

EQUIPME	NT			
ITEM	QTY	WT	COST	
Madness Bonus (amulet)	Equipped	1	0.0	1960000.0
(Amulet (WIS +14)), Enhancement bonus to ability WIS +14				
T-Mace	Equipped	1	8.0	128312.0
(Mace +2 (Heavy/Sonic Blast)), +3d6 sonic damage. On a critical hit deals +3d6 additional sonic damage				
T-Armor (Bracers)	Equipped	1	0.0	3008000.0
(Bracers (Armor Bonus (Enhancement) (+8)/Epic AC Bonus (Deflection) (+12))), Enhancement bonus to armor class of +8, Deflection bonus to armor class of +12				
TOTAL WEIGHT CARRIED/V	ALUE		8 lbs	.5096312.0

	,	WEIGHT ALLO	DWANC	E	
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL ABILITIES
Aura of Chaos (Ex) Strong
Aura of Evil (Ex) Strong
Chill Soul (Su): Touch attack deals 3d8 damage 1/day
Dark Communion
Dark Lore
Maddening Howl
Rebuke Undead (Su) 5/day (turn level 10) (turn damage 2d6+12)
Secret (3)

	FEATS
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Toughness	Gain hp equal to your current HD
Iron Will	You get a +2 bonus on all Will saving throws.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Maximize Spell	All variable, numeric effects of a spell modified by this feat are maximized.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Silent Spell	A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.
Spell Focus (Necromancy)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

	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 making the attack. This ability is usable once per day.
Madness	You gain an Insanity score equal to half your class level. For spellcasting (determining bonus spells and DCs), you use your Wisdom score plus your Insanity score in place of Wisdom alone.

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES	
Common, Literacy	
TEMPLATES	

Cleric Spells

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

				LEVEL 0					
Name	DC 22	Saving Throw	Time	Duration		Comp.	•	School	Source
Amanuesis	22	Will negates [object]	standard action	10 minute/level	Close (60 ft.)	V,S	Yes [object]	Transmutation	SPELL CO: Pg.9
Effect: Copies 250 words per minute.			action		Target: Object or ob	jects with v	vriting	Caster Level: 15	
Copies 230 words per minute.	22	None	1	Instantaneous	Close (60 ft.)	V, S	No	Conjuration	RSRD: SpellsC.rtf
57			standard action		T			(Creation) [Water]	
Effect: Creates 30 gallons of pure water.	00	APH Law (Law Law)		To de alección de la constante	Target: Up to 30 gal			Caster Level: 15	DODD 0
Cure Minor Wounds	22	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect:			action		Target: Creature tou	uched		Caster Level: 15	
Cures 1 point of damage. Detect Magic	22	None	1	Concentration, up to 15 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
_			standard action						
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shape			Caster Level: 15	
Detect Poison	22	None	1 standard	Instantaneous	Close (60 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect:			action		Target: One creature	e, one obje	ct, or a 5-ft. cube	Caster Level: 15	
Detects poison in one creature or small object. Guidance	22	Will negates	1	1 minute or until discharged	-	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<u> </u>		(harmless)	standard action			., -			
Effect: +1 on one attack roll, saving throw, or skill check.					Target: Creature tou	uched		Caster Level: 15	
□□□□ Inflict Minor Wounds	23	Will negates	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect:			action		Target: Creature tou	ichod		Caster Level: 15	
Touch attack, 1 point of damage.	00	None	1	150 minutes ID	ŭ		No		DODD: Carllett
Light	22	None	1 standard	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect:			action		Target: Object touch	ned		Caster Level: 15	
Object shines like a torch. Long-Range Weapon	22	None	1	15 minutes or until expended	Touch	V, S, DF	Yes (harmless, object)) Transmutation	APM: p. 158
			standard action						
Effect: Thrown weapon or projectile gains 50% more range.					Target: 15 thrown we same kind and all of	eapons or p	projectiles, all of the st be in contact with	Caster Level: 15	
□□□□ Mending	22	Will negates	1	Instantaneous	each other at the tim	ne of castin V, S	g Yes (harmless, object)) Transmutation	RSRD: SpellsM-O.rtf
iviending		(harmless, object)	standard action	motal narioodo	10 1	1,0	r de (riarmicee, esject)	, manomatation	reres openen ent
Effect: Makes minor repairs on an object.					Target: One object of	of up to 1 lb) <u>.</u>	Caster Level: 15	
Purify Food and Drink	22	Will negates (object)	1 standard	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
Em.			action		T 45 6 6		. 16 . 1 1	0	
Effect: Purifies 15 cu. ft of food or water.					Target: 15 cu. ft. of o			Caster Level: 15	
Read Magic	22	None	1 standard	150 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect:			action		Target: You			Caster Level: 15	
Read scrolls and spellbooks.	22	Will negates	1	1 minute	Touch	V, S, M/DF	F Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
		(harmless)	standard action					•	
Effect: Subject gains +1 on saving throws.					Target: Creature tou	uched		Caster Level: 15	
□□□□□ Virtue	22	Fortitude negates (harmless)	1 standard	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect:		(,	action		Target: Creature tou	ıched		Caster Level: 15	
Subject gains 1 temporary hp.					rargett ereature tea	101100		Guotor Euven 10	
				LEVEL 1					
Name	DC 23	Saving Throw Will negates [object]	Time	Duration	•	Comp.	Spell Resistance	School	Source SPELL CO: Pg.11
Anarchic Water	23	will negates tobjecti	1 minute	Instantaneous		V,S,M	Yes [object]	Transmutation [Chaotic]	SPELL CO: Pg. 11
Effect: Chaos imbued damages lawful outsiders for 2d4 points.					Target: Flask of water			Caster Level: 15	
Astute Fighting	23	Will negates (harmless)	1 standard	15 rounds	Touch	V, S, DF	Yes (harmless)	Transmutation	APM: p. 147
Effect:			action		Target: Creature tou	uched		Caster Level: 15	
Recipient gains +2 bonus on attack rolls, may be able to Bane	make ar 23	extra melee attack. Will negates	1	15 minutes	-	V, S, DF	Yes	Enchantment	RSRD: SpellsA-B.rtf
		Ü	standard action					(Compulsion) [Fear,	•
Effect:					Target: All enemies	within 50 ft	i.	Mind-Affecting] Caster Level: 15	
Enemies take -1 on attack rolls and saves against fear.	23	None	1	15 minutes	-		Yes (harmless)	Enchantment	RSRD: SpellsA-B.rtf
□□□□ Bless	23	140116	standard action	TO MINUTES	00 It.	√, 3, DF	res (naliniess)	(Compulsion) [Mind-Affecting]	NOND. OpensA-B.RI
Effect: Allies gain +1 on attack rolls and +1 on saves against fee	ar.		acuon				s within a 50-ft. burst,	Caster Level: 15	
Allies gain +1 on attack rolls and +1 on saves against fea	ar. 23	Will negates	1	1 minute/level	centered on the cast 50 ft.	V,S	No	Divination	SPELL CO: Pg.31
		[harmless]	standard action						
Effect: +2 morale bonus on ranged attacks for your allies within		ad.			Target: 50 ft. spread	I, centered	·	Caster Level: 15	
□□□□ Blood Wind	23	Will negates [harmless]	1 swift action	1 round	Close (60 ft.)	V,S	Yes [harmless]	Evocation	SPELL CO: Pg.33
Effect: Full attack action allows creature to use natural or unarm	ed attac			text	Target: A single crea	ature with I	ntelligence 4 or higher	Caster Level: 15	
Cause Fear	24	Will partial	1	1d4 rounds or 1 round; see text	Close (60 ft.)	V, S	Yes	Necromancy [Fea	r,RSRD: SpellsC.rtf
Em			standard action		T 2			Mind-Affecting]	
Effect:					Target: One living cr	reature with	15 or fewer HD	Caster Level: 15	
One creature of 5 HD or less flees for 1d4 rounds.								_	
One creature of 5 HD or less flees for 1d4 rounds. Cold Fire	23	No [fire] or Fortitude	1	1 minute/level [fire source] or * =Domain/Speciality Spell		V,S,DF	Yes [creature]	Transmutation	SPELL CO: Pg.50

				Cleric Spells				
		half	standard action	Instantaneous [creature]			[Cold]	
Effect: Flames deal cold damage; see text					Target: One fire source [up to creature; see text	a 20-ft. cube] or one	Caster Level: 15	
Command	23	Will negates	1 standard action	1 round	Close (60 ft.) V	Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting]	RSRD: SpellsC.rtf dent,
Effect: One subject obeys selected command for 1 round.					Target: One living creature		Caster Level: 15	
Comprehend Languages	23	None	1 standard action	150 minutes	Personal V, S, M/E	F No	Divination	RSRD: SpellsC.rtf
Effect: You understand all spoken and written languages.					Target: You		Caster Level: 15	
Effect:	23	None	1 standard action	1 round	Close (60 ft.) V, S, DF Target: One living creature	No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	RSRD: SpellsC.rtf
One creature is confused for 1 round. Conviction		Will negates		10 minutes/level	Touch V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
Effect:		[harmless]	standard action		Target: Creature touched		Caster Level: 15	
+2 morale bonus to saves, +1 for every six levels [max +5		evel]; see text. Will half (harmless);	1	Instantaneous	Touch V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
Cure Light Wounds		see text	standard action	instantaneous		text	(Healing)	None. openso.iu
Effect: Cures 1d8+5 damage.					Target: Creature touched		Caster Level: 15	
Curse Water	24	Will negates (object)	1 minute	Instantaneous	Touch V, S, M Target: Flask of water toucher	Yes (object)	Necromancy [Evil] Caster Level: 15	RSRD: SpellsC.rtf
Makes unholy water. Deathwatch	24	None	1 standard	150 minutes	30 ft. V, S	No	Necromancy [Evil]	RSRD: SpellsD-E.rtf
Effect:			action		Target: Cone-shaped emanat	ion	Caster Level: 15	
Reveals how near death subjects within 30 ft. are. Delay Disease		Will negates [harmless]	1 standard	24 hours	Touch V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.63
Effect:			action		Target: Creature touched		Caster Level: 15	
Halts any nonmagical disease for the duration of the spell. Detect Chaos	23	None	standard	Concentration, up to 150 minutes [D]	60 ft. V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment			action		Target: Cone-shaped emanat	ion	Caster Level: 15	
Detect Evil		None	standard	Concentration, up to 150 minutes [D]	60 ft. V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment			action		Target: Cone-shaped emanat	on	Caster Level: 15	
Detect Good		None	standard	Concentration, up to 150 minutes [D]	60 ft. V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment	i.		action		Target: Cone-shaped emanat	ion	Caster Level: 15	
Detect Law		None	standard	Concentration, up to 150 minutes [D]	60 ft. V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment			action		Target: Cone-shaped emanat	on	Caster Level: 15	
Detect Undead		None	standard	Concentration, up to 15 minutes [D]	60 ft. V, S, M/D	F No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals undead within 60 ft.			action		Target: Cone-shaped emanat	ion	Caster Level: 15	
Dispel Ward	23	None	1 standard action	Instantaneous	Medium (250 ft.) V,S	No	Abjuration	SPELL CO: Pg.67
Effect: Functions like dispel magic; see text			dollori		Target: One warded object or	area	Caster Level: 15	
Divine Favor	23	None	1 standard action	1 minute	Personal V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
Effect: You gain +5 on attack and damage rolls.			action		Target: You		Caster Level: 15	
Doom	24	Will negates	1 standard action	15 minutes	Medium (250 ft.) V, S, DF	Yes	Necromancy [Feat Mind-Affecting]	RSRD: SpellsD-E.rtf
Effect: One subject takes -2 on attack rolls, damage rolls, saves,	and che	cks.			Target: One living creature		Caster Level: 15	
□□□□□ Draw on Faith	23		1 round	Until expended or 1 minute	Personal V, S, DF		Conjuration (Summoning)	APM: p. 151
Effect: Gain a +1 bonus on one save, check, or attack roll. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	23	None		10 minutes/level	Target: Surge of divine power Touch V,S,M	Yes [harmless]	Caster Level: 15 Transmutation	SPELL CO: Pg.77
Effect:			standard action		Target: Creature touched		Caster Level: 15	
See normally in darkness both magical and natural. Place in the control of the c	23	Will negates		24 hours	Touch V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
Effect:		(harmless)	standard action		Target: Creature touched		Caster Level: 15	
Exist comfortably in hot or cold environments.	23	None		15 minutes [D]	Personal V, S	No	Abjuration Abjuration	RSRD: SpellsD-E.rtf
Effect:			standard action		Target: You		Caster Level: 15	
Ranged attacks against you have 20% miss chance.		Will negates		Instantaneous	Touch V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.87
Effect:		[harmless]	standard action		Target: Living creature touche	d	(Healing) Caster Level: 15	
Heal 8 + caster level [max +5] hit points.	23	None or Reflex partial		15 rounds [D] or until expended	0 V, S, DF		Evocation [Chaos,	APM: p. 155
Effect:			standard action		Target: One fiery sure on you	r holy symbol	Fire] Caster Level: 15	
Small flame sheds light and deals 1d6+15 fire damage, plu Flame of Evil, Lesser		es foes of opposite align None or Reflex partial	1	fire damage to others. 15 rounds [D] or until expended	Target: One fiery aura on you V, S, DF		Evocation [Evil,	APM: p. 156
Effect:		•	standard action		Target: One fiery aura on you		Fire] Caster Level: 15	
Small flame sheds light and deals 1d6+15 fire damage, plu	ıs dazzle	es foes of opposite aligi	nment; 1d4	fire damage to others. * =Domain/Speciality Spell	J , z z you			

				Cleric Spells					
□□□□□Flame of Law, Lesser	23	None or Reflex partial	1 standard	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
Effect:			action		Target: One fiery au	ra on your	holy symbol	Caster Level: 15	
Small flame sheds light and deals 1d6+15 fire damage, pl	lus dazz 23	les foes of opposite alig None	1	fire damage to others. 1 round/level	Close (60 ft.)	V,M	Yes [harmless]	Transmutation	SPELL CO: Pg.99
5"			standard action		T			[Earth]	
Effect: As long as subjects don't move they gain +2 AC and +4 to	Str aga	ainst bull rush. None	1	1 minute/level [D]	than 30 ft. apart	V,S	two of which are more Yes	Caster Level: 15 Evocation	SPELL CO: Pg.108
Guiding Light	23	None	standard action	Timilate/level [D]	Long (1000 it.)	۷,5	165	LVOCATION	3r LLL 00. r g.100
Effect: +2 on ranged attacks					Target: Creatures in	a 5-ftrad	us burst	Caster Level: 15	
□□□□ Healthful Rest	23	Will negates [harmless]	10 minutes	24 hours	, ,	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.111
Effect: Doubles the natural healing rate.					Target: One creature more than 30 feet ap	art		Caster Level: 15	
□□□□□ Hide from Undead	23	Will negates (harmless); see text	1 standard action	150 minutes [D]	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
Effect: Undead can't perceive 15 subjects.			action		Target: 15 touched of	reatures		Caster Level: 15	
□□□□□Ice Gauntlet	23	N/A	1 standard	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold]	SPELL CO: Pg.119
Effect:			action		Target: You			Caster Level: 15	
Attack as if wearing a +1 spiked guantlet. Deals normal d	amage f 23	or your size + 1d4 cold of Will negates	1 swift	1 minute/level	Close (60 ft.)	V,S	Yes	Enchantment (Company)	SPELL CO: Pg.121
Effect:			action		Target: Creatures in	a 10,ft b	ret	(Compulsion) [Mind-Affecting] Caster Level: 15	
Forces creature to act, it cannot delay or ready an action.	24	Will half	1	Instantaneous		а 10-11. bu V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
□□□□**Inflict Light Wounds		. v m r mad	standard action		. 54011	., .	. 50	co. omanoy	
Effect: Touch deals 1d8+5 damage.					Target: Creature tou	ched		Caster Level: 15	
□□□□□Inflict Light Wounds	24	Will half	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch deals 1d8+5 damage.			action		Target: Creature tou	ched		Caster Level: 15	
□□□□Inhibit	23	Will negates	1 standard	Instantaneous	Medium (250 ft.)	V,S	Yes	Enchantment (Compulsion)	SPELL CO: Pg.123
Effect:			action		Target: One creature	9		[Mind-Affecting] Caster Level: 15	
Subject is forced to delay; see text.	23	Will negates	1	10 minutes/level	-	V,S,M	Yes	Abjuration	SPELL CO: Pg.126
-			standard action						
Effect: Target gains +5 alchemical bonus on Fort saves against a	all poiso	ns. Will negates	1	30 minutes or until discharged	Target: Creature tou		Yes (harmless, object)	Caster Level: 15	RSRD: SpellsM-O.rtf
□□□□ Magic Stone	23	(harmless, object)	standard action	30 minutes or until discharged	Touch	V, S, DF	res (narmiess, object	Transmutation	RSRD: SpellsM-O.ftl
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage					Target: Up to three p	ebbles tou	iched	Caster Level: 15	
□□□□ Magic Weapon	23	Will negates (harmless, object)	1 standard	15 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect:			action		Target: Weapon toud	ched		Caster Level: 15	
Weapon gains +1 bonus.	23	Will negates [harmless]	1 standard	1 round/level	Medium (250 ft.)	V,S,F	Yes	Illsion (Pattern) [Mind-Affecting]	SPELL CO: Pg.143
Effect:		[nanness]	action		Target: Creature tou	ched		Caster Level: 15	
Creature becomes fascinated for the duration of the spell. Nightshield	23	N/A	1	1 minute/level [D]	-	V,S	N/A	Abjuration	SPELL CO: Pg.148
			standard action						
Effect: +1 resistance on Saving throws, increases to +2 at caster					Target: You	V 0 DE	NI/A	Caster Level: 15	00511 00 D. 140
□□□□ Nimbus of Light	23	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SPELL CO: Pg.148
Effect: Creates light 30' Can use as ranged touch attack 30' for 1	d8 plus	1 point per round that's		nce casting to max of [1d8 + caster level]	Target: You			Caster Level: 15	
Obscuring Mist	23	None	1 standard	15 minutes		V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
Effect:			action			ds in 20-ft.	radius from you, 20 ft.	Caster Level: 15	
Fog surrounds you. Omen of Peril	23	N/A	1 round	Instantaneous	high Personal	V,F	N/A	Divination	SPELL CO: Pg.149
Effect: Brief supplication gives you a vision that hints at how dan					Target: You			Caster Level: 15	
Portal Beacon	23	None	1 standard	1 hour/level	Close (60 ft.)	V,S	No	Transmutation	SPELL CO: Pg.161
Effect: Up to six creatures can be chosen to recieve mental beac	on		action		Target: One interplan	nar gate oi	portal	Caster Level: 15	
Potent Weapon	23	None	1 standard	15 minutes	Touch	V, S	Yes (harmless)	Transmutation	APM: p. 162
Effect:			action		Target: Weapon touc	ched		Caster Level: 15	
Weapon gains bonuses against a specific foe.	23	None	1	Concentration, up to 15 rounds [D]	- '	V, S, M/DI	No	Conjuration	APM: p. 163
·			standard action		Towns O. P			(Creation) [Air, Water]	
Effect: Driving rain, sleet, or snow blocks sight and grants concer					Target: Cylinder 40	V C 14/0	No: soo tout	Caster Level: 15	DCDD: Capillad D =4
Protection from Good	23	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	v, o, M/DI	No; see text	Abjuration [Evil]	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out eler	nentals				Target: Creature tou	ched		Caster Level: 15	
Protection from Law	23	Will negates (harmless)	1 standard	15 minutes [D]	Touch	V, S, M/DI	No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
Effect:			action		Target: Creature tou	ched		Caster Level: 15	
+2 to AC and saves, counter mind control, hedge out eler	nentals :	and outsiders. Will negates (harmless)	1 standard	10 minutes; see text	Close (60 ft.)	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect:		(11011111055)	standard action		Target: 4 creatures	no two of v	which can be more than	Caster Level: 15	
Suppresses fear or gives +4 on saves against fear for 4 s						0 01 1	5 alan	10	
Suppresses lear or gives +4 on saves against lear for 4 s	ubjects.			* =Domain/Speciality Spell	30 ft. apart				

