, leaves no traces, can't be tracked except by magical means 3 creatures, current HP and HP max increased by 5 for duration ^H +5 HP	PH 2 PH 2
Augury Blindness/Deafness ^H	1 min R 1 act	self 30 ft	instant 1 min	VSM GP 25 V	divin necro	results of course of action planned within next 30min, result is woe, weal, woe and weal or nothing 1 creature, con save or blinded or deafened, save end of every turn ^H +1 creature	PH 2 PH 2
Calm Emotions	1 act	60 ft	1 min con	VS	ench	20ft rad sphere, all humanoids cha save, choose suppress charm/fear effect or change hostility	PH 2
Continual Flame Continual Flame Enhance Ability ^H	<u>1 act</u> 1 act1	touch touch	dispelled 1 hr con	VSM GPc 50 VSM	evoc trans	create a flame with the brightness of a torch, creates no heat and requires no oxygen 1 creature, 1 ability: adv on ability checks (str, con, dex additional benefits, see spell) ^H +1 creature	PH 2 PH 2
Find Traps Gentle Repose	1 act	120 ft	instant	VS VSM	divin	sense presence (not location) of any trap within range and line of sight, know general nature of trap	PH 2
Hold Person H	<u>1 act R</u> 1 act	touch 60 ft	<u>10 days</u> <u>1 min con</u>	VSM	necro ench	corpse protected from decay and becoming undead, extends time (days under spell) to raise dead humanoid, wis save or paralyzed, save end of every turn ^H +1 humanoid within 30ft of target	PH 2 PH 2
Lesser Restoration Locate Object	<u>1 act</u> 1 act	touch self	instant 10 min ∞	VS VSM	abjur divin	1 creature, remove 1 disease or end 1 condition (blinded, deafened, paralyzed, poisoned) sense direction to location and movement of familiar object (describe or name) within 1000ft	PH 2 PH 2
Prayer of Healing ^H	10 min	30 ft	instant	V	evoc	6 creatures (not undead/constructs), regain 2d8+spell ability modifier HP + +1d8	PH 2
Protection from Poison Silence	<u>1 act</u> 1 act ^R		1 hr 10 min ∞	VS VS	abjur illus	1 creature, neutralize 1 poison, gains poison resist and adv to save against poison for duration 20ft rad sphere no sound, while in area deafened, immune to thunder dmg, spells no V component	PH 2 PH 2
☐ Spiritual Weapon ^H ☐ Warding Bond	1 bon 1 act	60 ft touch	<u>1 min</u> 1 hr	VS VSM GP 100	evoc abjur	melee, 1d8+spell ability modifier force, bon to move 20ft and/or attack H 4th +1d8, 6th +2d8, 8th +3d8 1 willing creature, +1 AC, +1 saves, resist all dmg, when it takes dmg you do as well, ends if >60ft away	PH 2
Zone of Truth	1 act	60 ft	10 min	VS	ench	15ft rad sphere, on cast/enter/start turn cha save or unable to speak a deliberate lie (see spell)	PH 2 PH 2
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LEVEL 3	CAST	RANGE	DURATION	COMPONENT	ТҮРЕ	DETAILS	RE
Blink Dispel Magic ^H	1 act 1 act	self 120 ft	1 min instant	VS VS	trans abjur	end of turn 50% chance to vanish to Ethereal Plane, start of next turn return to empty space within 10ft 3rd IvI or lower spell on 1 creature or object, 4th IvI or higher spell ability check DC10+spell IvI H +1 IvI	PH 2
Animate Dead H	1 min	10 ft	instant	VSM	necro	animate & control 24hr, 1 zombie (corpse) or skeleton (bones), bon to command within 60ft H +2 dead	PH 2 PH 2
Beacon of Hope Bestow Curse ^H	<u>1 act</u> 1 act	30 ft touch	1 min con 1 min con	VS VS	abjur necro	any number of creatures within range, adv wis and death saves, gains maximum HP from healing 1 creature, choose curse (see spell), wis save ^H 4 th 10min ^{cow} , 5 th 8hr, 7 th 24hr, 9 th dispelled	PH: PH:
Clairvoyance	10 min	1 mile	10 min con	VSM GP 100	divin	create an invisible sensor in a location that is familiar, action to switch between seeing or hearing	PH
Create Food and Water	1 act 1 act	30 ft 60 ft	instant 1 hr	VS VS	conjur evoc	create 45lb of food and 30 gallons of water, sustains 15 humanoids and 5 steeds for 24hr 60ft rad sphere bright light +60ft dim light, darkness created by a 3rd level spell or lower is dispelled	PH : PH :
Feign Death	1 act R 1 hr	touch	1 hr	VSM VSM GPc 200	necro	appear dead, blind, incapacitated and resist all dmg except psychic Runes: 20ft rad, 5d8 (acd, cld, fir, lgt or thd), dex save ½ or Glyph: 3rd lvl spell or lower H +1d8 or +1 lvl	PH
Magic Circle H	1 min	touch 10 ft	triggered 1 hr	VSM GPc 100	abjur abjur	20x10ft rad cylinder, chosen (cel,fey,fnd,ele,und) disadv attacks, magic (cha save) enter/leave H +1hr	PH PH
Mass Healing Word ^H	<u>1 bon</u> 1 act ^R	60 ft touch	instant 8 hr		evoc trans	6 creatures (not undead/construct), heal 1d4+spell ability modifier ^H +1d4 step into stone object/surface that can contain you, can't see but aware, use move to exit (ends spell)	PH PH
Protection from Energy	1 act	touch	1 hr con	VS	abjur	1 willing creature, resist 1 dmg type (acd, cld, fir, lgt, thd) of your choice for the duration	PH
Remove Curse Revivify	<u>1 act</u> 1 act	touch touch	instant instant	VS VSM GPc 300	abjur necro	1 creature or object, removes all curses; breaks attunement on cursed magic items (remains cursed) 1 creature, dead (not old age) no longer than 1 minute, restored to life with 1 HP	PH
Sending Speak with Dead	1 act	unlimited 10 ft	1 rnd 10 min	VSM	evoc	mentally send 25 words (any distance) to familiar creature, it recognizes you and can reply (25 words)	PH
Spirit Guardians ^H	<u>1 act</u>	self	10 min con	VSM VSM	necro conjur	1 corpse (not undead) with a mouth answers 5 questions, knows only what it knew in life (see spell) 15ft rad, undesignated creature enter/start turn ½ speed, 3d8 radiant/necrotic, wis save ½ ^H +1d8	PH 2 PH 2
Tongues Water Walk	1 act 1 act R	touch 30 ft	1 hr 1 hr	VM VSM	divin trans	1 creature, gains ability to understand any spoken language, when it speaks others can understand 10 willing creatures, move over any liquid surface for duration, rise to surface if submerged (60ft/rnd)	PH 2 PH 2

	LEVEL 4	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
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