				Cleric Spells					
Resist Planar Alignment	23	Will negates [harmless]	standard	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: Grants limited protection from a plane's alignment traits	· see text		action		Target: Creature to	ıched		Caster Level: 15	
Resurgence	23	Will negates [harmless]	1 standard	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: Allows one retry on a failed save against an ongoing sp	all snall-lil	re ability or supernatur	action		Target: Creature to	ıched		Caster Level: 15	
Sanctuary	23	Will negates	1 standard	15 rounds	Touch	V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
Effect:			action		Target: Creature to	ıched		Caster Level: 15	
Opponents can't attack you, and you can't attack. Comparison of the comparison of t	23	None	1 standard	Concentration, up to 15 rounds	Personal	V,S,M,F	No	Divination	Custom: Races of Destiny Pg.167
Effect:			action		Target: One book/ro	ound		Caster Level: 15	. 0
Absorb the contents of an entire book as if you had read	23	Not perfect recall and m Will negates (harmless)	ust be able 1 standard	to read the language. 15 minutes	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect:		(action		Target: Creature to	ıched		Caster Level: 15	
Aura grants +4 deflection bonus.	23	N/A	1 standard	10 minutes/level or until discharged	Personal	V,S,M		Enchantment (Compulsion)	SPELL CO: Pg.189
Effect:			action		Target: You			[Mind-Affecting] Caster Level: 15	
+4 bonus on your next initiative check. Snowshoes	23	Will negates [harmless]	1 standard	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
Effect:			action		Target: Creature to	ıched		Caster Level: 15	
Speed increases by 10 ft. and no Balance checks or Re	flex requir 23	ed to walk on snow. N/A		1 round/level	Personal	V,S		Transmutation	SPELL CO: Pg.198
Effect:			standard action		Target: You			Caster Level: 15	
Hold the charge of one touch spell per arm; see text.	23	None	1 round	15 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One summo	ned creatu		(Summoning) Caster Level: 15	
⊒⊒⊒⊒ Summon Undead Í	23	None	1 round	1 round/level	Close (60 ft.)	V,S,F/DF		Conjuration (Summoning) [Evi	SPELL CO: Pg.215]
Effect: Like summon monster except it summons undead from	1st level li 23	st N/A	1 swift	Instantaneous	Target: One summo	v,S,M		Caster Level: 15 Conjuration	SPELL CO: Pg.228
□□□□□Updraft ^{Effect:}			action		Target: You	,,,,,,		(Creation) [Air] Caster Level: 15	0. 222 00. 1 g.220
Gain 10 ft. per level of altitude, and then gently float bad	ck to the gr 23	ound. Will negates (harmless)	1 standard	4 hours	Close (60 ft.)	V, S, M	Yes (harmless)	Abjuration	APM: p. 177
Effect:			action		Target: Up to 5 crea		vo of which can be	Caster Level: 15	
Recipients gain +1 on Listen, Sense Motive, and Spot o	23	on saves against sleep Will negates [harmless]	effects. 1 standard	10 rounds + 1 round/level [max 15]	more than 30 feet a Touch	v,S		Conjuration (Healing)	SPELL CO: Pg.229
Effect:			action		Target: Living create	ure touched		Caster Level: 15	
Grants target fast healing ability for the duration of the s	pell. Heals 23	s 1 hp automatically per None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SPELL CO: Pg.231
Effect: Grants a +1 morale bonus to a single saving throw [targ	et's choice	e]. Fortitude negates	1	1 minute/level	Target: Creature tou	s,M		Caster Level: 15 Transmutation	SPELL CO: Pa.240
□□□□□Wings of the Sea	20	[harmless]	standard action	Tillinate/level					Of EEE 00.1 g.240
Effect: Increases creatures swim speed by 30 ft.					Target: Creature too	ıched		Caster Level: 15	
				LEVEL 2					
Name	DC 24	Saving Throw None	Time 1 standard action	Duration 15 minutes	Range Touch	Comp. V, S, DF	Yes (harmless)	School Enchantment (Compulsion) [Mind-Affecting]	Source RSRD: SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary h					Target: Living create			Caster Level: 15	
□□□□ Align Weapon	24	Will negates (harmless, object)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Weapon becomes good, evil, lawful, or chaotic.					must be in contact v		projectiles [all of which her at the time of	Caster Level: 15	
Augury	24	None	1 minute	Instantaneous	Personal	V, S, M, F		Divination	RSRD: SpellsA-B.rtf
Effect: Learns whether an action will be good or bad. DDDDDArra Against Flame	24	N/A	1	1 round/level	Target: You Personal	V,S		Caster Level: 15 Abjuration	SPELL CO: Pg.18
-			standard action						•
Effect: Protects against first 10 points of fire damage, it also ex □□□□□□Avoid Planar Effects	tinguishes 24	flames; see text. None	1	1 minute/level	Target: You 20 ft.	V		Caster Level: 15 Abjuration	SPELL CO: Pg.19
			immediate action					•	
Effect: Gain temporary respite from the natural effects of a spe	cific plane 24	N/A	1	1 round/level	Target: One creatur centered on you Personal	e/level in a		Caster Level: 15 Transmutation	SPELL CO: Pg.24
			standard action			, - ,, 51			y ·
iffect: Any creature grappling you takes 6d6 points of fire dam DDDDDBear's Endurance	age. 24	Will negates	1	15 minutes	Target: You Touch	V, S, DF		Caster Level: 15 Transmutation	RSRD: SpellsA-B.rtf
		(harmless)	standard action						and openion but
Effect: Subject gains +4 to Con for 15 minutes.	24	N/A	1	1 minute/level	Target: Creature too Personal	v,S		Caster Level: 15 Transmutation	SPELL CO: Pg.35
□□□□□Body Blades	27		standard action			.,0			
Effect: Sprouts dagger blades across your body able to inflict 1	d6 +1/leve	el [max +5] piercing dan None	nage with a	melee attack; see text. 1 round/level	Target: You Touch	V,S,M		Caster Level: 15 Trasmutation	SPELL CO: Pg.38
□□□□□ Brambles	47		standard action						y.oo
Effect: Small magical thorns/spikes protrude from wooden wea	non: dains	a ±1 to hit enhanceme	nt and dea	ls +1/level [max +10] damage.	Target: Wooden we	apon touch	ed	Caster Level: 15	
	pori, gaine	a i i to ilit cilitanccine	nt and aca	* =Domain/Speciality Spell					

				Cleric Spells					
□□□□□Bull's Strength	24	Will negates (harmless)	1 standard	15 minutes	Touch	V, S, M/DI	F Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect:			action		Target: Creature to	uched		Caster Level: 15	
Subject gains +4 to Str for 15 minutes. Calm Emotions	24	Will negates	1 standard	Concentration, up to 15 rounds [D]	Medium (250 ft.)	V, S, DF	Yes	Enchantment (Compulsion)	RSRD: SpellsC.rtf
Effect:			action		Target: Creatures in	n a 20-ftra	dius spread	[Mind-Affecting] Caster Level: 15	
Calms creatures, negating emotion effects. Close Wounds	24	Will half [harmless];	1	Instantaneous	Close (60 ft.)	V	Yes [harmless]	Conjuration	SPELL CO: Pg.48
Effect:		see text	immediate action	е	Target: One creatur	re		(Healing) Caster Level: 15	
Cure 1d4 +1/level [max +5].	24	Will half (harmless);	1	Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
		see text	standard action		T		text	(Healing)	
Effect: Cures 2d8+10 damage. Cures of III Fortune	25	Will negates	1	1 minute/level	Target: Creature to Medium (250 ft.)	v,S,DF	Yes	Caster Level: 15 Necromancy	SPELL CO: Pg.56
			standard action						
Effect: Cause -3 penalty on attack rolls, saving throws, ability che				450 010 100 [D]	Target: One living o		N.	Caster Level: 15	DODD 0
□□□□ Darkness	24	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
Effect: 20-ft. radius of supernatural shadow.					Target: Object touch	hed		Caster Level: 15	
□□□□□ Dark Way	24	None	1 standard	1 round/level	Close (60 ft.)	V,S,DF	Yes	Illusion (Shadow)	SPELL CO: Pg.58
Effect: Create a ribbonlike, weightless, unbreakable bridge.			action		Target: One bridge up to 20 ft./level lon		t. wide, 1 in. thick, and	Caster Level: 15	
Death Knell	25	Will negates		Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]	RSRD: SpellsD-E.rtf
Effect:	nnel : 4	agatar lay!	action		Target: Living creat	ure touched	i	Caster Level: 15	
Kill dying creature and gain 1d8 temporary hp, +2 to Str, a Deific Vegeance	24	caster level. Will half	1 standard	Instantaneous	Close (60 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SPELL CO: Pg.62
Effect:			action		Target: One creatur	re		Caster Level: 15	
Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level	if unde 24	Fortitude negates	1	15 hours	Touch		Yes (harmless)	Conjuration	RSRD: SpellsD-E.rtf
Effect:		(harmless)	standard action		Target: Creature to	uched		(Healing) Caster Level: 15	
Stops poison from harming subject for 15 hours.	24	None	1	30 hours	Close (60 ft.)	V, S, M,	Yes	Evocation [Evil]	RSRD: SpellsD-E.rtf
			standard action		Target 20 #	DF		Caster Lovel 45	
Effect: Fills area with negative energy, making undead stronger. Divine Insight	24	N/A	1	1 hour/level or until discharged [D]	Target: 20-ftradius	v,S,DF	N/A	Caster Level: 15 Divination	SPELL CO: Pg.70
-			standard action						.
Effect: Gain 5 + your caster level [max bonus of 15] to one skill of	heck d	uring the duration of the s Will negates or None	spell.	1 round/level	Target: You Close (60 ft.)	V	Yes or No [object]; see	Caster Level: 15	SPELL CO: Pg.70
Divine Interdiction		[object]; see text	standard action	Troundrever	01030 (00 11.)	•	text	CADJUICHOIT	01 EEE 00.1 g.70
Effect: Temp loss of turning power & domain powers.		14.00			object, or point in sp	pace	centered on a creature		
Divine Protection	24	Will negates [harmless]	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.70
Effect: +1 morale bonus to AC and saving throws.					Target: Allies in a 2			Caster Level: 15	
□□□□□ Eagle's Splendor	24	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DI	F Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: Subject gains +4 to Cha for 15 minutes.			action		Target: Creature to	uched		Caster Level: 15	
□□□□□ Energized Shield, Lesser	24	None	1 standard	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
Effect: Protects against on energy type [fire, cold, electricity, acid	1 or so	nicl you gan 5 resistance	action		Target: Touch			Caster Level: 15	
Enthrall	24	Will negates; see text		1 hour or less	Medium (250 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
Effect: Captivates all within 250 ft.					Target: Any number			Caster Level: 15	
□□□□□ Extend Tentacles	24	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SPELL CO: Pg.86
Effect: Extends your tentacles by 5 ft.			201011		Target: You			Caster Level: 15	
□□□□□Fastheal, Lesser	24	Will negates (harmless)	1 round	150 minutes [D]	Touch		F Yes (harmless)	Conjuration (Healing)	APM: p. 153
Effect: Cures 2 hit points per character level per 10 minutes.	24	None	1	15 minutes	Target: Living creat Personal	ure touched	d No	Caster Level: 15 Divination	RSRD: SpellsF-G.rtf
□□□□□Find Traps	4*	HOLIC	standard action	.oindico	. Gradiai	ν, Ο			openor-G.III
Effect: Notice traps as a rogue does.	0.4	Deffect 1	1	lastatas and	Target: You	V.C.1.	V	Caster Level: 15	CDELL CO. D. 122
□□□□□ Frost Breath	24	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5]	id4] and	d creatures are also daze			Target: Cone-shape			Caster Level: 15	
□□□□□ Fuse Arms	24	Fortitude negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.100
Effect: Gain +4 Str for every set of limbs fused to the primary lim	b.		action		Target: Creature wire touched	th at least t	wo arms or tentacles	Caster Level: 15	
Gentle Repose	25	Will negates (object)	1 standard	15 days	Touch	V, S, M/DI	F Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
Effect:			action		Target: Corpse toud	ched		Caster Level: 15	
Preserves one corpse. Ghost Touch Armor	24	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.102
Effect:			action		Target: Armor of cre	eature touc	hed	Caster Level: 15	
Armor gains Ghost Touch property.				* =Domain/Speciality Spell					

				Cleric Spells				
□□□□□Hand of Divinity	24	None	1 minute	1 minute/level	Touch V,S,DF	No	Evocation [See text]	SPELL CO: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature touched		Caster Level: 15	
DDDD Healing Lorecall	24	N/A	1 standard	10 minutes/level	Personal V,S,M	N/A	Divination	SPELL CO: Pg.110
Effect:			action		Target: You		Caster Level: 15	
Allows caster with Heal ranks to remove other ailments wh		Conjuration [Healing] Will negates; see text		n also heal more; see text. 15 rounds [D]; see text	-	/DF Yes	Enchantment	RSRD: SpellsH-L.rtf
□□□□□Hold Person	2-7	Will Hogards, 300 text	standard action	To tourido [6], see text	Target: One humanoid crea		(Compulsion) [Mind-Affecting] Caster Level: 15	None. Openari E.ru
Paralyzes one humanoid for 15 rounds.	24	None		1 round/level	Touch V,S	No	Transmutation	SPELL CO: Pg.122
Effect:			standard action		Target: Weapon touched		[Evil] Caster Level: 15	
Creature injured by weapon loses 2 additional hit points ea		d for the duration of the Will half	spell. Hea	al Check based on spell DC. Instantaneous	Touch V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
iffect:	20	vviii riciii	standard action	motunicous	Target: Creature touched	103	Caster Level: 15	NONE. OPERST E.III
Touch attack, 2d8+10 damage. Inly Cloud	24	None	1	10 minutes/level	30 ft. V,S,M	No	Conjuration	SPELL CO: Pg.123
ffect:			standard action		Target: 30-ftradius spread	centered on you	(Creation) Caster Level: 15	Ü
Inky cloud that works under water.	24	Will negates	1	1 hour/level [D]	Touch V,S,DF	•		SPELL CO: Pg.125
iffect:		[harmless,object]	standard action		Target: One suit of armor to		Caster Level: 15	
Hide and Move Silent check ignore the Armor penalty during	ng the d	uration of the spell. Fortitude negates	1	1 minute/level	Touch V,S,DF		Necromancy	SPELL CO: Pg.134
☐☐☐☐Living Undeath		[harmless]	standard action	· · · · · · · · · · · · · · · · · · ·	Target: Creature touched	. 55 (Caster Level: 15	0. 222 00. 1 g. 10 1
Not subject to sneak attacks or criticals; -4 penalty to Cha	score. 24	Will negates	1	Instantaneous	Close (60 ft.) V, S	Yes (harmless, object		RSRD: SpellsM-O.rtf
ijjjimake whole	-	(harmless, object)	standard action		Target: One object of up to		Caster Level: 15	Oponom O.III
Repairs an object. Mark of the Outcast	25	Will negates	1	Permanent	Close (60 ft.) V,S,DF		Necromancy	SPELL CO: Pg.138
ffect:	20	Will negates	standard action	Tomarcit	Target: One creature	103	Caster Level: 15	Of EEE 00.1 g.100
Creates an indelible mark on the subjects face; see text.	24	Will negates	1	15 minutes	-	I/DF Yes	Transmutation	RSRD: SpellsM-O.rtf
I□□□□Owl's Wisdom	24	(harmless)	standard action	13 minutes	Target: Creature touched	IDF Tes	Caster Level: 15	KOKD. Spellsivi-O.Iti
Subject gains +4 to Wis for 15 minutes.	24	Will pagates	1	10 minutes/level	Touch V,S	Voe [harmlees]		SPELL CO: Pg.163
☐☐☐☐ Protection from Negative Energy	24	Will negates [harmless]	standard action	To minutes/level	Target: Creature touched	Yes [harmless]	Abjuration Caster Level: 15	SPELL CO: Pg. 163
Subtract 10 hp worth of damage from each negative energ			1	10 minutes/level	Touch V,S	Voc [harmless]	Abjuration	SPELL CO: Pg.163
☐☐☐☐ Protection from Positive Energy	24	Will negates [harmless]	standard action	TO Minutes/level	Target: Creature touched	Yes [harmless]	Caster Level: 15	3FELL GO. Fg. 163
Subtract 10 hp worth of damage from each positive energy		Will negates	1	1 round	Medium (250 ft.) V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.164
]□□□□ Quick March		[harmless]	standard action	Tround	Target: Allies in a 20-ftrad		Caster Level: 15	3r LLL GO. r g.104
Subjects base land speed increased by 30 feet.	24	Will negates	1	Instantaneous	Close (60 ft.) V, S	Yes (harmless)	Conjuration	RSRD: SpellsP-R.rtf
□□□□ Remove Paralysis	24	(harmless)	standard action	Instantaneous			(Healing)	NOND. SpellsF-N.III
ffect: Frees one or more creatures from paralysis or slow effect.					Target: Up to four creatures more than 30 ft. apart	, no two of which can be	Caster Level: 15	
□□□□ Resist Energy	24	Fortitude negates (harmless)	1 standard action	150 minutes		F Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
ffect: Ignores first 30 points of damage/attack from specified ene			0		Target: Creature touched	V (Caster Level: 15	DODD 2 "
□□□□ Restoration, Lesser		Will negates (harmless)	3 rounds	Instantaneous	Touch V, S Target: Creature touched	Yes (harmless)	Conjuration (Healing) Caster Level: 15	RSRD: SpellsP-R.rtf
Dispels magical ability penalty or repairs 1d4 ability damag	24	Will negates (object); Will negates (object) or Fortitude half; see	standard	Instantaneous	Close (60 ft.) V, S, M	I/DF Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
iffect:		text			Target: 5-ftradius spread;	or one solid object or one	Caster Level: 15	
Sonic vibration damages objects or crystalline creatures.	24	Will negates (object);	1	Instantaneous	crystalline creature	I/DF Yes (object)		RSRD: SpellsS.rtf
		Will negates (object) or Fortitude half; see text	standard			, , ,		.,
ffect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ftradius spread; crystalline creature		Caster Level: 15	
□□□□Shield Other	24	Will negates (harmless)	1 standard action	15 hours [D]	Close (60 ft.) V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
ffect: You take half of subject's damage.					Target: One creature		Caster Level: 15	
□□□□Shroud of Undeath	25	N/A	1 standard action	10 minutes/level [D]	Personal V,S,M	N/A	Necromancy	SPELL CO: Pg.189
ffect: Shroud yourself in invisbile negative energy so nonintell	ligent ur	ndead percieve you as	a fellow	undead. Cure and inflict spells have the	Target: You e		Caster Level: 15	
posite effect on you as if you were undead.		Will negates; see text or none (object)	standard	15 minutes [D]	Long (1000 ft.) V, S	Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
			action		Target: 20 ft. radius emana	tion centered on a creature	e, Caster Level: 15	
					object, or point in space	/DF Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
Negates sound in 15-ft. radius.	24	Fortitude partial	1	Instantaneous	Close (60 ft.) V, S, F			
iffect: Negates sound in 15-ft. radius. Sound Burst	24	Fortitude partial	1 standard action	Instantaneous				
Negates sound in 15-ft. radius. Output Sound Burst ffect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ftradius spread		Caster Level: 15	SPELL CO: Pa.197
Negates sound in 15-ft. radius.	25	Fortitude partial Will negates [harmless]	action	Instantaneous 1 hour/level	Target: 10-ftradius spread			SPELL CO: Pg.197

				Cleric Spells					
□□□□□Spell Immunity, Lesser	24	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.199
Effect:			action		Target: Creature tou	ched		Caster Level: 15	
Protects one creature from a single 1st- or 2nd-level spe	ell; see tex 24	rt. None	1	15 rounds [D]	Medium (250 ft.)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
Effect:			standard action		Target: Magic weapo	on of force		Caster Level: 15	
Magical weapon attacks on its own.	24	Will negates	1 swift	Instantaneous		V,S,DF	Yes [harmless]	Conjuration	SPELL CO: Pg.204
Effect:		[harmless]; see text	action	Thoras and the second s	Target: 50-ftradius			(Healing) Caster Level: 15	0. 222 00. r g.20 r
Spell designed for battle fields, heals all creatures for 1 h	hp to stab 24	alize them, undead take Will negates	1 point of 1	damage [Will negates]. 15 hours	-	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
		(harmless)	standard action						
Effect: Monitors condition, position of allies.					Target: 5 living creat			Caster Level: 15	
□□□□□Stone Bones	24	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.208
Effect: Target gains natural armor AC bonus of +3.			action		Target: Corporeal un	ndead crea	ture touched	Caster Level: 15	
□□□□□ Summon Monster II	24	None	1 round	15 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more to		ed creatures, no two of apart	Caster Level: 15	
□□□□□ Summon Undead II	24	None	1 round	1 round/level		V,S,F/DF		Conjuration (Summoning) [Evi	SPELL CO: Pg.215 I]
Effect: Like summon undead except it summons undead from 2					which are more than	30 ft. apar		Caster Level: 15	
□□□□*Touch of Madness	24	Will negates	1 standard action	15 rounds	Touch	V, S	Yes	Enchantment [Mind-Affecting]	RSRD: DivineDomainsandSpells
Effect:	24	Will negates (object)	1	24 hours	Target: Creature tou Close (60 ft.)	ched V, S	Yes (object)	Caster Level: 15 Abjuration	RSRD: SpellsT-Z.rtf
Undetectable Alignment	27	····· ··· ··· ··· ··· ··· ··· ··· ···	standard action		5.000 (00 11.)	., 5	. 00 (00)000)	. iojai attori	о.с. оронот-2.п
Effect: Conceals alignment for 24 hours.					Target: One creature			Caster Level: 15	
□□□□□Veil of Shadow	24	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SPELL CO: Pg.228
Effect: Grants you a 20% miss chance from concealment.			autori		Target: You			Caster Level: 15	
□□□□□Wave of Grief	24	Will negates	1 standard	1 round/level	30 ft.	V,S,M	Yes	Enchantment [Evi Mind-Affecting]	I, SPELL CO: Pg.236
Effect:			action		Target: Cone-shape	d burst		Caster Level: 15	
Targets become overwhelmed with grief. They suffer a -	3 morale 24	penalty on all attack roll Will negates	s, saving t 1 standard	nrows, ability checks, and skill checks. 15 minutes	Close (60 ft.)	V, S, DF	Yes	Enchantment (Compulsion)	RSRD: SpellsT-Z.rtf
Effect:			action		Target: 20-ftradius	emanation		(Compulsion) [Mind-Affecting] Caster Level: 15	
Subjects within range cannot lie.					rarget. 20 ft. radius	cmanation	•	Oddier Edver. 10	
				LEVEL 3					
			_		_	_			
Name 	DC 25	Saving Throw None	Time 1 standard	Duration 1 minute/level		Comp. V,S,DF	Spell Resistance Yes [harmless]	School Enchantment (Compulsion)	Source SPELL CO: Pg.8
□□□□□Aid, Mass				Duration		V,S,DF	Yes [harmless]		
Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	25	None or level [max 15] tempora Will negates	1 standard action ary hp.	Duration	Close (60 ft.) Target: One or more more than 30 ft. apar	V,S,DF creatures, rt	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	
Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing	25 3 +1/caste	None er level [max 15] tempora	1 standard action ary hp.	Duration 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apartouch	V,S,DF creatures, rt S,M/DF	Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation	SPELL CO: Pg.8
Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing Effect: Grants creatures the ability to breath air.	25 3 +1/caste 25	None er level [max 15] tempore Will negates [harmless]	1 standard action ary hp. 1 standard action	Duration 1 minute/level 2 hours/level; see text	Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature	V,S,DF creatures, rt S,M/DF	Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation	SPELL CO: Pg.8 SPELL CO: Pg.8
Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing Effect: Grants creatures the ability to breath air.	25 3 +1/caste	None or level [max 15] tempora Will negates	1 standard action ary hp. 1 standard	Duration 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creatu	V,S,DF creatures, rt S,M/DF	Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation	SPELL CO: Pg.8
### Aid Company Aid Company ### Aid Company	25 3 +1/caste 25 25 25 eapons or	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance	1 standard action ary hp. 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart	V,S,DF creatures, rt S,M/DF cres touche V,S,DF	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object]	Enchantment (Compusion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9
### Aid, Mass ##################################	25 3 +1/caste 25 25	None Ir level [max 15] tempora Will negates [harmless] Will negates [harmless, object]	1 standard action ary hp. 1 standard action 1 standard action ce. 1 standard action ce. 1 standard	Duration 1 minute/level 2 hours/level; see text	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart	V,S,DF creatures, rt S,M/DF cres touche V,S,DF	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation)	SPELL CO: Pg.8 SPELL CO: Pg.8
### Aid, Mass ### Aid, Mass ### Air Breathing #### Air Breathing ###################################	25 3 +1/caste 25 25 25 eapons or 25	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance	1 standard action ary hp. 1 standard action 1 standard action 2. 1	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart	v,s,DF creatures, rt s,M/DF res touche v,s,DF //level, no t v,s,M,DF	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object] two of which are more No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9
### Aid, Mass ##################################	25 3 +1/caste 25 25 25 eapons or 25	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance	1 standard action ary hp. 1 standard action 1 standard action ce. 1 standard action ce. 1 standard	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-	v.s.DF creatures, rt s,M/DF res touche v.s.DF //evel, no t v.s.M,DF ft. radius, 2	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object] two of which are more No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9
### Aid, Mass ##################################	25 3 +1/caste 25 25 25 eapons or 25	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None	1 standard action ary hp. 1 standard action 1 standard action 1 standard action 1 tandard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D]	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-	V,S,DF creatures, rt s,M/DF cres touche v,S,DF v/level, no t V,S,M,DF ft. radius, 2 V,S,M	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object] wwo of which are more No 20 ft. high]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
	25 3 +1/caste 25 25 25 eapons or 25	None Ir level [max 15] tempore Will negates [harmless] Will negates [harmless, object] projectiles at a distance None None Will negates	1 standard action ary hp. 1 standard action 1 standard action 2. 1 standard action 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D]	Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Touch Target: One or more	V,S,DF creatures, rt S,M/DF res touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V, S, M	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object] wwo of which are more No 20 ft. high]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) (Creation) (Chaotic, Water] Caster Level: 15 Necromancy [Evil	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
### Circle Company Com	25 3 +1/caste 25 25 25 eapons or 25	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None	1 standard action ary hp. 1 standard action 1 standard action 2. 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creatur Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.)	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M	Yes [harmless] no two of which are Yes [harmless] ed Yes [harmless, object] two of which are more No 20 ft. high] No puched Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Necromancy [Evil] Caster Level: 15 Abjuration	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf
	25 3 +1/caste 25 25 25 eapons or 25	None or level [max 15] tempore Will negates [harmless] Will negates [harmless, object] projectiles at a distance None None Will negates [harmless]	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apail than 30	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M,DF corpses tc V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Necromancy [Evil] Caster Level: 15	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf
### Circle Company Com	25 3+1/caster 25 25 25 eapons or 25 . 26 25	None Ir level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apail N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apail Touch	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M corpses to V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Cruation) [Chaotic, Water] Caster Level: 15 Necromancy [Evil] Caster Level: 15 Abjuration Caster Level: 15 Transmutation	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.14
### Company of the Co	25 3+1/caster 25 25 25 eapons or 25 . 26 25 anything 25 ently on, n	None Ir level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A	1 standard action 1 standard action 1 standard action 2. 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apail N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apail Touch Target: One creature more than 30 ft. apail Touch	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M,DF corpses to V,S,M,DF rt V,S,M,DF s/2 levels, r rt V,S,M/DF	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Necromancy [Evil Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.14 SPELL CO: Pg.17
### Company of the Co	25 3 +1/caste 25 25 25 eapons or 25 . 26 25 . 26 .	None or level [max 15] tempore Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apail N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apail Touch Target: One creature more than 30 ft. apail Touch	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M corpses to V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Cruation) [Chaotic, Water] Caster Level: 15 Necromancy [Evil] Caster Level: 15 Abjuration Caster Level: 15 Transmutation	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.14
### Aid, Mass ### Air Alagainst fear, all creatures gain 1d8 ### Air Breathing ### Effect: Grants creatures the ability to breath air. ### Air Align Weapon, Mass #### Effect: ### Functions like align weapon, except it effects multiple weapon. The except it effects multiple weapon. Anarchic Storm ###################################	25 3 +1/caste 25 25 25 eapons or 25 . 26 25 anything 25 ently on, r 26	None or level [max 15] tempora Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None None Will negates [harmless] dragon, bonus increase N/A negating harmful effects. Will negates	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apail N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apail Touch Target: One creature more than 30 ft. apail Touch	V,S,DF creatures, rt S,M/DF res touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M,DF //2 levels, r rt v,S,M/DF //3 levels V,S,M/DF	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Necromancy [Evil Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.14 SPELL CO: Pg.17
### Air All Creatures gain 1d8 ### Air All Creatures gain 1d8 ### Air All Creatures gain 1d8 ### Air Breathing #### Air Breathing #### Air Breathing ###################################	25 3 +1/caste 25 25 25 eapons or 25 . 26 25 anything 25 ently on, r 26	None or level [max 15] tempora Will negates [harmless] Will negates [harmless, object] or projectiles at a distance None None Will negates [harmless] dragon, bonus increase N/A negating harmful effects. Will negates	1 standard action 2 standard action 1 standard action 2 standard action 3 standard action 2 standard action 3 standard action 3 standard action 3 standard action 3 standard action 4 standard action 5 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apail N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apail Touch Target: One creature. Touch Target: Creature touch	V,S,DF creatures, rt S,M/DF res touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M,DF //2 levels, r rt v,S,M/DF //3 levels V,S,M/DF	Yes [harmless] no two of which are Yes [harmless] ad Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) (Creation) (Chaotic, Water) Caster Level: 15 Necromancy [Evil Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Necromancy [15]	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.14 SPELL CO: Pg.17
### Air All Creatures gain 1d8 ### Air Air Breathing #### Effect: Grants creatures the ability to breath air. Grants creatures like align weapon, except it effects multiple weapon. Anarchic Storm ###################################	25 3 +1/caste 25 25 eapons or 25 26 25 anything 25 ently on, r 26 ks; or 509 25	None Ir level [max 15] tempora Will negates [harmless] Will negates [harmless, object] Ir projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A Mill negates Will negates Will negates Will negates Will negates Will negates	1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard action 1 standard action 2 standard action 3 standard action 3 standard action 4 standard action 3 standard action 4 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours	Close (60 ft.) Target: One or more more than 30 ft. apail Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apail N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apail Touch Target: One creature. Touch Target: Creature touch	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M,DF corpses tc V,S,M,DF //2 levels, rt t V,S,M/DF //3 levels V,S,M/DF //3 levels V,S,DF	Yes [harmless] , no two of which are Yes [harmless] ad Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Necromancy [Evil] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Necromancy [Evil] Caster Level: 15 Necromancy [Evil] Caster Level: 15 Transmutation Caster Level: 15 Necromancy Caster Level: 15	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.14 SPELL CO: Pg.17 RSRD: SpellsA-B.rtf
☐☐☐☐☐Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 ☐☐☐☐Air Breathing Effect: Grants creatures the ability to breath air. ☐☐☐☐Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. ☐☐☐Anarchic Storm Effect: Storm imposes penalties and damages lawful creatures. ☐☐☐☐Animate Dead Effect: Creates undead skeletons and zombies. ☐☐☐☐Antidragon Aura Effect: All subjects granted +2 luck bonus to AC, saves against ☐☐☐☐Attune Form Effect: Attunes the affected creatures to the plane you are curre. ☐☐☐☐Bestow Curse Effect: -6 to an ability score; -4 on attack rolls, saves, and check ☐☐☐☐☐Blade of Pain and Fear Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Saves.)	25 3 +1/caste 25 25 eapons or 25 26 25 anything 25 ently on, r 26 ks; or 509 25	None Ir level [max 15] tempora Will negates [harmless] Will negates [harmless, object] Ir projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A Mill negates Will negates Will negates Will negates Will negates Will negates	1 standard action 1 out of the standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours	Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apar Touch Target: One creature Touch Target: Creature tou 0 ft.	v,s,DF creatures, rt s,M/DF cres touche v,s,DF v/level, no t v,s,M,DF ft. radius, 2 v,s,M,DF s/2 levels, r rt v,s,M/DF s/3 levels v,s,d ched v,s,DF	Yes [harmless] , no two of which are Yes [harmless] ad Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A Yes	Enchartment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Caster Level: 15 Caster Level: 15 Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15 Caster Level: 15 Transmutation Caster Level: 15	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.14 SPELL CO: Pg.17 RSRD: SpellsA-B.rtf
### Air All Creatures gain 1d8 ### Air Breathing	25 3+1/caster 25 25 eapons or 25 . 26 25 . 26 25 ently on, r 26 ks; or 509 25 ve or becc	None If level [max 15] tempore Will negates [harmless] Will negates [harmless, object] Projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A Megating harmful effects Will negates Will negates Order for the dragon Will partial Deme frightened for 1d4 refered to the dragon Will partial	1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard action 1 standard action 2 standard action 3 standard action 3 standard action 4 standard action 3 standard action 4 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours Permanent 1 minute/level [D]	Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature touch than 30 ft. apart N/A Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature touch than 30 ft. apart Touch Target: Creature touch than 30 ft. apart Touch Target: Creature touch than 30 ft. apart Touch Target: Swordlike co	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M,DF corpses tc V,S,M,DF //2 levels, r rt V,S,M/DF //3 levels V,S ched V,S,DF	Yes [harmless] , no two of which are Yes [harmless] ad Yes [harmless, object] two of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A Yes Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Necromancy [Evil Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Necromancy Caster Level: 15 Evocation	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.17 RSRD: SpellsA-B.rtf SPELL CO: Pg.30
### Display of Pain and Fear Holds of Pain and Fear Holds of Pain and Holds of Pain and Fear Holds of Pain And Fea	25 3+1/caster 25 25 eapons or 25 . 26 25 . 26 25 ently on, r 26 ks; or 509 25 ve or becc	None Ir level [max 15] tempora Will negates [harmless] Will negates [harmless, object] Projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A Mill negates Will negates Will negates Will partial Deme frightened for 1d4 r Fortitude negates Will negates	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours Permanent 1 minute/level [D]	Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature than 30 ft. apart N/A Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature touch Target: Creature touch Target: Swordlike come Medium (250 ft.) Target: One living creature tour come than 30 ft.	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M,DF corpses tc V,S,M,DF //2 levels, r rt V,S,M/DF //3 levels V,S ched V,S,DF	Yes [harmless] , no two of which are Yes [harmless] ad Yes [harmless, object] two of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A Yes Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Transmutation [Caster Level: 15 Transmutation [Conjuration (Creation) (Chaotic, Water] Caster Level: 15 Abjuration [Caster Level: 15 Transmutation [Caster Level: 15 Transmutation] [Caster Level: 15 Transmutation [Caster Level: 15 Transmutation] [Caster Level	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.17 RSRD: SpellsA-B.rtf SPELL CO: Pg.30
## Display of Pain and Fear ## Authors of Pain Authors ## Authors of Pain Authors of Pain and Fear ## Authors of Pain Authors of Pain and Fear ## Effect: ## Creates undead skeletons and zombies. ## Authors of Pain Authors of Pain and Fear ## Effect: ## Effect: ## Authors of Pain and Fear ## Effect: ## Melee touch attack deals 1d6 +1/2 levels [max +10]. Sand Makes subject blinded or deafened. ## Blindsight ## Effect: ## Makes subject blinded or deafened. ## Blindsight	25 3 +1/caste 25 25 eapons or 25 26 25 anything 25 ently on, n 26 ks; or 509 25 ve or becc 26	None Ir level [max 15] tempora Will negates [harmless] Will negates [harmless, object] Projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A Mill negates [harmless] dragon, bonus increase Will negates Will partial ome frightened for 1d4 r Fortitude negates	1 standard action 2 standard action 3 standard action 3 standard action 3 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours Permanent 1 minute/level [D]	Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature Touch Target: Creature tour of ft. Target: Swordlike come Medium (250 ft.) Target: One living creature tour of the Come of the	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M,DF corpses tc V,S,M,DF //levels, rt rt V,S,M/DF	Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A Yes Yes Yes asshing teeth Yes	Enchartment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Conjuration (Creation) [Chaotic, Water] (Creation) [Caster Level: 15 Transmutation Caster Level: 15 Evocation Caster Level: 15 Evocation Caster Level: 15 Necromancy Caster Level: 15 Transmutation	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.17 RSRD: SpellsA-B.rtf SPELL CO: Pg.30 RSRD: SpellsA-B.rtf
## Company of the Com	25 3 +1/caste 25 25 eapons or 25 26 25 anything 25 ently on, r 26 ks; or 509 25 ve or becc 26	None Vill negates [harmless, object] Will negates [harmless, object] Projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A Will negates (harmless) dragon, bonus increase Will negates Will negates Will negates Will negates Will negates Will negates Will negates Will negates Will negates Will negates [harmless]	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours Permanent 1 minute/level [D] Permanent [D] 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature tous of the second than 30 ft. apart N/A Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature tous of t. Target: Creature tous of t. Target: Swordlike come Medium (250 ft.) Target: One living creature tous of t. Target: One living creature tous of t.	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M,DF s/2 levels, rt rt V,S,M/DF // S, M levels V,S,M/DF // S, S levels V,S,DF // S levels V,S,DF	Yes [harmless] , no two of which are Yes [harmless] ad Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A Yes Yes Yes Yes Yes Yes Yes Ye	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Transmutation [See text] Transmutation [See text] Transmutation [Conjuration (Creation) (Chaotic, Water] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Necromancy Caster Level: 15 Evocation Caster Level: 15 Evocation Caster Level: 15 Transmutation Caster Level: 15	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.17 RSRD: SpellsA-B.rtf SPELL CO: Pg.30 RSRD: SpellsA-B.rtf
☐☐☐☐☐Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 ☐☐☐☐☐Air Breathing Effect: Grants creatures the ability to breath air. ☐☐☐☐Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. ☐☐☐Anarchic Storm Effect: Storm imposes penalties and damages lawful creatures. ☐☐☐☐Animate Dead Effect: Creates undead skeletons and zombies. ☐☐☐☐Antidragon Aura Effect: All subjects granted +2 luck bonus to AC, saves against ☐☐☐☐Attune Form Effect: Attunes the affected creatures to the plane you are curre. ☐☐☐☐Bestow Curse Effect: -6 to an ability score; -4 on attack rolls, saves, and chect. ☐☐☐☐☐Blade of Pain and Fear Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Saven all planess/Deafness Effect: Makes subject blinded or deafened. ☐☐☐☐☐Blindsight Effect: Effect: Makes subject blinded or deafened. ☐☐☐☐☐☐☐☐☐Blindsight	25 3 +1/caste 25 25 eapons or 25 26 25 anything 25 ently on, n 26 ks; or 509 25 ve or becc 26	None Ir level [max 15] tempora Will negates [harmless] Will negates [harmless, object] Projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A Mill negates Will negates Will negates Will partial Deme frightened for 1d4 r Fortitude negates Will negates	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours Permanent 1 minute/level [D]	Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature tous of the second than 30 ft. apart N/A Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature tous of t. Target: Creature tous of t. Target: Swordlike come Medium (250 ft.) Target: One living creature tous of t. Target: One living creature tous of t.	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 2 V,S,M,DF corpses tc V,S,M,DF //levels, rt rt V,S,M/DF	Yes [harmless] no two of which are Yes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A Yes Yes Yes asshing teeth Yes	Enchartment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Conjuration (Creation) [Chaotic, Water] (Creation) [Caster Level: 15 Transmutation Caster Level: 15 Evocation Caster Level: 15 Evocation Caster Level: 15 Necromancy Caster Level: 15 Transmutation	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.17 RSRD: SpellsA-B.rtf SPELL CO: Pg.30 RSRD: SpellsA-B.rtf
## Display of the control of the con	25 3 +1/caste 25 25 eapons or 25 26 25 anything 25 ently on, r 26 ks; or 509 25 ve or becc 26	None Vill negates [harmless, object] Will negates [harmless, object] Projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A Will negates (harmless) dragon, bonus increase Will negates Will negates Will negates Will negates Will negates Will negates Will negates Will negates Will negates Will negates [harmless]	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] Instantaneous 1 minute/level ur levels above 5th; see text 24 hours Permanent 1 minute/level [D] Permanent [D] 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature tous of the second than 30 ft. apart N/A Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Touch Target: One or more Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature tous of t. Target: Creature tous of t. Target: Swordlike come Medium (250 ft.) Target: One living creature tous of t. Target: One living creature tous of t.	V,S,DF creatures, rt S,M/DF cres touche V,S,DF //level, no t V,S,M,DF ft. radius, 1 V,S,M,DF corpses to V,S,M,DF //level, no t V,S,DF /	Yes [harmless] no two of which are Yes [harmless, object] Wes [harmless, object] wo of which are more No 20 ft. high] No buched Yes [harmless] no two of which are N/A Yes Yes Yes Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Transmutation [See text] Transmutation [See text] Transmutation [Conjuration (Creation) (Chaotic, Water] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Necromancy Caster Level: 15 Evocation Caster Level: 15 Evocation Caster Level: 15 Transmutation Caster Level: 15	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 RSRD: SpellsA-B.rtf SPELL CO: Pg.17 RSRD: SpellsA-B.rtf SPELL CO: Pg.30 RSRD: SpellsA-B.rtf

□□□□□Circle Dance				Cleric Spells					
	25	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SPELL CO: Pg.46
Effect: Get direction and general status of a known target.					Target: You			Caster Level: 15	
□□□□□Cloak of Bravery	25	Will negates [harmless]	1 standard action	10 minutes/level	60 ft. Target: 60-ftradius	V,S	Yes [harmless]	Abjuration [Mind-Affecting] Caster Level: 15	SPELL CO: Pg.47
You and your allies gain a morale bonus on saves agains	st fear eff 25	ects equal to your caste Will negates	er level [Ma 1	x +10]. 1 hour/level [D]	-	V,S	No No	Illusion (Glamer)	SPELL CO: Pg.48
□□□□□Cloak Pool	20	[harmless,object]	standard action	T Housever [B]	Target: One color po		No	[Mind-Affecting] Caster Level: 15	Of EEE 00.1 g.40
Causes a color pool on the Astral Plane to seemingly cea	ase to exi 26	st. Fortitude negates	1	Concentration, up to 1 round/level	- '	V,S	Yes		SPELL CO: Pg.49
Effect:			standard action	, - -	Target: One Human			Caster Level: 15	o o g
Paralyze the target and inflicts 1d12 points per round. """ "*Contagion"	26	Fortitude negates	1	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	RSRD: SpellsC.rtf
Effect:		Č	standard action		Target: Living creatu	re touched		Caster Level: 15	·
Infects subject with chosen disease.	26	Fortitude negates	1	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	RSRD: SpellsC.rtf
Effect:		-	standard action		Target: Living creatu	re touched		Caster Level: 15	
Infects subject with chosen disease.	25	None	1	Permanent	Touch	V, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
Effect:			standard action		Target: Object touch	ed Magica	, heatless flame	Caster Level: 15	
Makes a permanent, heatless torch. Conviction, Mass	25	Will negates	1	10 minutes/level	Medium (250 ft.)	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
Effect:	20	[harmless]	standard action		Target: Allies in a 20			Caster Level: 15	0. 222 00.1 g.02
Same as conviction, except it affects multiple allies at a d	distance. 25	Fortitude negates	1	1 round/level [D]	-	V,S,DF	Yes		SPELL CO: Pg.52
□□□□□Corona of Cold Effect:	20	. ormude negales	standard action		Target: 20-ftradius		. 55	Caster Level: 15	5. LLE 60. r g.52
Gain fire resistance 10, and deal 1d12 damage to all in your song as they remain in the area.	our area	of effect. Creatures so	affected ha	ve -2 to Str & Dex, move at half speed for		,			
Create Food and Water	25	None	10 minutes	24 hours; see text	Target: Food and wa	V, S ater to sust	No ain 45 humans or 15	Conjuration (Creation) Caster Level: 15	RSRD: SpellsC.rtf
Feeds 45 humans or 15 horses. Cure Serious Wounds	25	Will half (harmless);	1	Instantaneous	horses for 24 hours Touch	V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
Effect:		see text	standard action		Target: Creature tou		text	(Healing) Caster Level: 15	
Cures 3d8+15 damage.	25	None	1	1 round/level [D]	-	V,S	Yes	Evocation [Fire]	SPELL CO: Pg.59
iffect:	20	. Tolio	standard action	· · · · · · · · · · · · · · · · · · ·	Target: Flame in you			Caster Level: 15	0. EEE 00. 1 g.00
Produce a flame that can be used for touch attack or range	ged attac 25	k [120 ft. no penalty] de None	aling 1d6/2	levels [Max 5d6]. 150 minutes [D]	- '	V, S	No		RSRD: SpellsD-E.rtf
□□□□□ Daylight	20	None	standard action	Too minutes [D]	Target: Object touch		No	Caster Level: 15	NORD. OpenSD E.I.
60-ft. radius of bright light.	25	None	1	15 days [D]	- '		No	Evocation	RSRD: SpellsD-E.rtf
Effect:			standard action		Target: Object touch			[Darkness] Caster Level: 15	
Object sheds supernatural shadow in 60-ft. radius.	25	NWill half	1	1d6 rounds; see text	- '	V,S,DF	Yes	Transmutation	SPELL CO: Pg.63
□□□□□Demon Dirge	20	TVVIII TICIII	standard action	Tuo Tourius, see toxt	Target: Living creatu		103	Caster Level: 15	01 EEE 00.1 g.00
Deals 2d6 damage to any creature with both Chaotic and	Evil sub	types [No Save. If the o	reature is 1	Fanar'ri it is also stunned unless it saves. 1d6 rounds		V,S,DF	Yes	Transmutation	SPELL CO: Pq.64
Devil Blight	23	partial; see text	standard action	Tuo Tourius	Target: Living creatu		165		3r LLL 60. r g.04
Creatures of Evil and Lawful subtypes take 2d6 damage [. Baatezu must save or	be Stunne	d		re		Caster Level: 15	
	25		1				No		RSRD: SnellsD-F rff
Dispel Magic	25	None	1 standard action	u Instantaneous		V, S	No	Caster Level: 15 Abjuration Caster Level: 15	RSRD: SpellsD-E.rtf
□□□□□Dispel Magic	25				Medium (250 ft.) Target: One spellcas 20-ftradius burst	V, S ster, creatu	re, or object; or	Abjuration Caster Level: 15	
Dispel Magic Effect: Cancels magical spells and effects.		None		Instantaneous	Medium (250 ft.) Target: One spellcas 20-ftradius burst	V, S ster, creatu V, S, M		Abjuration	RSRD: SpellsD-E.rtf APM: p. 151
Dispel Magic Effect: Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score.	25	None Will negates	1 standard action	Instantaneous 150 minutes	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou	V, S ster, creatu V, S, M ched	re, or object; or Yes (harmless)	Abjuration Caster Level: 15 Transmutation Caster Level: 15	APM: p. 151
Dispel Magic Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score.	25 25	None Will negates Reflex partial; see tex	1 standard action 1 standard action	150 minutes Instantaneous	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou	V, S ster, creatu V, S, M ched V,S,M	re, or object; or Yes (harmless) Yes	Abjuration Caster Level: 15 Transmutation	
Dispel Magic Effect: Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score. Divine Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They ta	25 25	None Will negates Reflex partial; see tex	1 standard action 1 standard action	150 minutes Instantaneous	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou Long (1000 ft.) Target: Cylinder [20-	V, S ster, creatu V, S, M ched V,S,M	re, or object; or Yes (harmless) Yes	Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15	APM: p. 151 SPELL CO: Pg.72
Dispel Magic Effect: Cancels magical spells and effects. Dipper Divine Luck Effect: Subject gains temporary bonus to luck score. Dipper Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They ta	25 25 ake fall da	None Will negates Reflex partial; see tex amage if they collide wi	action 1 standard action 1 standard action th the grou	Instantaneous 150 minutes Instantaneous nd [1d6 per 10 ft.].	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou Long (1000 ft.) Target: Cylinder [20-Touch	V, S V, S, M ched V,S,M	re, or object; or Yes (harmless) Yes Of ft. high]	Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air]	APM: p. 151
Dispel Magic Effect: Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score. Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They ta	25 25 ake fall da 25	Will negates Reflex partial; see tex amage if they collide wi	1 standard action 1 standard action the ground standard action the ground standard action	Instantaneous 150 minutes Instantaneous nd [1d6 per 10 ft.].	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou Long (1000 ft.) Target: Cylinder [20-Touch Target: Touch	V, S V, S, M ched V,S,M	re, or object; or Yes (harmless) Yes Of ft. high]	Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Abjuration [See text]	APM: p. 151 SPELL CO: Pg.72
Dispel Magic Cancels magical spells and effects. Dipolopine Luck Effect: Subject gains temporary bonus to luck score. Dipolopine Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They to the send a flying creature down 50 ft	25 25 ake fall da 25 0 and da 25	None Will negates Reflex partial; see tex amage if they collide wi None mage dealt is 2d6 Reflex half	action 1 standard action 1 standard action th the grou 1 standard action 1 standard action	Instantaneous 150 minutes Instantaneous nd [1d6 per 10 ft.]. 1 round/level Instantaneous	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou Long (1000 ft.) Target: Cylinder [20-Touch Target: Touch 20 ft.	V, S ster, creatu V, S, M ched V,S,M ft. radius, ' V,S,DF	Yes (harmless) Yes (harmless) Yes Of ft. high] No	Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Abjuration [See text] Caster Level: 15	APM: p. 151 SPELL CO: Pg.72 SPELL CO: Pg.79
Dispel Magic Effect: Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score. Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They ta Effect: As lesser energized Shield Effect: As lesser energized shield, except energy resistance is 10 Energy Vortex Effect: Choose a energy type and it causes 1d8 +1/caster level	25 25 ake fall da 25 0 and da 25	None Will negates Reflex partial; see tex amage if they collide wi None mage dealt is 2d6 Reflex half	action 1 standard action 1 standard action th the grou 1 standard action 1 standard action	Instantaneous 150 minutes Instantaneous nd [1d6 per 10 ft.]. 1 round/level Instantaneous	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou Long (1000 ft.) Target: Cylinder [20-Touch Target: Touch 20 ft.	V, S ster, creatu V, S, M ched V,S,M ft. radius, ' V,S,DF	Yes (harmless) Yes (harmless) Yes Of ft. high] No	Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Abjuration [See text] Caster Level: 15 Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic]	APM: p. 151 SPELL CO: Pg.72 SPELL CO: Pg.79
Dispel Magic Effect: Cancels magical spells and effects. Dipolitine Luck Effect: Subject gains temporary bonus to luck score. Dipolitine Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They to be compared to the	25 25 ake fall da 25 0 and da 25	None Will negates Reflex partial; see tex amage if they collide wi None mage dealt is 2d6 Reflex half	action 1 standard action 1 standard action th the grou 1 standard action 1 standard action	Instantaneous 150 minutes Instantaneous nd [1d6 per 10 ft.]. 1 round/level Instantaneous	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou Long (1000 ft.) Target: Cylinder [20-touch Target: Touch 20 ft. Target: All creatures ecentered on you Touch	V, S ster, creatu V, S, M ched V,S,M ft. radius, V,S,DF V,S within a 20 V,S,M	Yes (harmless) Yes (harmless) Yes Of ft. high] No	Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Abjuration [See text] Caster Level: 15 Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] Caster Level: 15 Abjuration	APM: p. 151 SPELL CO: Pg.72 SPELL CO: Pg.79
Dispel Magic Effect: Cancels magical spells and effects. Dipolitine Luck Effect: Subject gains temporary bonus to luck score. Dipolitine Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They to be compared to the	25 25 26 26 27 28 0 and da 26 27 28 28	None Will negates Reflex partial; see tex amage if they collide wi None mage dealt is 2d6 Reflex half 0]. You may double the Will negates	action 1 standard action 1 standard action 1 standard action th the grou 1 standard action 1 standard action damage it 1 standard action	Instantaneous 150 minutes Instantaneous Ind [1d6 per 10 ft.], 1 round/level Instantaneous Instantaneous	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou Long (1000 ft.) Target: Cylinder [20-Touch Target: Touch 20 ft. Target: All creatures ecentered on you	V, S ster, creatu V, S, M ched V,S,M ft. radius, V,S,DF V,S within a 20 V,S,M	re, or object; or Yes (harmless) Yes 100 ft. high] No Yes	Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Abjuration [See text] Caster Level: 15 Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic] Caster Level: 15	APM: p. 151 SPELL CO: Pg.72 SPELL CO: Pg.79 SPELL CO: Pg.81
Dispel Magic Effect: Cancels magical spells and effects. Dipolitine Luck Effect: Subject gains temporary bonus to luck score. Dipolitine Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They tall the send a flying creatur	25 25 26 26 27 28 0 and da 26 27 28 28	None Will negates Reflex partial; see tex amage if they collide wi None mage dealt is 2d6 Reflex half 0]. You may double the Will negates	action 1 standard action 1 standard action 1 standard action th the grou 1 standard action 1 standard action damage it 1 standard action	Instantaneous 150 minutes Instantaneous Ind [1d6 per 10 ft.], 1 round/level Instantaneous Instantaneous	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou Long (1000 ft.) Target: Cylinder [20-Touch Target: Touch 20 ft. Target: All creatures ecentered on you Touch Target: Creature tou	V, S ster, creatu V, S, M ched V,S,M ft. radius, V,S,DF V,S within a 20 V,S,M	re, or object; or Yes (harmless) Yes 100 ft. high] No Yes	Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Abjuration [See text] Caster Level: 15 Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] Caster Level: 15 Abjuration	APM: p. 151 SPELL CO: Pg.72 SPELL CO: Pg.79 SPELL CO: Pg.81
Dispel Magic Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score. Divine Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They ta Divine Energized Shield Effect: As lesser energized shield, except energy resistance is 10 Divine Energy Vortex Effect: Choose a energy type and it causes 1d8 +1/caster level is well. Divine Favorable Sacrifice Effect: Gain benefit from deity; see text. Divine Fell the Greatest Foe	25 25 26 26 0 and da 25 [max +2	None Will negates Reflex partial; see tex amage if they collide wi None mage dealt is 2d6 Reflex half O]. You may double the Will negates [harmless]	action 1 standard action 1 standard action 1 standard action th the grou 1 standard action 1 standard action damage it 1 standard action 1 standard action 1 standard action	Instantaneous 150 minutes Instantaneous Ind [1d6 per 10 ft.], 1 round/level Instantaneous I you forgoe a save and take the damag 1 hour/level	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou Long (1000 ft.) Target: Cylinder [20-Touch Target: Touch 20 ft. Target: All creatures ecentered on you Touch Target: Creature tou	V, S ster, creatu V, S, M ched V,S,M ft. radius, ' V,S,DF V,S within a 20 V,S,M ched V,S,M	re, or object; or Yes (harmless) Yes 100 ft. high] No Yes Petradius burst Yes [harmless]	Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Abjuration [See text] Caster Level: 15 Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic] Caster Level: 15 Abjuration Caster Level: 15	APM: p. 151 SPELL CO: Pg.72 SPELL CO: Pg.79 SPELL CO: Pg.81
Dispel Magic Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score. Divine Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They ta Divine Energized Shield Effect: As lesser energized shield, except energy resistance is 10 Divine Energy Vortex Effect: Choose a energy type and it causes 1d8 +1/caster level is well. Divine Favorable Sacrifice	25 25 26 26 0 and da 25 [max +2	None Will negates Reflex partial; see tex amage if they collide wi None mage dealt is 2d6 Reflex half O]. You may double the Will negates [harmless]	action 1 standard action 1 standard action 1 standard action th the grou 1 standard action damage it 1 standard action 1 standard action 1 standard action 1 standard action	Instantaneous 150 minutes Instantaneous Ind [1d6 per 10 ft.], 1 round/level Instantaneous I you forgoe a save and take the damag 1 hour/level	Medium (250 ft.) Target: One spellcas 20-ftradius burst Touch Target: Creature tou Long (1000 ft.) Target: Cylinder [20-touch Target: Touch 20 ft. Target: All creatures ecentered on you Touch Target: Creature tour Target: Creature Target: Creature tour Target: Creature T	V, S ster, creatu V, S, M ched V,S,M ft. radius, ' V,S,DF V,S within a 20 V,S,M ched V,S,M	Yes (harmless) Yes (no ft. high] No Yes Yes [harmless] Yes [harmless]	Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Abjuration [See text] Caster Level: 15 Evocation [Choose: Acid, Cold, Fire, Electricity, Sonic] Caster Level: 15 Abjuration Caster Level: 15 Transmutation	APM: p. 151 SPELL CO: Pg.72 SPELL CO: Pg.79 SPELL CO: Pg.81 SPELL CO: Pg.89 SPELL CO: Pg.90

				Cleric Spells					
□□□□□Flame of Evil	25	None or Reflex partial	1 standard	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Evil, Fire]	APM: p. 156
Effect:			action		Target: One fiery au	ra on your h	noly symbol	Caster Level: 15	
Small flame sheds light and deals 1d8+15 fire damage, plu Flame of Faith	us blinds 25	and dazzles foes of or None	1 standard	nment; 1d6 fire damage to others. 1 round/level	Touch	V,S,M	No	Evocation	SPELL CO: Pg.95
ffect:			action		Target: Nonmagical	weapon tou	ıched	Caster Level: 15	
Normal or masterwork weapon becomes temporary +1 flar	ming bur 25	st weapon. None or Reflex partial	standard	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
ffect:			action		Target: One fiery au	ra on your h	noly symbol	Caster Level: 15	
Small flame sheds light and deals 1d8+15 fire damage, plu Ghost Touch Weapon	us blinds 25	Will negates	1	nment; 1d6 fire damage to others. 1 minute/level		V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.102
·		[harmless,object]	standard action						
ffect: Hit incorporeal normally.					time of casting]		ectiles [all in contact at		
⊒□□□□ Girallon's Blessing	25	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.106
Effect: Gain an additional pair of arms; see text			action		Target: Creature tou	ched		Caster Level: 15	
Glyph of Warding	25	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
Effect: Inscription harms those who pass it.					Target: Object touch	ed or up to		Caster Level: 15	
□□□□□ Hamatula Barbs	25	Fortitude negates	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.109
Effect:			action		Target: Creature tou	ched		Caster Level: 15	
Any creature hitting the subject takes 1d8 damage.	25	None	1	15 hours	-	V, S, DF	No	Evocation	RSRD: SpellsH-L.rtf
· -			standard action						
iffect: Ghostly hand leads subject to you.				4 49 485	Target: Ghostly hand			Caster Level: 15	
lce Axe	25	None	1 standard	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.118
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +10]	nı		action		Target: Battleaxe-sh	aped weap	on of swirling ice	Caster Level: 15	
Axe deals 2012 of cold damage +1/2 caster level [max +10]	oj. 26	Will half	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect:			action		Target: Creature tou	ched		Caster Level: 15	
Touch attack, 3d8+15 damage.	25	Will negates	1	24 hours/level	-		Yes [harmless]	Evocation	SPELL CO: Pg.124
□□□□ Interplanar Message		[harmless]	standard action	21110414110101	one oreatare	*,0	r oo (namilooo)	[Language-Depen	
Effect: Send 25 words or less to the targeted creature; see text.					Target: One creature	9		Caster Level: 15	
Invisibility Purge	25	None	1 standard action	15 minutes [D]	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
Effect: Dispels invisibility within 75 ft					Target: You			Caster Level: 15	
□□□□□ Knight's Move	25	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SPELL CO: Pg.129
iffect: Teleport and end up flanking an opponent.					Target: You			Caster Level: 15	
□□□□ Know Opponent	25	Will negates	1 standard action	Instantaneous	Close (60 ft.)	S,DF	Yes	Divination	SPELL CO: Pg.129
iffect: Learn strengths or weaknesses of opponent; see text.					Target: One creature	9		Caster Level: 15	
□□□□□Know Vulnerabilities	25	Will negates	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes	Divination	SPELL CO: Pg.129
Effect:			action		Target: One creature	•		Caster Level: 15	
Learn any vulnerabilities and resistances the target has. Locate Object	25	None	1	15 minutes	Long (1000 ft.)	V, S, F/DF	No	Divination	RSRD: SpellsH-L.rtf
·			standard action						
Senses direction toward object [specific or type].	25	Mell		450	ft.	-	with a radius of 1000		DODD, O. P. 115
□□□□ Magic Circle against Good	25	Will negates (harmless)	1 standard action	150 minutes	Touch	v, S, M/DF	No; see text	Abjuration [Evil]	RSRD: SpellsM-O.rt
Effect: +2 to AC and saves, counter mind control, hedge out elem	nentale a	nd outsiders in 10-ft ro		50 minutes	Target: 10-ftradius	emanation	from touched creature	Caster Level: 15	
□□□□□ Magic Circle against Law	25	Will negates (harmless)	1 standard	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsM-O.rt
Effect:			action		Target: 10-ftradius	emanation	from touched creature		
+2 to AC and saves, counter mind control, hedge out elem	nentals a 25	Will negates	1	50 minutes. 15 hours	· ·		Yes (harmless, object)		RSRD: SpellsM-O.rt
· ·		(harmless, object)	standard action						•
Effect: Armor or shield gains 3 enhancement					Target: Armor or shi			Caster Level: 15	
□□□□ Mantle of Chaos	25	N/A	1 standard	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos	SPELL CO: Pg.137
Effect:	ful do	intor	action		Target: You			Caster Level: 15	
Gain SR 12 + your caster level against spells with the lawfi		ntor. N/A	1 standard	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Evil]	SPELL CO: Pg.137
iffect:			action		Target: You			Caster Level: 15	
Gain SR 12 + your caster level against spells with the good		otor. N/A	1	10 minutes/level [D]	Target: You Personal	V,S,M	N/A		SPELL CO: Pg.138
□□□□ Mantle of Law	23	14/1	standard action		. Gradital	· ,0,1VI	. 4/1	, ojuration (Law)	51 LLL 60. Fg.138
iffect: Gain SR 12 + your caster level against spells with the chac	os descr	iptor.			Target: You			Caster Level: 15	
□□□□ Meld into Stone		None	1 standard	150 minutes	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rl
Effect:			action		Target: You			Caster Level: 15	
You and your gear merge with stone. DDDDDNauseating Breath	25	Fortitude negates	1	Instantaneous		V,S,M	No	Conjuration	SPELL CO: Pg.146
			standard action					(Creation)	
Effect:			action		Target: Cone-shape			Caster Level: 15	

				Cleric Spells					
Obscure Object	25	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
Effect: Masks object against scrying.			action		Target: One object	touched of	up to 1500 lbs	Caster Level: 15	
⊒□□□ Prayer	25	None	1 standard action	15 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsP-R.rtf
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.	25	Fortitude negates	1	150 minutes or until discharged	Target: All allies ar centered on you Touch		n a 40-ftradius burst Yes (harmless)	Caster Level: 15 Abjuration	RSRD: SpellsP-R.rtf
□□□□□ Protection from Energy	23	(harmless)	standard action	130 minutes of unitidischarged			res (namiess)	,	NOND. Spellar -IV.III
Effect: Absorb 120 points of damage from one kind of energy. """ Rage	25	None	1	Concentration + 15 rounds [D]	Target: Creature to Medium (250 ft.)	v, S	Yes	Caster Level: 15 Enchantment	RSRD: SpellsP-R.rtf
Effect:			standard action					(Compulsion) [Mind-Affecting] Caster Level: 15	1
Subjects gains +2 to Str and Con, +1 on Will saves, -2 to **Rage	AC. 25	Will negates (harmless)	1 standard	15 rounds	be more than 30 ft Touch	V, S	Yes (harmless)	Enchantment	RSRD: DivineDomainsandSpells
Effect:	26	Will negates [object]	action 1 standard	24 hours or until discharged	Target: Creature to Touch	ouched V,S,DF	Yes [object]	Caster Level: 15 Necromancy [Evil]	SPELL CO: Pg.172
Effect:			action		Target: One huma	noid that with	nin the past week	Caster Level: 15	
Undead that eat the body heal; see text. Undead that eat the body heal; see text. Undead that eat the body heal; see text.	25	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Cures normal or magical conditions.			action		Target: Creature to	ouched		Caster Level: 15	
Remove Curse	25	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Frees object or person from curse. Remove Disease	25	Fortitude negates	1	Instantaneous	Target: Creature o	r item touche	Yes (harmless)	Caster Level: 15 Conjuration	RSRD: SpellsP-R.rtf
Effect:	20	(harmless)	standard action	Instantaneous	Target: Creature to		res (namicss)	(Healing) Caster Level: 15	NORD. Opensi N.III
Cures all diseases affecting subject. \[\textstyle \t	25	Fortitude negates	1	10 minutes/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect:		[harmless]	standard action				two of which can be	Caster Level: 15	
As resist energy, except that it affects all targeted creature. Resurgence, Mass	es. 25	Will negates [harmless]	1 standard	Instantaneous	more than 30 ft. ap Close (60 ft.)	v,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.175
Effect: Same as resurgence, except it affects multiple targets.	. Allows		action	nst an ongoing spell, spell-like ability, o	Target: One creatu	ire/level, no	two of which can be	Caster Level: 15	
supernatural ability. Ring of Blades	25	N/A	1	1 minute/level	Personal	V,S,M	N/A	Conjuration (Creation)	SPELL CO: Pg.177
Effect:			standard action		Target: You			Caster Level: 15	
Deals 1d6 +1 per caster level [max +10] points of damage Safety	e to all ad 25	djacent squares. DR do None or Will negates [harmless]		o damage. 10 minutes/level	Touch	V,S	No or Yes [harmless]	Abjuration	SPELL CO: Pg.179
Effect:			action		Target: Creature to	ouched		Caster Level: 15	
Subject can find the shortest, most direct route to safety; Searing Light	25	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	Yes	Evocation	RSRD: SpellsS.rtf
Effect: Range deals 5d8 damage; 10d6 against undead; 10 to damage.	o undead	d vulnerable to bright		truct or inanimate object only takes 5d	Target: Ray 6			Caster Level: 15	
□□□□□Sheltered Vitality	25	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.188
Effect: Subject gains immunity to fatigue, exhaustion, and ability					Target: Living crea			Caster Level: 15	
Sink	25	Will negates	1 standard action	1 round	Close (60 ft.)	V,S,DF	Yes	Transmutation	SPELL CO: Pg.190
Effect: Affect creatures sink 100 ft./round; see text.	26	See text	1	Permanent	than 30 ft. apart Touch	V,S,F	two of which are more	Necromancy	SPELL CO: Pq.191
Effect:			standard action		Target: One huma			Caster Level: 15	, , , , , , , , , , , , , , , , , , ,
Alarm affect; see text	25	None	1	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.191
Effect:			standard action		Target: Ray			Caster Level: 15	
Deal 1d8/2 caster levels [max 5d8] damage, undead heal	equal da 25	amage. Will negates [harmless]	1 standard	1 hour/level [D]	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
Effect:			action			ıre/level, no	two of which are more	Caster Level: 15	
Same as Snowshoes, except as noted.	25	N/A	1 standard action	1 minute/level [D]	than 30 ft. apart Personal	V,S	N/A	Evocation [Sonic]	SPELL CO: Pg.196
Effect: The next spell you cast during the effect of sonorous hum					Target: You			Caster Level: 15	
Spark of Life	26	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.196
Effect: Undead touched temporarily acts as if it were alive and vi	ulnerable 26	e as if it weren't undead. Will negates; see text	10	15 minutes	Target: Undead cr	eature touch V, S, DF		Caster Level: 15 Necromancy	RSRD: SpellsS.rtf
Speak with Dead	20	.viii ricgates, see text	minutes		Target: One dead			[Language-Depen Caster Level: 15	
Corpse answers 7 questions. Corpse answers 7 questions.	25	None	1 standard	1 hour/level	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.202
Effect: As brambles, except affected weapon gains +2 enhancen	nent hon	us and threat range do	action		Target: Wooden w	eapon touch	ed	Caster Level: 15	
As brambles, except affected weapon gains +2 ennancen	25	Will negates (harmless)	1 standard	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Abjuration [Mind-Affecting]	APM: p. 172
Effect: Recipient gains defenses against charms compulsions, a	nd mind-	affecting effects.	action		Target: Creature to	ouched		Caster Level: 15	
		<u> </u>		* =Domain/Speciality Spell					

March Marc					Cleric Spells				
March Marc	□□□□□Stone Shape	25	None			Touch V, S, M/I	DF No		RSRD: SpellsS.rtf
Subject to any subj	·					Target: Stone or stone object	touched up to 25 cu. ft		
Securing and a contain by the force of the property of the contained by the property of the property	Sculpts stone into any shape.						·		
Column C	□□□□□Summon Monster III Effect:	25	None	1 round	15 rounds [D]			(Summoning)	RSRD: SpellsS.rtf
Part	Calls extraplanar creature to fight for you.	0.5	News		A 10 1	which can be more than 30 ft	. apart		00511 00 D 045
Life control and	Effect:	25	None	1 round	1 round/level	, ,		(Summoning) [Evi	
Second content of the property of the proper	Like summon undead except it summons undead from 3			4	4	which are more than 30 ft. ap	art		CDELL CO. D- 240
Sub-information and the content of the part of the p	Suppress Glyph	25	will negates (object)	standard	i minute/level	100 II. V,S	res (object)	Abjuration	SPELL CO: Pg.216
Ministry	Effect: Gain enhanced awareness of magical writing such as a c	alyph of v	varding; see text.			Target: 100-ftradius emanat	ion centered on you	Caster Level: 15	
Continue	Telepathic Bond, Lesser			standard	150 minutes	30 feet V, S	No		RSRD: PsionicSpells.
Part Comparison Compariso	Effect:					Target: You and One willing of	reature within 30'	Caster Level: 15	
Mary					1 round/3 levels	Medium (250 ft.) V,S,DF	No	Evocation [Earth]	SPELL CO: Pg.223
Department Dep						Towns 40 ft and in a count		O	
Color Colo	Effect: Disrupts concentration; see text.					-			
March Marc	□□□□□Tremor	25	Reflex partial; see tex	standard	1 round	Close (60 ft.) V, S, DF	No	Evocation [Earth]	APM: p. 176
Control	Effect:		nd oan aallanaa atruatuu			Target: 40-ftradius spread [3]	Caster Level: 15	
Transfer Page Cycles C	minor earthquake shakes 40-ft. radius, deals noniethal da			1	1 round/level [D]	Personal V,S,M,D	F No	Conjuration (Creation) [Evil,	SPELL CO: Pg.227
	Effect:	roct- L	Page tout	action		Target: Cylinder [20-ftradius	, 20 ft. high]	Water]	
The control of the property of gains larged test leasing ability for the surface of the soul of the so	Driving rain falls around you, it falls in a fixed area once of Vigor		Will negates	standard	10 rounds + 1 round/level [max 25]	Touch V,S	Yes [harmless]		SPELL CO: Pg.229
Comparison Com	Effect:	ahility fo		action	utomatically hapled per record	Target: Living creature toucher	ed	-	
Section Sect	Same as lesser vigor except it grants target tast healing a		Will negates	1 standard		20 ft. V,S	Yes [harmless]		SPELL CO: Pg.229
Personal Visage of the Deity, Lesser 75	Effect:						, no two of which can be	Caster Level: 15	
The content is part of any set that Section Sectio				spell at 1 h			N/A	Transmutation	SPELL CO: Pg.231
Target 700 Cale of Law 15 Cale of	Jaja Visage of the Delty, Lessel								
Transport Communication	Effect: Your form becomes more like your deity's: see text					Target: You		Caster Level: 15	
Trace And creative passing through the wall become discused. You can see through the wall become discused. You can see through the wall become discussed from the wall become discussed fr	□□□□□Wall of Light	25	None		1 minute/level [D]	Close (60 ft.) V,S,M	Yes; see text	Evocation [Light]	SPELL CO: Pg.234
Marie Breathing 25 Will negates 1	Effect:							Caster Level: 15	
Subject can be and the underwases Subject can be and the under				ee text.	30 hours; see text			Transmutation	RSRD: SpellsT-Z.rtf
Subjects on treather underwalts Subject can breather underwalts Subj			(harmless)						
Marker Walk 25	Effect: Subjects can breathe underwater.					Target: Living creatures touch	ned	Caster Level: 15	
Tought	□□□□ Water Walk	25			150 minutes [D]	Touch V, S, DF	Yes (harmless)		RSRD: SpellsT-Z.rtf
Touch No. No	Effect:			action		Target: 15 touched creatures		Caster Level: 15	
### Adds additional damage; see text. ### Add additional damage; see text	-	25			1 round/level	Touch V,S	Yes [harmless,object]		SPELL CO: Pg.236
Adds additional damage; see text. Medium Qappon of Impact 25 Will negates 1 10 minutes/level 5	. 0,		[harmless,object]			Torget: One weepen			
Parmiless, object standard	Adds additional damage; see text.								00511 00 0 005
Double threat range of weapon. Company Co	_I_I_I_I Weapon of Impact	25	[harmless,object]		10 minutes/level	Touch V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
Touch V,DF Ves [harmless,object] Transmutation SPELL CC: Pg.237 Family Special enhancements and abilities. See text. Target: Weapon touched Target: Weapon touched Target: Weapon touched Caster Level: 15 Target: Weapon touched Target: Weapon touc	Effect: Double threat range of weapon.							Caster Level: 15	
Action action action action action action action action and abilities. See text in the a weapon favored by your deity with special enhancements and abilities. See text in the a weapon favored by your deity with special enhancements and abilities. See text in the action of action action action action action in the special point of the standard action in the standard	□□□□□ Weapon of the Deity	25			1 round/level			Transmutation	SPELL CO: Pg.237
Imbue a weapon favored by your delty with special enhancements and abilities. See text. See	Effect:					Target: Weapon touched		Caster Level: 15	
## Standard action Flat F	Imbue a weapon favored by your deity with special enhance			1	15 rounds		DE Vos		PSPD: SpallsT-7 rtf
Name Definition Definitio		25	None, see text		13 Tourius	Wediam (250 it.) V, 3, W/L	л тез	LVOCATION [Air]	NOND. Opens 1-2.1ti
Name DC Saving Throw Time Duration Standard action Target: Creature [Gargantuan or smaller] touched Target: SpellsA-B.rtt Target: SpellsA-B.rtt Target: SpellsA-B.rtt Target: Creature [Gargantuan or smaller] touched Target: SpellsA-B.rtt Target: SpellsA-B.rtt Target: SpellsA-B.rtt Target: SpellsA-B.rtt Target: Creature [Gargantuan or smaller] touched Target: SpellsA-B.rtt Target: Creature [Gargantuan or smaller] touched Target: SpellsA-B.rtt Target: Creature [Ga	Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to 150 ft. long	and 75 ft. high [S]	Caster Level: 15	
Touch V, S, DF Yes (harmless) Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation [Air]RSRD: SpellsA-B.rtf Subject treads on air as if solid [climb at 45-degree angle]. Transmutation Spell CO: Pg.17 Transmutation Spell CO: Pg.32 Transmutation Spell CO: Pg.32 Transmutation Spell CO: Pg.32 Transmutation Spell CO: Pg.32 Transmutation Spell CO: Pg.44 Transmutation Spell CO: Pg.44 Transmutation Transmutation Spell CO: Pg.44 Transmutation Tran					LEVEL 4				
standard action Flect: Subject treads on air as if solid [climb at 45-degree angle]:									
Target: Creature [Gargantuan or smaller] touched Caster Level: 15	□□□□□Air Walk	∠ b	NOTIE	standard	150 Minutes	rouch V, S, DF	res (narmiess)	ransmutation (Ai	טאפאנו: SpellsA-B.rtf
Assay Spell Resistance 26 N/A 1 swift action Target: You Caster Level: 15 Gives a +10 bonus on caster level to overcome spell resistance of one specific creature. Target: You Close (60 ft.) Target: See text Caster Level: 15 Target: See text Target: Creature touched Target: Creature touched Target: Creature touched Target: On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. Target: Creature touched Target: Creature touched Target: 10-ft. radius burst centered on you Caster Level: 15 Caster Level: 15 Target: Co: Pg. 17 Target: 10-ft. radius burst centered on you Caster Level: 15 Caster Level: 15 Caster Level: 15 Caster Level: 15 Target: 10-ft. radius burst centered on you Caster Level: 15 Caster Level: 15 Caster Level: 15 Target: 10-ft. radius burst centered on you Caster Level: 15 Target: 10-ft. radius burst centered on you Caster Level: 15 Target: 10-ft. radius burst centered on you Caster Level: 15 Target: 10-ft. radius burst centered on you Caster Level: 15 Target: 10-ft. radius burst centered on you Caster Level: 15 Caster Leve	Effect: Subject treads on air as if solid (climb at 45-degree angle	1.				Target: Creature [Gargantuar	or smaller] touched	Caster Level: 15	
Flect: Gives a +10 bonus on caster level to overcome spell resistance of one specific creature. Specific creature Specif	Assay Spell Resistance		N/A		1 round/level	Personal V,S	N/A	Divination	SPELL CO: Pg.17
Astral Hospice 26 N/A 1 24 hours/level standard action Target: See text Caster Level: 15 Caster L	Effect: Gives a +10 honus on caster level to overcome spell resi	stance o	f one specific creature	action		Target: You		Caster Level: 15	
ffect: On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. Parget: See text Caster Level: 15 Caster Level: 15 Caster Level: 15 Caster Level: 15 Fransmutation SPELL CO: Pg.32 Fransmutation SPELL CO: P	Gives a + 10 bonus on caster level to overcome spell rest				24 hours/level	Close (60 ft.) V,S,M	N/A		SPELL CO: Pg.17
On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur. On the Astral Plane this spell open can occur. On	Effect:					Target: See text			
[harmless] standard action Target: Creature touched Caster Level: 15 Grant blindsight to 30 ft. 1 Instantaneous 10 ft. V Yes Evocation [Sonic] SPELL CO: Pg.44 Standard action Target: 10-ft. radius burst centered on you Caster Level: 15 Deafen or damage foes, depending on their alignment.	On the Astral Plane this spell opens a portal to a demipla				1 minute/level	-	Vas [harmlaca]		SPELL CO: Page
Ffect: Deafung for the proof of the proof	Bilnasight, Greater	26		standard	i minute/ievei	rouch V,S	r es [narmiess]	ransmutation	SPELL CO: Pg.32
Castigate 26 Fortitude half standard action 1 Instantaneous 10 ft. V Yes Evocation [Sonic] SPELL CO: Pg.44 **Target: 10-ft. radius burst centered on you **Caster Level: 15 **Deafen or damage foes, depending on their alignment.**	Effect:			aution		Target: Creature touched		Caster Level: 15	
standard action **Target: 10-ft. radius burst centered on you Caster Level: 15 Deafen or damage foes, depending on their alignment.	Grant blindsight to 30 ft. Grant blindsight to 30 ft. Grant blindsight to 30 ft.	26	Fortitude half		Instantaneous	10 ft. V	Yes	Evocation [Sonic]	SPELL CO: Pg.44
Deafen or damage foes, depending on their alignment.	-					T 46 %	to a Lan	0	
* =Domain/Speciality Spell	Effect: Deafen or damage foes, depending on their alignment.					larget: 10-ft. radius burst cer	tered on you	Caster Level: 15	
					* =Domain/Speciality Spell				

				Cleric Spells					
Castigate	26	Will negates or Will partial; see text	1 round	Instantaneous; see text	30 ft.	V, S, DF	Yes	Evocation [Fear, Language-Depend Mind-Affecting, Sonic]	
Effect: You inspire fear, and my damage or deafen all within 30 fe	act of w				Target: 30 ftradius	spread, ce	ntered on you	Caster Level: 15	
::::::::::::::::::::::::::::::::::::::	26	Will negates	1 standard action	15 rounds	Medium (250 ft.) Target: All creatures			Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	RSRD: SpellsC.rtf
Subjects behave oddly for 15 rounds. Consumptive Field	27	Will negates	1 standard action	1 round/level	30 ft.	V,S	Yes	Necromancy [Death, Evil]	SPELL CO: Pg.51
ffect: All creatures with fewer than 0 Hp that fail the save die a	and you	gain 1d8 temp HP and	+2/per de	ath to Str. Your caster level increases b	Target: 30-ftradius	emanation	, centered on you	Caster Level: 15	
per death [max gain half your original caster level]. Contingent Energy Resistance ffect:	26	N/A	1 minute	1 hour/level [D]	Personal Target: You	V,S,M	N/A	Abjuration Caster Level: 15	SPELL CO: Pg.52
Same as Contigency, except it is more limited.	26	None; see text	1 standard action	150 minutes [D]	Long (1000 ft.)	V, S, M/DF		Transmutation [Water]	RSRD: SpellsC.rtf
iffect: Raises or lowers bodies of water.					Target: Water in a v [S]		50 ft by 150 ft by 30 ft	Caster Level: 15	
□□□□□ Crown of Terror	26	None	1 standard action	15 rounds [D]	10 ft. Target: A fiery halo	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting] Caster Level: 15	APM: p. 150
Enemies within 10 feet become shaken or frightened wher Crown of Valor	n you at 26	Will negates	1	15 minutes [D]	10 ft.	V, S, M/DF	Yes (harmless)	Conjuration	APM: p. 150
Effect:		(harmless)	standard action		Target: A silver halo)		(Creation) [Mind-Affecting] Caster Level: 15	
You and allies within 10 feet gain +1 on attacks and check	cs, +2 oi 26	n saves against fear. Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
iffect: Cures 4d8+15 damage.			action		Target: Creature to	uched		Caster Level: 15	
DDDDDeath Ward	27	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
Effect: Grants immunity to death spells and negative energy effec	cts.		action		Target: Living create	ure touched		Caster Level: 15	
Delay Death	27	Will negates [harmless]	1 immediate action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.63
ffect: Target cannot die from hit point damage during the duratio	on of the	spell.	action		Target: One creatur	re		Caster Level: 15	
Dimensional Anchor	26	None	1 standard action	15 minutes	Medium (250 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
iffect: Bars extradimensional movement.					Target: Ray			Caster Level: 15	
Discern Lies	26	Will negates	1 standard action	Concentration, up to 15 rounds	Close (60 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
ffect: Reveals deliberate falsehoods.					Target: 15 creatures than 30 ft. apart	s, no two of	which can be more	Caster Level: 15	
Dismissal	26	Will negates; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S, DF		Abjuration	RSRD: SpellsD-E.rtf
ffect: Forces a creature to return to native plane.					Target: One extrapl			Caster Level: 15	
Divination	26	None	10 minutes	Instantaneous	Personal Target: You	V, S, M	No	Divination Caster Level: 15	RSRD: SpellsD-E.rtf
Provides useful advice for specific proposed actions. Divine Power	26	None	1 standard action	15 rounds	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
iffect: You gain attack bonus, +6 to Str, and 15 hps.			dottori		Target: You			Caster Level: 15	
Dweomer of Transference	26	Will Negates (Harmless)	1 minute	15 rounds	Close (60 ft.)	V, S	Yes (Harmless)	Evocation	RSRD: PsionicSpells.
iffect: You form a radiating corona around the head of a psionic a DDDDDFreedom of Movement				power points [see text].	Target: One willing	psionic crea		Caster Level: 15	
			1	150 minutes	Personal or touch	V S M		Abjuration	RSRD: SnellsF-G rtf
ffoot	26	Will negates (harmless)	1 standard action	150 minutes		V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
Subject moves normally despite impediments.		(harmless)	standard action		Target: You or crea	DF ture touche	d	Caster Level: 15	·
Subject moves normally despite impediments.	26		standard	150 minutes 15 minutes	Target: You or creat Close (60 ft.) Target: Up to three	DF ture touche V, S, DF vermin, no	d Yes	·	RSRD: SpellsF-G.rtf RSRD: SpellsF-G.rtf
Subject moves normally despite impediments. Giant Vermin Ffect: Turns centipedes, scorpions, or spiders into giant vermin.		(harmless)	standard action 1 standard action 1 standard		Target: You or creat	DF ture touche V, S, DF vermin, no	d Yes	Caster Level: 15 Transmutation Caster Level: 15	·
Subject moves normally despite impediments. Glant Vermin Effect: Turns centipedes, scorpions, or spiders into giant vermin. Glowing Orb	26	(harmless)	standard action 1 standard action 1	15 minutes	Target: You or creat Close (60 ft.) Target: Up to three more than 30 ft. apa	DF ture touche V, S, DF vermin, no art V,S,F	d Yes two of which can be	Caster Level: 15 Transmutation Caster Level: 15	RSRD: SpellsF-G.rtf
Subject moves normally despite impediments. Glant Vermin Glant Vermin Glant vermin. Glant vermin. Glowing Orb Glowing Orb Glowing Orb Glowing Orb Hand of the Faithful	26	(harmless)	standard action 1 standard action 1 standard action	15 minutes	Target: You or creat Close (60 ft.) Target: Up to three more than 30 ft. apa Touch Target: Magical, con 10 ft.	DF ture touche V, S, DF vermin, no art V,S,F introllable lig V,S,DF	d Yes two of which can be No htt source Yes	Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Abjuration [See text]	RSRD: SpellsF-G.rtf
Subject moves normally despite impediments. Giant Vermin ffect: Turns centipedes, scorpions, or spiders into giant vermin. Glowing Orb ffect: Makes a light source in a globe; see text Hand of the Faithful ffect: Immobile zone of warding that is permeable to those of your pointer or exit.	26 26 26 our relig	None None Fortitude negates ion, all creature must w	standard action 1 standard action 1 standard action 1 minute ear the sai	15 minutes Permanent 1 hour/level me holy symbol or be of the same faith t	Target: You or creat Close (60 ft.) Target: Up to three more than 30 ft. apa Touch Target: Magical, con 10 ft. Target: 10-ftradius ospace	DF ture touche V, S, DF vermin, no art V,S,F ntrollable lig V,S,DF s emanation	d Yes two of which can be No htt source Yes centered on a point in	Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Abjuration [See text] Caster Level: 15	RSRD: SpellsF-G.rtf SPELL CO: Pg.106 SPELL CO: Pg.109
Subject moves normally despite impediments.	26 26 26 our relig 26	None None Fortitude negates ion, all creature must w Fortitude partial	standard action 1 standard action 1 standard action 1 minute ear the sai 1 standard action	15 minutes Permanent 1 hour/level me holy symbol or be of the same faith t Instantaneous	Target: You or creat Close (60 ft.) Target: Up to three more than 30 ft. apa Touch Target: Magical, cor 10 ft. Target: 10-ftradius	DF ture touche V, S, DF vermin, no art V,S,F ntrollable lig V,S,DF e emanation V,S	d Yes two of which can be No htt source Yes	Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Abjuration [See text] Caster Level: 15	RSRD: SpellsF-G.rtf SPELL CO: Pg.106
Subject moves normally despite impediments. Giant Vermin Flect: Turns centipedes, scorpions, or spiders into giant vermin. Glowing Orb Flect: Makes a light source in a globe; see text Hand of the Faithful Flect: Immobile zone of warding that is permeable to those of youter or exit. Hypothermia Flect: Deals 1d6 per caster level [max 10d6] and becomes fatigue	26 26 26 our relig 26	None None Fortitude negates ion, all creature must w Fortitude partial re halves damage and r Will negates	standard action 1 standard action 1 standard action 1 minute ear the said standard action 1 minute ear the said standard action 1 standard action	15 minutes Permanent 1 hour/level me holy symbol or be of the same faith t Instantaneous	Target: You or creat Close (60 ft.) Target: Up to three more than 30 ft. ape Touch Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.)	DF ture touche V, S, DF vermin, no art V,S,F ntrollable lig V,S,DF emanation V,S	d Yes two of which can be No htt source Yes centered on a point in	Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Abjuration [See text] Caster Level: 15 Evocation [Cold]	RSRD: SpellsF-G.rtf SPELL CO: Pg.106 SPELL CO: Pg.109
Subject moves normally despite impediments. Giant Vermin Fect: Turns centipedes, scorpions, or spiders into giant vermin. Glowing Orb Fect: Makes a light source in a globe; see text Hand of the Faithful Fect: Immobile zone of warding that is permeable to those of youter or exit. Hypothermia Fect: Deals 1d6 per caster level [max 10d6] and becomes fatigue in the permeable with Spell Ability Fect: The permeable in the per	26 26 26 26 26 ued. Sav	None None Fortitude negates ion, all creature must w Fortitude partial	standard action 1 standard action 1 standard action 1 minute ear the said standard action 1 standard action 1 minute ear the said standard action 1 standard action 1 standard action 1 standard action	15 minutes Permanent 1 hour/level me holy symbol or be of the same faith t Instantaneous	Target: You or creat Close (60 ft.) Target: Up to three more than 30 ft. apa Touch Target: Magical, con 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: One creature	DF ture touche V, S, DF vermin, no art V,S,F ntrollable lig V,S,DF e emanation V,S	d Yes two of which can be No htt source Yes centered on a point in Yes Yes (harmless)	Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Abjuration [See text] Caster Level: 15 Evocation [Cold] Caster Level: 15	RSRD: SpellsF-G.rtf SPELL CO: Pg.106 SPELL CO: Pg.109 SPELL CO: Pg.118
Subject moves normally despite impediments. Glant Vermin Glant Vermin Glant Vermin Glowing Orb Glowing O	26 26 26 26 26 ued. Sav	None None Fortitude negates ion, all creature must w Fortitude partial re halves damage and r Will negates	standard action 1 standard action 1 standard action 1 minute ear the san 1 standard action 1 minute ear the san 1 standard action 1 minutes	15 minutes Permanent 1 hour/level me holy symbol or be of the same faith t Instantaneous	Target: You or creat Close (60 ft.) Target: Up to three more than 30 ft. apa Touch Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: One creatur Touch	DF ture touche V, S, DF vermin, no art V,S,F ntrollable lig V,S,DF e emanation V,S	d Yes two of which can be No htt source Yes centered on a point in Yes Yes (harmless)	Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Abjuration [See text] Caster Level: 15 Evocation [Cold] Caster Level: 15 Evocation	RSRD: SpellsF-G.rtf SPELL CO: Pg.106 SPELL CO: Pg.109 SPELL CO: Pg.118
Subject moves normally despite impediments. Glact: Turns centipedes, scorpions, or spiders into giant vermin. Glowing Orb Glowing Or	26 26 26 26 26 26 26 26 26	None None Fortitude negates ion, all creature must w Fortitude partial re halves damage and r Will negates (harmless)	standard action 1 standard action 1 standard action 1 minute ear the said standard action 1 minutes 1 minutes 1 standard action 1 minutes	15 minutes Permanent 1 hour/level me holy symbol or be of the same faith t Instantaneous igue. Permanent until discharged [D]	Target: You or creat Close (60 ft.) Target: Up to three more than 30 ft. apa Touch Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: One creatur Touch Target: Creature to	ture touche V, S, DF vermin, no art V,S,F introllable lig V,S,DF e emanation V,S ee V, S, DF uched; see	d Yes two of which can be No ht source Yes centered on a point in Yes Yes (harmless)	Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Abjuration [See text] Caster Level: 15 Evocation [Cold] Caster Level: 15 Evocation Caster Level: 15 Transmutation	RSRD: SpellsF-G.rtf SPELL CO: Pg.106 SPELL CO: Pg.109 SPELL CO: Pg.118 RSRD: SpellsH-L.rtf
Giant Vermin Giffect: Turns centipedes, scorpions, or spiders into giant vermin. Glowing Orb G	26 26 26 26 26 26 26 26 26	None None Fortitude negates ion, all creature must w Fortitude partial re halves damage and r Will negates (harmless)	standard action 1 standard action 1 standard action 1 minute ear the san 1 standard action 1 minute ear the san 1 standard action 1 minutes	15 minutes Permanent 1 hour/level me holy symbol or be of the same faith t Instantaneous igue. Permanent until discharged [D]	Target: You or creat Close (60 ft.) Target: Up to three more than 30 ft. apa Touch Target: Magical, con 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: One creatur Touch Target: Creature tou	ture touche V, S, DF vermin, no art V,S,F introllable lig V,S,DF e emanation V,S ee V, S, DF uched; see	d Yes two of which can be No ht source Yes centered on a point in Yes Yes (harmless)	Caster Level: 15 Transmutation Caster Level: 15 Evocation [Light] Caster Level: 15 Abjuration [See text] Evocation [Cold] Caster Level: 15 Evocation Caster Level: 15 Transmutation [Evil]	RSRD: SpellsF-G.rtf SPELL CO: Pg.106 SPELL CO: Pg.109 SPELL CO: Pg.118 RSRD: SpellsH-L.rtf

				Cleric Spells					
□□□□□Inflict Critical Wounds	27	Will half	1 standard	Instantaneous	Touch	/, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect:			action		Target: Creature tour	ched		Caster Level: 15	
Touch attack, 4d8+15 damage	26	Will negates		1 minute/level	Touch	/,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.125
Effect:		[harmless]	standard action		Target: Corporeal un	dead crea	ture touched	Caster Level: 15	
Skeleton changes to Iron; grants +5 to natural armor AC.	26	Will negates	1	1 minute/level	- '	/,S,DF	Yes	Abjuration	SPELL CO: Pg.131
neson			standard action			.,-,-			
Effect: Subject becomes immune to the effects of positive energ					Target: Creature tour			Caster Level: 15	
□□□□□Magic Weapon, Greater	26	Will negates (harmless, object)	1 standard action	15 hours	Close (60 ft.)	/, S, M/DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Weapon gains +3 bonus.			action		Target: One weapon must be in contact wi	or fifty pro	jectiles [all of which her at the time of	Caster Level: 15	
Make Manifest	26	Will negates	1	1 round/level	casting]	/,S,M	Yes	Transmutation	SPELL CO: Pg.137
			standard action						
Effect: Cause one creature on a coexistant plane to appear on y	our plan 26	e; see text. Will negates	1	15 hours [D]	Target: One creature Close (60 ft.)		Yes	Caster Level: 15 Transmutation	APM: p. 160
Mark of Censure	20	will riegates	standard action	is nouis [b]	Close (60 II.)	V, 3, DF	res	Transmutation	Агм. р. 160
Effect: Subject is marked as an enemy, takes a -1 penalty on att	ack rolls				Target: One living cre	eature		Caster Level: 15	
Moon Bolt	26	Fortitude half[living] Will negates[undead]		Instantaneous	Long (1000 ft.)	/,S	Yes	Evocation	SPELL CO: Pg.143
Effect: Bolt unerringly strikes dealing 1d4 Str damage per three	nactor I-	uple (may Edd) Under-d	action	helplace for 1d4 rounder one toyt	Target: One living or undead creatures, th		eature, or two living or	Caster Level: 15	
Negative Energy Aura	27	N/A	1 standard	1 round/level		/,S	N/A	Necromancy	SPELL CO: Pg.146
Effect:			action		Target: 10-ftradius	emanation		Caster Level: 15	
Living creatures within 10 ft. lose 1 hp/3 caster level [max Neutralize Poison	< 5] each 26	Will negates	1	150 minutes	Touch	/, S, M/DF	Yes (harmless, object)		RSRD: SpellsM-O.rtf
		(harmless, object)	standard action		Torrati Cti	bioot =f	to 15 ou ft towards	(Healing)	
Effect: Immunizes subject against poison, detoxifies venom in or Panacea	r on subj 26	ect. Will half [harmless];	1	Instantaneous		bject of up ∕,S	to 15 cu. ft. touched Yes [harmless]	Caster Level: 15 Conjuration	SPELL CO: Pg.152
Panacea	20	see text	standard action	mstaria recous	Todon	٧,٥	res (namicss)	(Healing)	Of EEE 00.1 g.102
Effect: Removes most conditions; see text.					Target: Creature tour			Caster Level: 15	
Planar Ally, Lesser	26	None	10 minutes	Instantaneous	Close (60 ft.)	/, S, DF, KP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
Effect: Your deity sends you an elemental or outsider of the deit	v's choic	e of 6 HD or less.			Target: One called el	emental o	routsider of 6 HD or	Caster Level: 15	
□□□□□Planar Exchange, Lesser	26	None	1 round	1 round/level [D]		/,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
Effect: Call a celestial creature see list; see text					Target: One called cr			Caster Level: 15	
□□□□□ Planar Tolerance	26	None	immediate	1 hour/level e	20 ft.	/	Yes [harmless]	Abjuration	SPELL CO: Pg.159
Effect: Gain temporary respite from the natural effects of a speci	ific plane		action		Target: One creature centered on you	/level in a	20-ft. radius burst	Caster Level: 15	
□□□□□ Poison	27	Fortitude negates; see text	e 1 standard	Instantaneous; see text		/, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
Effect:			action		Target: Living creatu	re touched		Caster Level: 15	
Touch deals 1d10 Con damage, repeats in 1 minute. Positive Energy Aura	26	None	1 standard	1 round/level	Personal	/,S	No	Conjuration	SPELL CO: Pg.161
Effect:			action		Target: 10-ftradius	emanation	centered on you	(Healing) Caster Level: 15	
Each round all living creatures within 10 ft. gain 1 hp per	three ca	ster levels [max 5]. Und None		ouble the amount in damage. 1 round/level		/,S,DF		Conjuration	SPELL CO: Pg.170
			standard action					(Creation)	J
Effect: Allies gain +2 [or +3 for worshipers] on attacks and saves				450 % 10 [D]	Target: All allies and centered on you.			Caster Level: 15	DODD 0
Repel Vermin	26	None or Will negates; see text	1 standard action	150 minutes [D]	10 ft.	/, S, DF	res	Abjuration	RSRD: SpellsP-R.rtf
Effect: Insects, spiders, and other vermin stay 10 ft. away.					Target: 10 ft. radius e	emanation	centered on you	Caster Level: 15	
Resistance, Greater	26	Will negates [harmless]	1 standard	24 hours	Touch	/,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: As resistance, except you grant the subject ±3 resistance	honus		action		Target: Creature touc	ched		Caster Level: 15	
As resistance, except you grant the subject +3 resistance Restoration	26	Will negates (harmless)	3 rounds	Instantaneous	Touch	/, S, M	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Restores level and ability score drains.					Target: Creature tour	ched		Caster Level: 15	
□□□□□ Revenance	26	None; see text	standard	1 minute/level	Touch	/,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
Effect:			action		Target: Dead ally tou	ched		Caster Level: 15	
Brings an ally back to life for duration of spell; see text. Sanctum	26		1 standard	15 rounds [D]	Personal	/, S, DF		Conjuration (Teleportation)	APM: p. 166
Effect:			action		Target: You			Caster Level: 15	
		None	10	15 round; see text	-	/, S, M/DF	No	Evocation	RSRD: SpellsS.rtf
See text	26		minutes					Caster Level: 15	
See text Graph Sending Effect:	26		minutes		Target: One creature			Oddier Level. 10	
See text	26	Fort negates	1	Insta	-	/,S,M	Yes		SPELL CO: Pg.186
See text				Insta	Long (1000 ft.)	/,S,M	Yes	Evocation [Light]	SPELL CO: Pg.186
See text Sending Effect: Delivers short message anywhere, instantly. Shadowblast Effect: Creatures stunned for 1d6 rounds; natives of shadow vul	26	Fort negates	1 standard action	Insta 1 minute/level	Long (1000 ft.) Target: 20-ftradius	/,S,M	Yes Yes [harmless]		SPELL CO: Pg.186 SPELL CO: Pg.188
See text Sending Effect: Delivers short message anywhere, instantly. Shadowblast Effect: Creatures stunned for 1d6 rounds; natives of shadow vul	26 nerable t	Fort negates ake damage; see text.	1 standard action		Long (1000 ft.) Target: 20-ftradius st	v,s,M spread v,s,M	Yes [harmless]	Evocation [Light] Caster Level: 15 Abjuration	
See text Sending Effect: Delivers short message anywhere, instantly. Shadowblast Effect: Creatures stunned for 1d6 rounds; natives of shadow vul	26 nerable t	Fort negates ake damage; see text. Will negates	1 standard action		Long (1000 ft.) Target: 20-ftradius st	v,s,M spread v,s,M		Evocation [Light] Caster Level: 15 Abjuration	

□□□□□Smite Foe				Cleric Spells					
	26		1 standard action	Instantaneous; see text	60 ft.	V, S, DF	Yes	Evocation	APM: p. 169
Effect: Ray of divine power deals 3d8 damage to one target and s	sickens				Target: Ray			Caster Level: 15	
Sound Lance	26	Fortitude half	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Sonic]	SPELL CO: Pg.196
Effect: Deals 1d8 per caster level [max 10d8].					Target: One creatur	e or object		Caster Level: 15	
Spell Immunity	26	(harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: Subject is immune to 3 spells, up to 4th-level spells.					Target: Creature tou	uched		Caster Level: 15	
□□□□□Spell Vulnerability Effect:	26	Ü		1 minute/level	Close (60 ft.) Target: One creature	V,S e	No	Transmutation Caster Level: 15	SPELL CO: Pg.200
Reduces subject's spell resistance by 1 per caster level [m	nax redu 26			below 0. 15 rounds [D]		V, S, F/DF		Conjuration (Summoning)	RSRD: SpellsS.rtf
:ffect: Calls extraplanar creature to fight for you. □□□□□□ Summon Undead IV	26	None	1 round	1 round/level	which can be more			Caster Level: 15 Conjuration	SPELL CO: Pg.215
iffect: Like summon undead except it summons undead from 4th	lovol lic	~t			Target: One or more which are more than			(Summoning) [Evil Caster Level: 15	
Symbol of Despair		Will negates	10 minutes	See text			Yes	(Compulsion) [Mind-Affecting]	APM: p. 173
iffect: Triggered rune fills nearby creatures with utter despair.					Target: One symbol			Caster Level: 15	
Tongues	26	(harmless)	1 standard action	150 minutes			No	Divination	RSRD: SpellsT-Z.rtf
iffect: Speak any language.	26	Will possess	1	1 hour/lovel	Target: Creature tou		Voe [harmless = his st	Caster Level: 15	SDELL CO: D= 000
□□□□□Undead Bane Weapon	20		1 standard action	1 hour/level		V,S,DF	Yes [harmless,object] y projectiles [all of which		SPELL CO: Pg.226
Give weapon touched undead bane special ability; add +2	enhanc 26	cement bonus and deals See text	+2d6 of b	onus damage. 10 minutes/level	must be touching at		casting]	Abjuration	SPELL CO: Pg.233
ffect:			standard action		Target: A straight w	all whose a	rea is up to one 10-ft.	[Chaotic] Caster Level: 15	53
+2 to AC and saves, counter mind control, hedge out elestile side.	lemental 26	See text	t. radius a 1 standard	nd 10 minutes/level from the designate 10 minutes/level		i/sphere 5 f V,S,M/DF		Abjuration [Evil]	SPELL CO: Pg.233
ffect: +2 to AC and saves, counter mind control, hedge out ele	lementa'		action	nd 10 minutes/level from the designate	Target: A straight was	all whose a i/sphere 5 f		Caster Level: 15	
ostile side. DDDDDWall of Law	26	000 10/11	1 standard	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SPELL CO: Pg.234
ffect: +2 to AC and saves, counter mind control, hedge out el	lementa'		action t. radius a	nd 10 minutes/level from the designate	Target: A straight was	all whose a i/sphere 5 f	rea is up to one 10-ft. t./2 levels	Caster Level: 15	
ostile side.	26	None	1 standard	Concentration +1 round/level	Medium (250 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SPELL CO: Pg.235
ffect:			action			all whose a	rea is up to one 10-ft.	Caster Level: 15	
Creates a churning wall of sand.	27		1 standard	1 round/level + 3d10 minutes; see text	square/level [S] Close (60 ft.)	V,S	Yes	Necromancy [Evil]	SPELL CO: Pg.243
ffect: Target becomes helpless and after spell incurs -2 penalty	to all rol		action		Target: One human	oid		Caster Level: 15	
raiget becomes neipiess and alter spen incurs -2 penalty	to all for	is. See text.		LEVEL 5					
Name	DC	Saving Throw	Time	Duration	Range		Spell Resistance	School	Source
□□□□Atonement ffect:	27	None	1 hour	Instantaneous		V, S, M, F	, Yes	Abjuration	RSRD: SpellsA-B.rtf
					Target: Living create	DF, XP ure touched	I	Caster Level: 15	
Removes burden of misdeeds from subject. Aura of Evasion	27		1 standard	1 minute/level	Target: Living create				SPELL CO: Pg.18
☐☐☐☐Aura of Evasion **ffect: You and all creatures within the area gain evasion but only			action		Target: Living create 10 ft. Target: 10-ft. radius	V,S,M,DF	No		SPELL CO: Pg.18
Aura of Evasion ffect: You and all creatures within the area gain evasion but onlederex saves against breath weapons.		st breath weapons, thos None and Fortitude partial; see text	action		Target: Living create 10 ft. Target: 10-ft. radius	V,S,M,DF	No	Abjuration Caster Level: 15	SPELL CO: Pg.18 SPELL CO: Pg.33
☐☐☐☐Aura of Evasion ffect: You and all creatures within the area gain evasion but onl Reflex saves against breath weapons. ☐☐☐☐☐☐Blistering Radiance	ly agains 27 ke 2d6 fi	st breath weapons, thos None and Fortitude partial; see text ire damage each round.	action se who hav 1 standard	re evasion or improved evasion gain a +	Target: Living create 10 ft. Target: 10-ft. radius	V,S,M,DF emanation V,S,M	No centered on you	Abjuration Caster Level: 15 Evocation [Fire,	·
Aura of Evasion Aura of Evasion Aura of Evasion Aura of Evasion Reflex saves against breath weapons. Blistering Radiance All sighted creatures in area are dazzled [no save], and take	ly agains 27 ke 2d6 fi	st breath weapons, thos None and Fortitude partial; see text fire damage each round. Will negates	action se who hav 1 standard	re evasion or improved evasion gain a +	Target: Living create 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Medium (250 ft.)	V,S,M,DF emanation V,S,M	No centered on you	Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Enchantment [Mind-Affecting]	·
### Aura of Evasion #### #### #### #### #### #### ####	27 27 ke 2d6 fi 27	st breath weapons, thos None and Fortitude partial; see text iire damage each round. Will negates	action te who have the who have the who have the who have the whole the who	re evasion or improved evasion gain a + 1 round/level 1 round/level	Target: Living create 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Medium (250 ft.) Target: Ray	v,S,M,DF emanation V,S,M spread V,S	No centered on you Yes	Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Enchantment [Mind-Affecting] Caster Level: 15	SPELL CO: Pg.33 SPELL CO: Pg.37
### Aura of Evasion ###################################	27 27 ke 2d6 fi 27	st breath weapons, thos None and Fortitude partial; see text fire damage each round. Will negates See text	action te who have the who have the who have the who have the whole the who	re evasion or improved evasion gain a + 1 round/level	Target: Living create 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Medium (250 ft.) Target: Ray	v,S,M,DF emanation v,S,M spread v,S	No centered on you Yes Yes	Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Enchantment [Mind-Affecting]	SPELL CO: Pg.33
Aura of Evasion ffect: You and all creatures within the area gain evasion but onle Reflex saves against breath weapons. Blistering Radiance ffect: All sighted creatures in area are dazzled [no save], and table and the same	ly agains 27 ke 2d6 fi 27 27	st breath weapons, thos None and Fortitude partial; see text fire damage each round. Will negates See text cation.	action e who have 1 standard action 1 standard action 1 minute	re evasion or improved evasion gain a + 1 round/level 1 round/level	Target: Living create 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Medium (250 ft.) Target: Ray Close (60 ft.) Target: Up to 15 creother 30 ft.	v,S,M,DF emanation v,S,M spread v,S v,S v,S v,S v,S,DF	No centered on you Yes Yes No No ft. of each Yes	Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Enchantment [Mind-Affecting] Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fear, Language-Dependind-Affecting]	SPELL CO: Pg.33 SPELL CO: Pg.37 RSRD: SpellsA-B.rtf APM: p. 149
Aura of Evasion	ly agains 27 ke 2d6 fi 27 27 and petrific 27 who suffe	st breath weapons, thos None and Fortitude partial; see text iire damage each round. Will negates See text cation. Will partial; see text er -4 penalty on attack re	action se who have 1 standard action 1 standard action 1 minute 1 round olls, skill c	re evasion or improved evasion gain a + 1 round/level 1 round/level Instantaneous Concentration, up to 15 rounds hecks, and ability checks.	Target: Living create 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Medium (250 ft.) Target: Ray Close (60 ft.) Target: Up to 15 creother 30 ft. Target: 1 or more he more than 30 feet a	v,s,M,DF emanation v,s,M spread v,s v,s v,s v,s entures, all v v,s,DF	No centered on you Yes Yes No within 30 ft. of each Yes no two of which can be xt	Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Enchantment [Mind-Affecting] Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15	SPELL CO: Pg.33 SPELL CO: Pg.37 RSRD: SpellsA-B.rtf APM: p. 149 ant,
### Aura of Evasion ###################################	ly agains 27 ke 2d6 fi 27 27 and petrific 27 who suffe	st breath weapons, thos None and Fortitude partial; see text fire damage each round. Will negates See text cation. Will partial; see text er -4 penalty on attack rowill negates	action se who have 1 standard action 1 standard action 1 minute 1 round	re evasion or improved evasion gain a + 1 round/level 1 round/level Instantaneous Concentration, up to 15 rounds	Target: Living create 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Medium (250 ft.) Target: Ray Close (60 ft.) Target: Up to 15 creother 30 ft. Target: 1 or more he more than 30 feet al Close (60 ft.)	v,s,M,DF emanation v,s,M spread v,s v,s v,s v,s umanoids, t, spert; see te v	No centered on you Yes Yes No within 30 ft. of each Yes no two of which can be xt Yes	Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Enchantment [Mind-Affecting] Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] Mind-Affecting]	SPELL CO: Pg.33 SPELL CO: Pg.37 RSRD: SpellsA-B.rtf APM: p. 149 ant, RSRD: SpellsC.rtf
### Aura of Evasion ###################################	27 27 27 27 27 27 27 27 27 27	st breath weapons, thos None and Fortitude partial; see text ire damage each round. Will negates See text cation. Will partial; see text er -4 penalty on attack ro Will negates	action we who have 1 standard action 1 standard action 1 minute 1 round olls, skill ct 1 standard action	re evasion or improved evasion gain a + 1 round/level 1 round/level Instantaneous Concentration, up to 15 rounds necks, and ability checks. 15 rounds	Target: Living create 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Medium (250 ft.) Target: Ray Close (60 ft.) Target: 10 r more he more than 30 feet al Close (60 ft.) Target: 15 creatures than 30 ft. apart	v,s,M,DF emanation v,s,M spread v,s v,s v,s v,s umanoids, t,part; see te v	No centered on you Yes Yes No within 30 ft. of each Yes no two of which can be xt Yes which can be more	Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Enchantment [Mind-Affecting] Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] Caster Level: 15	SPELL CO: Pg.33 SPELL CO: Pg.37 RSRD: SpellsA-B.rtf APM: p. 149 ant, RSRD: SpellsC.rtf lent,
Aura of Evasion Fefect: You and all creatures within the area gain evasion but only Reflex saves against breath weapons. Feflex saves against breath weapons. Fefect: All sighted creatures in area are dazzled [no save], and tailing the save of Bedevilment Fefect: One ray attack per round, dazes 1d3 rounds. Fefect: Free subjects from enchantment alterations, curses, and the save of th	ly agains 27 ke 2d6 fi 27 27 and petrific 27 who suffe	st breath weapons, thos None and Fortitude partial; see text fire damage each round. Will negates See text cation. Will partial; see text Will negates None	action se who have 1 standard action 1 standard action 1 minute 1 round olls, skill ci 1 standard	re evasion or improved evasion gain a + 1 round/level 1 round/level Instantaneous Concentration, up to 15 rounds hecks, and ability checks.	Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Medium (250 ft.) Target: Ray Close (60 ft.) Target: Up to 15 creather 30 ft. Target: 15 creatures than 30 ft. apart Personal	v,s,M,DF emanation v,s,M spread v,s v,s v,s v,s umanoids, t, spert; see te v	No centered on you Yes Yes No within 30 ft. of each Yes no two of which can be xt Yes	Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Enchantment [Mind-Affecting] Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) Clanguage-Depend Mind-Affecting] Caster Level: 15 Divination	SPELL CO: Pg.33 SPELL CO: Pg.37 RSRD: SpellsA-B.rtf APM: p. 149 ant, RSRD: SpellsC.rtf
### Aura of Evasion ###################################	27 27 27 27 27 27 27 27 27 27	st breath weapons, thos None and Fortitude partial; see text iire damage each round. Will negates See text cation. Will partial; see text er -4 penalty on attack rowill negates	action we who have 1 standard action 1 standard action 1 minute 1 round olls, skill c 1 standard action	re evasion or improved evasion gain a + 1 round/level 1 round/level Instantaneous Concentration, up to 15 rounds necks, and ability checks. 15 rounds	Target: Living create 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Medium (250 ft.) Target: Ray Close (60 ft.) Target: Up to 15 creather 30 ft. Target: 15 creatures than 30 ft. apart Personal Target: You	v,s,M,DF emanation v,s,M spread v,s v,s v,s v,s umanoids, i part; see te v v,s, M,	No centered on you Yes Yes No within 30 ft. of each Yes no two of which can be xt Yes which can be more	Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Enchantment [Mind-Affecting] Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] Caster Level: 15	SPELL CO: Pg.33 SPELL CO: Pg.37 RSRD: SpellsA-B.rtf APM: p. 149 ant, RSRD: SpellsC.rtf lent, RSRD: SpellsC.rtf
Aura of Evasion Iffect: You and all creatures within the area gain evasion but only Reflex saves against breath weapons. Blistering Radiance Iffect: All sighted creatures in area are dazzled [no save], and tally a specified to the save of Bedevilment Iffect: One ray attack per round, dazes 1d3 rounds. Break Enchantment Iffect: Frees subjects from enchantments, alterations, curses, and the save of Chastise Person Iffect: You cause pain and damage to one or more humanoids, we cause pain and damage to one or more humanoids, we command. Greater	27 27 27 27 who suffer	st breath weapons, thos None and Fortitude partial; see text ire damage each round. Will negates See text cation. Will partial; see text will negates None Fortitude negates	action we who have 1 standard action 1 standard action 1 minute 1 round olls, skill of 1 standard action 1 minute 1 round 1 minute	re evasion or improved evasion gain a + 1 round/level 1 round/level Instantaneous Concentration, up to 15 rounds necks, and ability checks. 15 rounds	Target: Living create 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Medium (250 ft.) Target: Ray Close (60 ft.) Target: Up to 15 creather 30 ft. Target: 15 creatures than 30 ft. apart Personal Target: You	ure touched V,S,M,DF emanation V,S,M spread V,S V,S entures, all v V,S,DF umanoids, r part; see te V V,S, m, two of V,S,M,DF,XP V,S	No centered on you Yes Yes No No within 30 ft. of each Yes no two of which can be xt Yes which can be more No	Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Enchantment [Mind-Affecting] Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15	SPELL CO: Pg.33 SPELL CO: Pg.37 RSRD: SpellsA-B.rtf APM: p. 149 ant, RSRD: SpellsC.rtf lent, RSRD: SpellsC.rtf

				Cleric Spells					
□□□□□ Crawling Darkness	27	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SPELL CO: Pg.55
Effect: Tentacles surround you but don't interfere with movemen	nt or ca	asting. They provide co	ncealmen	t and completely hide your features. +4	Target: You 4			Caster Level: 15	
competence bonus to Grapple, Climb and Escape Artist che lamage.	ecks. If	you are attack the ter	tacles stri	ke back [Your BAB + Wis] dealing 1d12	2				
Cure Light Wounds, Mass	27		1 standard action	Instantaneous	Close (60 ft.) Target: 15 creatures	V, S	Yes (harmless) or Yes see text	;;Conjuration (Healing) Caster Level: 15	RSRD: SpellsC.rtf
Cures 1d8+15 damage for many creatures.	28	Will negates	1	1 minute/level	than 30 ft. apart		Yes		SPELL CO: Pg.56
Curse of Ill Fortune, Mass	20	-	standard action	·······································	Target: Enemies in :			Necromancy Caster Level: 15	37 EEE 00. Fg.56
Cause -3 penalty on attack rolls, saving throws, ability check				es. 1 hour/level or until you are killed	Personal	V,S	No.	Necromancy	SPELL CO: Pg.60
Effect:	20		standard action	Thousever of antil you are killed	Target: You	ν,ο	110	[Force] Caster Level: 15	Or ELE 00. 1 g.00
If you are killed, your body is destroyed by an explosion tha		See text	1	15 rounds or until discharged, whichever comes first	-	V, S, DF	See text	Abjuration [Evil]	RSRD: SpellsD-E.rtf
Effect: +4 bonus against attacks.			action			n enchantm	d creature from another ent or good spell on a	r Caster Level: 15	
⊒□□□□ Dispel Law	27			15 rounds or until discharged, whichever		V, S, DF	See text	Abjuration [Chaotic]	RSRD: SpellsD-E.rtf
Effect: +4 bonus against attacks.			action		Target: You and a to another plane; or yo	ouched lawf u and an ei	ful creature from nchantment or lawful	Caster Level: 15	
□□□□□Disrupting Weapon	27			15 rounds	spell on a touched of Touch	reature or o	object Yes (harmless, object)	Transmutation	RSRD: SpellsD-E.rtf
Effect:		(harmless, object); see			Target: One melee			Caster Level: 15	
Melee weapon destroys undead.	27	Will negates	1	1 round/level	Touch	V,S	No	Transmutation	SPELL CO: Pg.69
Effect:		[harmless]	standard action		Target: Living create			Caster Level: 15	g.00
Grants +10 enhancement to Dex.	27	Will negates	1	1 round/level	80 ft.	V,S,DF	Yes		SPELL CO: Pg.70
□□□□□ Doomtide	_,	-	standard action				res	, ,	3. EEE 00. Fg.70
Creatures must save or be dazed for 1 round. Mist obscure			1	1 round/level	Personal	V,S,M/DF		Evocation	SPELL CO: Pg.72
⊒⊒⊒⊒⊒Dragonbreath			standard action		Target: You	. ,0,141/01		Caster Level: 15	00. r g./2
Gain a true dragons breath weapon attack; see text	27	Reflex partial	1	Instantaneous	-	V,S	Yes	Transmutation	SPELL CO: Pg.75
	£1		standard action					[Fire]	51 EEE 00. Fg./5
Effect: Deals 4d6 from impact and 3d6 fire [no save], must make a			4	45 haves (D)	Target: 20-ftradius		'Van (harrier)	Caster Level: 15	ADM - 450
Effect:	27	Will negates (harmless)	1 round	15 hours [D]	Touch Target: Living create		Yes (harmless)	Conjuration (Healing) Caster Level: 15	APM: p. 153
As lesser fastheal, but 15 hours.	27		1 standard action	Instantaneous	Medium (250 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
Effect: Smite foes with divine fire for 15d6 damage.					Target: Cylinder 10			Caster Level: 15	
· · · · · · · · · · · · · · · · · · ·	27	(harmless)	1 standard action	15 rounds	Close (60 ft.)	V, S, DF	Yes (harmless)	Transmutation	APM: p. 157
Effect: Subjects gain an extra attack with the full attack action, +2 t			Reflex sav	res.	30 ft. apart		hich can be more than	Caster Level: 15	
Incorporeal Nova	28		1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Necromancy [Death]	SPELL CO: Pg.121
Effect: The spell destroys 1d4/caster level [max 20d4] HD worth of	f creatu				Target: 50-ftradius	burst		Caster Level: 15	
□□□□□**Inflict Light Wounds, Mass	28	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 1d8+15 damage to many creatures.					Target: 15 creatures than 30 ft. apart			Caster Level: 15	
Inflict Light Wounds, Mass	28		1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 1d8+15 damage to many creatures.					Target: 15 creatures than 30 ft. apart			Caster Level: 15	
Insect Plague	27	None	1 round	15 minutes	Long (1000 ft.) Target: 5 swarms of		h of which must be	Conjuration (Summoning) Caster Level: 15	RSRD: SpellsH-L.rtf
Effect:			1	1 minute/level	adjacent to at least	one other s		Abjuration	SPELL CO: Pg.131
Locust swarms attack creatures.	27		standard	Timilate/iever	Touch				
Locust swarms attack creatures. Company Life's Grace		[harmless]	action		Touch Target: Living create			Caster Level: 15	
Locust swarms attack creatures. Life's Grace Effect: Subjects become immune to all death spells, magical death	n effects	[harmless] s, energy drain, and any None	action negative					Caster Level: 15 Necromancy	RSRD: SpellsM-O.rtf
Locust swarms attack creatures. Life's Grace Effect: Subjects become immune to all death spells, magical death Mark of Justice	n effects	[harmless] s, energy drain, and any None	action negative	energy effects; see text	Target: Living create	ure touched			RSRD: SpellsM-O.rtf
Locust swarms attack creatures. Cffect: Subjects become immune to all death spells, magical death Mark of Justice Cffect: Designates action that will trigger curse on subject.	n effects 28	[harmless] s, energy drain, and any None Will negates	action negative 10 minutes 1 standard	energy effects; see text	Target: Living create	ure touched V, S, DF uched		Necromancy	RSRD: SpellsM-O.rtf RSRD: SpellsP-R.rtf
Locust swarms attack creatures.	n effects 28	[harmless] s, energy drain, and any None Will negates	negative of 10 minutes	energy effects; see text Permanent;see text	Target: Living creature touth Target: Creature touth Touch Target: Creature touth	V, S, DF ched V, S, F	Yes	Necromancy Caster Level: 15 Conjuration	
Locust swarms attack creatures. Cffect: Subjects become immune to all death spells, magical death Mark of Justice Cffect: Designates action that will trigger curse on subject. Cffect: As many as eight subjects travel to another plane.	n effects 28	[harmless] s, energy drain, and any None Will negates Will partial; see text	action r negative of 10 minutes 1 standard action 1 standard	energy effects; see text Permanent;see text	Target: Living create Touch Target: Creature tou Touch Target: Creature tou creatures joining ha	V, S, DF ched V, S, F	Yes	Necromancy Caster Level: 15 Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
Locust swarms attack creatures. Locust swarms attack creatures. Life's Grace Effect: Subjects become immune to all death spells, magical death Life's Grace Mark of Justice Effect: Designates action that will trigger curse on subject. Life's Plane Shift Effect: As many as eight subjects travel to another plane. Life's Psychic Turmoil	n effects 28 27	[harmless] s, energy drain, and any None Will negates Will partial; see text	action r negative of 10 minutes 1 standard action	energy effects; see text Permanent;see text Instantaneous	Target: Living creature tour Touch Target: Creature tour Touch Target: Creature tour Creatures joining ha Close (60 ft.) Target: 40-ft-radius	V, S, DF sched V, S, F sched, or up nds V, S, M	Yes Yes to eight willing Yes	Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15	RSRD: SpellsP-R.rtf
Locust swarms attack creatures.	n effects 28 27	[harmless] s, energy drain, and any None Will negates Will partial; see text None; see text	action negative 10 minutes 1 standard action 1 standard action 1 standard action	energy effects; see text Permanent;see text Instantaneous	Target: Living creater Touch Target: Creature tou Touch Target: Creature tou creatures joining ha Close (60 ft.)	v, S, DF inched V, S, F inched, or up inched, or up inched, or up inched, or up inched, or up inched, or up inched, or up inched	Yes Yes to eight willing Yes	Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Abjuration	RSRD: SpellsP-R.rtf
Image: Life's Grace Effect: Subjects become immune to all death spells, magical death Image: Mark of Justice Effect: Designates action that will trigger curse on subject. Image: Plane Shift Effect: As many as eight subjects travel to another plane. Image: Psychic Turmoil Effect: [see text] Image: Rain of Fire Effect: Deals 3d6 points of bludgeoning and 2d6 points of fire.	27 27 27	[harmless] s, energy drain, and any None Will negates Will partial; see text None; see text	action regative (10 minutes) 1 standard action 1 standard action 1 standard action	energy effects; see text Permanent;see text Instantaneous 15 rounds Instantaneous	Target: Living creature tout Touch Target: Creature tout Touch Target: Creature tout creatures joining has Close (60 ft.) Target: 40-ft-radius space Medium (250 ft.) Target: Cylinder, 20	ure touched V, S, DF tiched V, S, F tiched, or up nds V, S, M emanation V, S, M	Yes Yes to eight willing Yes centered on point in Yes 0 ft. high	Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire] Caster Level: 15	RSRD: SpellsP-R.rtf RSRD: PsionicSpells WoW: pg.330
Locust swarms attack creatures.	27 27 27	[harmless] s, energy drain, and any None Will negates Will partial; see text None; see text	action regative (10 minutes) 1 standard action 1 standard action 1 standard action	energy effects; see text Permanent;see text Instantaneous	Target: Living creater Touch Target: Creature tou Touch Target: Creature tou creatures joining ha Close (60 ft.) Target: 40-ft-radius space Medium (250 ft.)	ure touched V, S, DF iched V, S, F iched, or upnds V, S, M emanation V, S, M -ft.radius, 4 V, S, M, DF	Yes Yes to eight willing Yes centered on point in Yes	Necromancy Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire]	RSRD: SpellsP-R.rtf RSRD: PsionicSpells

				Cleric Spells					
Effect:			action	-	Target: Dead creature	e touched		Caster Level: 15	
If cast within one round of death, this spell restores the su Righteous Might	bject to	-1 HP. None	1 standard	15 rounds [D]	Personal V	/, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
Effect:			action		Target: You			Caster Level: 15	
Your size increases, and you gain combat bonuses.	27	None	1 standard action	1 round/level		/,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.177
iffect: Allies gain one additional melee attack each round at thei	r highest	t attack bonus (not cum		n other effects that grant extra attacks).		n 30-ftra	dius burst centered on		
norale bonus to attack and damage.	27	Will negates [harmless]	1 standard	1 round/level		/,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.179
Effect:		[Halliness]	action			level, no t	two of which are more	Caster Level: 15	
Opponents can't attack you, and you can't attack; see text	27	Fortitude partial	1 standard	Instantaneous	than 30 ft. apart 30 ft. V	/, S, DF	Yes	Evocation [Sonic]	APM: p. 166
Effect:			action		Target: Cone-shaped	burst		Caster Level: 15	
Blast of divine power deals 7d8 damage, deafens foes for	2d4 rou 27	will negates		und. 15 minutes	N	/, S, //DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
Effect: Spies on subject from a distance.	27	None; see text	1	15 minutes	Target: Magical sensor	or /, S	Yes (harmless)	Caster Level: 15 Illusion (Glamer)	ΔPM: p. 167
Secret Speech	21	None, see text	standard action	13 minutes				[Language-Depen	
Effect: You and creatures you select conceal hidden messages in	n your no	ormal speech. Fortitude partial	1	Instantaneous	Target: You and 7 will can be more than 30 Touch		Yes	Caster Level: 15 Necromancy	RSRD: SpellsS.rtf
□□□□□Slay Living	20	r ortitude partial	standard action	Instantaneous				[Death]	NOND. Spellso.ru
Effect: Touch attack kills subject.	27	Will pagetos	1	15 minutes	Target: Living creatur			Caster Level: 15	PSPD: Spall-C #
Spell Resistance	21	Will negates (harmless)	1 standard action	15 millutes			Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: Subject gains SR 27.	27	Will pagetos	10	Pormanont until triggage d 45 4	Target: Creature touc		Voc [harmless]	Caster Level: 15	SDELL CO: D- 001
□□□□□Stalwart Pact	21	Will negates [harmless]		Permanent until triggered, then 1 round/level	Touch V Target: Willing living of	/,S,DF creature to	Yes [harmless]	Evocation Caster Level: 15	SPELL CO: Pg.204
Upon losing half HP, gain 5 hp/two caster levels [max 35	np], DR : 27	5/magic and +2 luck bo None	nus on sav	ring throws. Instantaneous		,S,M/DF		Transmutation	SPELL CO: Pg.208
iffect:			standard action				buched, up to 10 cu. ft.	[Earth]	3
Sculpts stone into any shape.	27	Fortitude negates	1	1 round/level	+ 10 cu. ft./level	/,S,M/DF		Transmutation	SPELL CO: Pg.211
			standard action						. 5
ffect: Outsiders that fail their save have their damage reduction				45 accords (D)	space		centered on a point in		DCDD: CII-C -#
☐☐☐☐Summon Monster V ffect: Calls extraplanar creature to fight for you.	27	None	i round	15 rounds [D]			d creatures, no two of	Conjuration (Summoning) Caster Level: 15	RSRD: SpellsS.rtf
Summon Undead V	27	None	1 round	1 round/level	Close (60 ft.)	/,S,F/DF		Conjuration (Summoning) [Evi Caster Level: 15	SPELL CO: Pg.215 I]
Like summon undead except it summons undead from 5tt	level lis 28	st Fortitude negates	10 minutes	See text	which are more than 3	30 ft. apar			RSRD: SpellsS.rtf
ffect: Triggered rune wracks nearby creatures with pain.			minutes		Target: One symbol			Caster Level: 15	
Symbol of Sleep	27	Will negates	10 minutes	See text		/, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
iffect: Triggered rune puts nearby creatures into catatonic slumb	er. 27	Will negates	10	See text	Target: One symbol 0 ft.; see text	/,S	No	Caster Level: 15 Universal	SPELL CO: Pg.218
Symbol of Spell Loss	21	will negates	minutes	See lexi	Target: One symbol	,, .	NO	Caster Level: 15	3FELL CO. Fg.216
Symbol causes spellcasters within 60 ft. to lose their high	est level 27	each round until the sy N/A	mbol abso 1	rbs 30 levels. Instantaneous		/,S	N/A	Transmutation	SPELL CO: Pg.224
iffect:			standard action		Target: You			Caster Level: 15	S
Cast one 3rd or lower spell an additional two times.	27	Will negates	1	15 minutes	-	/, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
iffect:		(harmless)	standard action		Target: Creature touc		(Caster Level: 15	, pono : 2.10
Lets you see all things as they really are.	27	See text	24 hours	Instantaneous	<u> </u>	nea /, S, M	See text	Evocation [Evil]	RSRD: SpellsT-Z.rtf
iffect: Designates location as unholy.							from the touched point		opolio1 2.10
Designates location as unitoy. DDDDDDVigor, Greater	27	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch V	/,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect: Same as lesser vigor except it grants target fast healing a	bility for				Target: Living creature			Caster Level: 15	
Unerability	27	Will negates	1 standard action	1 round/level		/,S	Yes	Transmutation	SPELL CO: Pg.232
Effect: Lowers subject's damage reduction by 5 [to a minimum 5]		N		A set of the set	Target: Creature touc		N	Caster Level: 15	00511 00 -
□□□□□Wall of Dispel Magic	27	None	1 standard action	1 minute/level	, ,	/,S,DF	No	Abjuration	SPELL CO: Pg.233
ffect: Anyone crossing is subject to dispel magic; see text.	0=	D. fl.		4 10 1753	Target: A straight wall square/level			Caster Level: 15	ODELL SS T
Wall of Limbs	27	Reflex negates; see text	1 round	1 round/level [D]	, ,	/,S ling limbs	Yes	Evocation Caster Level: 15	SPELL CO: Pg.234
iffect: A creature attempting to move through the wall takes 5d6 □□□□□□Wall of Stone	and mu	st make Str check or be See text	1	k in the wall; see text. Instantaneous	Target: A wall of whirl or ring with radius up Medium (250 ft.)	to 5-ft./2 I	evels	Caster Level: 15 Conjuration	RSRD: SpellsT-Z.rtf
			standard action					(Creation) [Earth]	
Creates a stone wall that can be shaped.	27	None	2 rounds	1 minute/level	[S]	ose area /,S,M	is up to 15 5-ft. squares Yes	Caster Level: 15 Abjuration	SPELL CO: Pg.244
J⊔JJZone of Respite Effect:	۷.		∠ iourius	i miliute/level	20 π. V Target: 20-ftradius e			Caster Level: 15	or LLL 00. Pg.244
Creates a region that is temporarily protected from interpla					•		,		

				Cleric Spells					
□□□□□Zone of Revelation	27	None	1 standard	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes	Divination	SPELL CO: Pg.244
Effect: All creatures and objects with a zone of relevation are m	ade visib	ble: see text.	action		Target: 5-ftradius/le	evel emana	ation centered on a poir	nt Caster Level: 15	
, in stockards and objects with a zero of restautor are in	ado viole	510, 000 toxi.		LEVEL 6	пораво				
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Objects	28	None	1 standard action	15 rounds	Medium (250 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
Objects attack your foes.	28	None	1 round	150 minutes [D]	Target: 15 Small obj	V, S, DF		Caster Level: 15 Abjuration	RSRD: SpellsA-B.rtf
Effect: 10-ft. field hedges out living creatures.					Target: 10-ftradius	emanation	n, centered on you	Caster Level: 15	
□□□□□ Banishment	28	Will negates	1 standard action	Instantaneous		V, S, F	Yes	Abjuration	RSRD: SpellsA-B.rtf
Effect: Banishes 30 HD of extraplanar creatures.					Target: One or more which can be more t		ar creatures, no two of apart	Caster Level: 15	
□□□□□Barghest's Feast	29	Reflex negates [objec	t]1 standard action	Instantaneous		V,S,M	Yes [object]		SPELL CO: Pg.24
Effect: Destory the remains of a dead creature. [50% chance th	at wish,	miracle or true ressurect	cannot res	store the life].	Target: Corpse toucl			Caster Level: 15	
□□□□□ Battlelink	28	None	1 standard action	15 minutes			Yes (harmless)	Divination	APM: p. 147
Effect: Allies can coordinate attack and defense.					Target: You plus 5 w	-		Caster Level: 15	
Bear's Endurance, Mass	28	Will negates (harmless)	1 standard action	15 minutes		V, S, DF		Transmutation	RSRD: SpellsA-B.rtf
Effect: As bear's endurance, affects 15 subjects.					Target: 15 creatures than 30 ft. apart			Caster Level: 15	
Blade Barrier	28	Reflex half or Reflex negates; see text	1 standard action	15 minutes [D]	, ,	V, S	Yes		RSRD: SpellsA-B.rtf
Effect: Wall of blades deals 15d6 damage.		NACH		45	ringed wall of whirlin ft; either form 20 ft. h	g blades w nigh	up to 300 ft. long, or a vith a radius of up to 37		DODD 6 " 1 = 1
Bull's Strength, Mass	28	Will negates (harmless)	1 standard action	15 minutes			F Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: As bull's strength, affects one subject/ level.					Target: 15 creatures than 30 ft. apart			Caster Level: 15	
Cloak of Gloom	28	Will partial; see text	1 standard action	150 minutes [D]	Personal or Close Target: You; or a bar			Conjuration (Creation) [Darkness, Fear, Mind-Affecting] Caster Level: 15	APM: p. 149
Barrier or personal effect grans concealment, dims light,				***	-				
Effect: Lowers temperature by 5 degrees per level [Max 50 deg	28	None	1 minute	2d4 hours	1 mile Target: 1-mile-radius	V,S s circle cen	No ntered on you	Transmutation [Cold] Caster Level: 15	SPELL CO: Pg.50
Cometfall	28	Reflex half	1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50
Effect: Comet falls to the ground dealing 1d6/level [max 15d6] t	o everyti	hing in the area Creature		their Refley are prope; see text	Target: 400-pound b	all of rock	and ice	Caster Level: 15	
Effect: Creates chouls, chasts, mummies, or mohrgs.	29	None	1 hour	Instantaneous	Close (60 ft.) Target: One corpse	V, S, M	No	Necromancy [Evil] Caster Level: 15	RSRD: SpellsC.rtf
Creates grouns, grasts, murrines, or morings.	28	None	1	15 rounds [D]	30 ft.	V, S, DF	Yes	Conjuration	APM: p. 150
Effect: Enemies within 30 feet become frightened or panicked.			standard action		Target: A fiery halo			(Creation) [Fear, Mind-Affecting] Caster Level: 15	
Crown of Valor, Greater	28	Will negates (harmless)	1 standard	15 minutes [D]	30 ft.	V, S, M/DI	F Yes (harmless)	Conjuration (Creation)	APM: p. 150
Effect:			action		Target: A silver halo			[Mind-Affecting] Caster Level: 15	
You and allies within 30 feet gain +2 on attacks and che	cks, +4 c 28	on saves against fear; yo Will half (harmless) or Will half: see text	1	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or Yes	s;Conjuration	RSRD: SpellsC.rtf
Effect:		Will half; see text	standard action		Target: 15 creatures	, no two of	see text which can be more	(Healing) Caster Level: 15	
Cures 2d8+15 damage for many creatures. DDDDDDDSpel Magic, Greater	28	None	1	Instantaneous	than 30 ft. apart	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect:	23		standard action		Target: One spellcas			Caster Level: 15	J Spondo Enti
As dispel magic, but +20 on check.	28	Will pegates	1	15 minutes	20-ftradius burst	V, S, M/DI	•	Transmutation	RSRD: SpellsD-E.rtf
Effect:	20	Will negates (harmless)	standard action	15 minutes	Target: 15 creatures			Caster Level: 15	кокр. оревод-E.fti
As eagle's splendor, affects 15 subjects.	28	None	1	24 hours	than 30 ft. apart	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80
Effect:	20	None	standard action		Target: Creature tou		. co mannessj	Caster Level: 15	5. ELE 50. F g.60
Become immune to one energy type.	28	None or Will negates	3 rounde	150 minutes	Personal or touch		No or Yes (harmless)		RSRD: SpellsF-G.rtf
Effect:	20	(harmless)	o .ounus		Target: You or creat			Caster Level: 15	
Shows most direct way to a location. Greater	28	None or Reflex partial	1 standard action	15 minutes [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, Fire]	APM: p. 155
Effect: Small flame sheds light and deals 2d6+15 fire damag others.	e, plus b	blinds, dazes, and dazz		f opposite alignment; 1d8 fire damage to	Target: One fiery auto	ra on your	holy symbol	Caster Level: 15	
☐☐☐☐☐Flame of Evil, Greater	28	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Evil, Fire]	APM: p. 156
Effect: Small flame sheds light and deals 2d6+15 fire damag others.	e, plus t	blinds, dazes, and dazz		f opposite alignment; 1d8 fire damage t	Target: One fiery auto	ra on your	holy symbol	Caster Level: 15	
□□□□□Flame of Law, Greater	28	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
Effect: Small flame sheds light and deals 2d6+15 fire damag others.	e, plus t	blinds, dazes, and dazz		f opposite alignment; 1d8 fire damage t	Target: One fiery auto	ra on your	holy symbol	Caster Level: 15	
				* - Domain/Speciality Spell					

* =Domain/Speciality Spell

				Cleric Spells					
□□□□□ Forbiddance	28	See text	6 rounds	Permanent	Medium (250 ft.)	V, S, M, DF	Yes	Abjuration	RSRD: SpellsF-G.rtf
ffect: Blocks planar travel, damages creatures of different alignr	nent.				Target: 15 60-ft. cub	oes [S]		Caster Level: 15	
]□□□□ Geas/Quest	28	None	10 minutes	15 days or until discharged [D]	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Depend Mind-Affecting]	RSRD: SpellsF-G.rtf dent,
f <i>ect:</i> As lesser geas, plus it affects any creature.					Target: One living c			Caster Level: 15	
l□□□□Ghost Trap	28	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No tion centered on you	Abjuration Caster Level: 15	SPELL CO: Pg.103
Field of energy negates incorporealness within a 5 ft./cast			10	Decree of the last transfer	-		·		DODD 0
I□□□□ Glyph of Warding, Greater ffect: As glyph of warding, but up to 10d8 damage or 6th-level s	28	See text	10 minutes	Permanent until discharged [D]	Touch Target: Object touch		No (object) and Yes; see text 75 sq. ft	Abjuration Caster Level: 15	RSRD: SpellsF-G.rtf
As gryph of warding, but up to 1000 damage of otherwers	29	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
ffect: Deals 150 points damage to target.					Target: Creature to	uched		Caster Level: 15	
D□□□ **Harm 	29	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
ffect: Deals 150 points damage to target.					Target: Creature to			Caster Level: 15	
□□□□ Heal 	28	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
fect: Cures 150 points of damage, all diseases and mental cond					Target: Creature to			Caster Level: 15	
□□□□□ Heroes' Feast	28	None	10 minutes	1 hour plus 12 hours; see text	Close (60 ft.) Target: Feast for 15		No	Conjuration (Creation) [Creation] Caster Level: 15	RSRD: SpellsH-L.rtf
Food for 15 creatures cures and grants combat bonuses. Director Hide the Path	28	None	10 minutes	24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SPELL CO: Pg.114
ffect: Protects area against divinations; see text					Target: Up to 200 se	q.ft./level [S	l	Caster Level: 15	
□□□□ Ice Flowers	28	Reflex half	1 standard action	Instantaneous	Long (1000 ft.)	V,S	No	Transmutation [Cold]	SPELL CO: Pg.119
ffect: Creates dense rumble and causes 1d6/caster level [max 1	15d6]. N	o affect in desert or soli	d stone.		Target: 20-ftradius	burst		Caster Level: 15	
□□□□ Inflict Moderate Wounds, Mass	29	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
fect: Deals 2d8+15 damage to many creatures.					Target: 15 creatures than 30 ft. apart			Caster Level: 15	
Lucent Lance	28	None	1 standard action	Instantaneous	Close (60 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SPELL CO: Pg.134
ffect: Ranged touch attack blinds creature for 1 round; see text.					Target: Ray			Caster Level: 15	
I□□□ Make Manifest, Mass	28	N/A	1 standard action	1 round/level	Close (60 ft.)	V,S,M	N/A centered on a point is	Transmutation Caster Level: 15	SPELL CO: Pg.137
As make manifest, except all creatures and unattended ob	ject app 28	ear. Will negates	1	1 hour/level	space Touch	V,S,M	Yes	Transmutation	SPELL CO: Pg.138
□□□□ Mantle of the Icy Soul	20	VIII riogatoc	standard action	· ilounoto.	Target: Creature to			[Cold] Caster Level: 15	G. 222 GG. 1 g. 166
Grants Cold Subtype to target.	28	Will negates	1	15 minutes	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rti
ffect:		(harmless)	standard action		Target: 15 creatures			Caster Level: 15	
As owl's wisdom, affects one subject/ level.	28	Will disbelief (if	1	Instantaneous	than 30 ft. apart Medium (250 ft.)	V, S	Yes	Illusion	RSRD: SpellsP-R.rtf
		interacted with), then Fortitude partial; see text			T			(Phantasm) [Fear, Mind-Affecting]	
ffect: Fearsome illusion kills subject or deals 3d6 damage.					Target: One living c			Caster Level: 15	
□□□□□ Planar Ally	28	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No routsiders totaling no	Conjuration (Calling) [See Text] Caster Level: 15	RSRD: SpellsP-R.rtf
As lesser planar ally, but up to 12 HD.					more than 12 HD, want when they app	hich canno			
I□□□□ Planar Exchange ffect:	28	None	1 round	1 round/level [D]	0 ft. Target: One called of	V,S,DF	No	Conjuration (Calling) Caster Level: 15	SPELL CO: Pg.159
Call a celestial creature see list; see text	28	Fortitude negates	1 standard	Instantaneous	60 ft.	V,S	Yes	Abjuration	SPELL CO: Pg.172
ffect:			action		Target: Cone-shape	ed burst		Caster Level: 15	
Creatures in the area must save or be pushed away from a Resistance, Superior	you to a 28	distance of 5 ft. per cas Will negates [harmless]	ster level. 1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
ffect: As resistance, except you grant the subject +6 resistance	honus				Target: Creature to	uched		Caster Level: 15	
Revive Outsider	28	None; see text	1 minute	Instantaneous	Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
ffect: As raise dead, except it affects an outsider. DDDDDSarcophagus of Stone	28	Reflex negates	1 standard	1 round/level?	Target: Touch	V,S,M	No	Caster Level: 15 Conjuration (Creation)	SPELL CO: Pg.180
ffect:			action		Target: Creature to	uched?		Caster Level: 15	
Airtight coffin; see text.	20	None	1 rous	1 round/lovel	-		No		SDELL CO: D= 004
□□□□Spider Plague	28	None	ı round	1 round/level	Close (60 ft.) Target: Five summo		No	Conjuration (Summoning) [See text] Caster Level: 15	SPELL CO: Pg.201
	s [MM 28				g 1 100 Guinillic				SPELL CO: Pg.207
Summon five celestial or fiendish Large monstrous spiders	28	N/A	1	1 minute/level [D]	Personal	V.S.M	N/A		
Summon live celestar or lieralish Large monstrous spiders	28	N/A	1 standard action	1 minute/level [D]	Personal Target: You	V,S,M	N/A	Transmutation Caster Level: 15	OF EEE 00. 1 g.207

				Cleric Spells				
□□□□□Strength of Faith	28	Will negates	1	15 minutes	Touch V, S	s, DF Yes (harmless)	Abjuration	APM: p. 172
Effect:		(harmless)	standard action		Target: Creature touched	4	Caster Level: 15	
Fortifies subject against alignment effects.	28	None	1 round	Concentration, up to 1 round/level + 1	-		Caster Level: 15 Conjuration	SPELL CO: Pg.213
Summon Babau Demon	20	None	riound	round	, , ,		(Summoning) [Chaotic, Evil] Caster Level: 15	3FELL 00. Fg.213
Effect: Summons a babau demon [MM 40]; see text	20	Nana	4	45 asserta (D)	Target: One summoned	s, F/DF No		DCDD, CII-C #
Effect:	28	None	i round	15 rounds [D]	Target: One or more sun	nmoned creatures, no two	Conjuration (Summoning) o of Caster Level: 15	RSRD: SpellsS.rtf
Calls extraplanar creature to fight for you. Symbol of Fear Effect:	29	Will negates	10 minutes	See text	which can be more than 0 ft.; see text V, S Target: One symbol		Necromancy [Fea Mind-Affecting] Caster Level: 15	ar,RSRD: SpellsS.rtf
Triggered rune panics nearby creatures.	28	Will negates	10 minutes	See text	0 ft.; see text V, S	i, M Yes	Enchantment (Charm)	RSRD: SpellsS.rtf
Effect: Triggered rune charms nearby creatures.					Target: One symbol		[Mind-Affecting] Caster Level: 15	
Undeath to Death	29	Will negates	1 standard action	Instantaneous	Medium (250 ft.) V, S	s, M/DF Yes	Necromancy [Death]	RSRD: SpellsT-Z.rtf
Effect: Destroys 15d4 HD of undead.					burst	creatures within a 40-ftr	adius Caster Level: 15	
UUUUVigorous Circle	28	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft. V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect: Same as mass lesser vigor except it grants all targets fas			of the spel		more than 30 ft. apart	evels, no two of which ca		
Under Visage of the Deity	28	N/A	1 standard action	1 round/level	Personal V,S	DF N/A	Transmutation	SPELL CO: Pg.230
Effect: Your form becomes more like your deity's, take on celest					Target: You		Caster Level: 15	
Wind Walk	28	No and Will negates (harmless)	1 standard action	15 hours [D]; see text		i, DF No and Yes (harmless)		ir]RSRD: SpellsT-Z.rtf
Effect: You and your allies turn vaporous and travel fast.	28	None of Will	1	Instantaneous	Target: You and 5 touch		Caster Level: 15	DODD: CP-T-7
□□□□ Word of Recall	28	None or Will negates (harmless, object)	standard action	Instantaneous		No or Yes (harmle object)	(Teleportation)	RSRD: SpellsT-Z.rtf
Effect: Teleports you back to designated place. Zealot Pact	28	Will negates	10	Permanent until triggered, then 1	Target: You and touched creatures Touch V,S	DF,XP Yes [harmless]	Caster Level: 15 Evocation	SPELL CO: Pg.244
Effect:		[harmless]	minutes	round/level	Target: Willing living crea	ature touched	Caster Level: 15	
Gain +4 bonus and deal double damage against opposite	e alignme	ent once spell is activate	ed by first s					
Name	DC	Saving Throw	Time	LEVEL 7	Range Con	np. Spell Resistance	School	Source
Bestow Curse, Greater	30	Will negates	1 standard action	Permanent	Touch V,S	Yes	Necromancy	SPELL CO: Pg.27
Effect: See text for details of curse options.					Target: Creature touched	d	Caster Level: 15	
□□□□□ Blasphemy	29	None or Will negates; see text	1 standard action	Instantaneous	30 ft. V	Yes	Evocation [Evil, Sonic]	RSRD: SpellsA-B.rtf
Effect:								
Kills, paralyzes, weakens, or dazes nonevil subjects.	30	Fortitude half	1	Instantaneous	centered on you	s in a 40-ftradius spread Yes	1 Caster Level: 15 Necromancy	SPELL CO: Pg.33
	30	Fortitude half	1 standard action	Instantaneous	centered on you Close (60 ft.) V,S	Yes	Necromancy [Water]	SPELL CO: Pg.33
Kills, paralyzes, weakens, or dazes nonevil subjects. Dipplies Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage		Fortitude half Will negates	standard action	Instantaneous 1 minute/level	centered on you Close (60 ft.) V,S Target: Up to five living of more than 30 ft. apart		Necromancy [Water]	SPELL CO: Pg.33 SPELL CO: Pg.38
Kills, paralyzes, weakens, or dazes nonevil subjects. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage			standard action		centered on you Close (60 ft.) V,S Target: Up to five living of more than 30 ft. apart	Yes creatures, no two of which	Necromancy [Water] n are Caster Level: 15 Divination	-
Kills, paralyzes, weakens, or dazes nonevil subjects. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage Brain Spider Effect: Eavesdrop on thoughts of up to eight other creatures.			standard action		centered on you Close (60 ft.) V,S Target: Up to five living of more than 30 ft. apart Long (1000 ft.) V,S. Target: Up to eight living Close (60 ft.) V,S.	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation	-
Kills, paralyzes, weakens, or dazes nonevil subjects. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage Brain Spider Effect: Eavesdrop on thoughts of up to eight other creatures. Brilliant Blade Effect: Transform weapons into brilliant energy.	29 29	Will negates Will negates [harmless,object]	standard action 1 round 1 standard	1 minute/level 1 minute/level	centered on you Close (60 ft.) V,S Target: Up to five living omore than 30 ft. apart Long (1000 ft.) V,S Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15	SPELL CO: Pg.38 SPELL CO: Pg.40
Kills, paralyzes, weakens, or dazes nonevil subjects. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage Brain Spider Effect: Eavesdrop on thoughts of up to eight other creatures. Brilliant Blade Effect: Transform weapons into brilliant energy. Consumptive Field, Greater	29	Will negates Will negates	standard action 1 round 1 standard	1 minute/level	centered on you Close (60 ft.) V,S Target: Up to five living of more than 30 ft. apart Long (1000 ft.) V,S. Target: Up to eight living Close (60 ft.) V,S. Target: One melee or the projectiles 30 ft. V,S.	Yes creatures, no two of which M,DF Yes creatures within range. Yes (harmless,ob) rown weapon, or fifty Yes	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15 Necromancy [Death, Evil]	SPELL CO: Pg.38
Kills, paralyzes, weakens, or dazes nonevil subjects. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage Brain Spider Effect: Eavesdrop on thoughts of up to eight other creatures. Brilliant Blade Effect: Transform weapons into brilliant energy. Consumptive Field, Greater Effect: Same as Consumptive Field, except it affects creatures of the consumptive Field, except it affects creatures of th	. 29 29 30 with 9 hp	Will negates Will negates [harmless,object] Will negates or lower.	standard action 1 round 1 standard action 1 standard action	1 minute/level 1 minute/level 1 round/level	centered on you Close (60 ft.) V,S Target: Up to five living more than 30 ft. apart Long (1000 ft.) V,S. Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius email	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51
Kills, paralyzes, weakens, or dazes nonevil subjects. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage Brain Spider Effect: Eavesdrop on thoughts of up to eight other creatures. Brilliant Blade Effect: Transform weapons into brilliant energy. Consumptive Field, Greater Effect: Same as Consumptive Field, except it affects creatures to the consumptive Field.	29 29 30	Will negates Will negates [harmless,object] Will negates	standard action 1 round 1 standard action 1 standard action	1 minute/level 1 minute/level	centered on you Close (60 ft.) V,S Target: Up to five living of more than 30 ft. apart Long (1000 ft.) V,S. Target: Up to eight living Close (60 ft.) V,S. Target: One melee or the projectiles 30 ft. V,S. Target: 30-ftradius emez 2 miles V, S.	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation	SPELL CO: Pg.38 SPELL CO: Pg.40
Kills, paralyzes, weakens, or dazes nonevil subjects.	29 29 30 with 9 hp 29	Will negates Will negates [harmless,object] Will negates or lower. None	standard action 1 round 1 standard action 1 standard action 1 minutes; see text	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text	centered on you Close (60 ft.) V,S Target: Up to five living more than 30 ft. apart Long (1000 ft.) V,S. Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius emails V,S Target: 2-mile-radius circustrations of the projectiles Target: 2-mile-radius circustrations of the projectiles	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you No cle, centered on you; see	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage Brain Spider Effect: Eavesdrop on thoughts of up to eight other creatures. Brilliant Blade Effect: Transform weapons into brilliant energy. Consumptive Field, Greater Effect: Same as Consumptive Field, except it affects creatures to the control Weather Effect: Changes weather in local area. Cure Serious Wounds, Mass	. 29 29 30 with 9 hp	Will negates Will negates [harmless,object] Will negates or lower.	standard action 1 round 1 standard action 1 standard action 1 minutes; see text	1 minute/level 1 minute/level 1 round/level	centered on you Close (60 ft.) V,S Target: Up to five living of more than 30 ft. apart Long (1000 ft.) V,S. Target: Up to eight living Close (60 ft.) V,S. Target: One melee or the projectiles 30 ft. V,S. Target: 30-ftradius eme 2 miles V,S. Target: 2-mile-radius circ Close (60 ft.) V,S.	Yes creatures, no two of which M,DF Yes creatures within range. Yes (harmless,ob cown weapon, or fifty Yes anation, centered on you No cle, centered on you; see Yes (harmless) or see text	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 r Yes; Conjuration (Healing)	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51
Kills, paralyzes, weakens, or dazes nonevil subjects.	. 29 29 30 with 9 hp 29 29	Will negates [harmless,object] Will negates or lower. None Will half (harmless) or Will half; see text	standard action 1 round 1 standard action 1 standard action 10 minutes; see text 1 standard action	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text Instantaneous	centered on you Close (60 ft.) V,S Target: Up to five living more than 30 ft. apart Long (1000 ft.) V,S Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius emailies V,S Target: 2-mile-radius circ Close (60 ft.) V,S Target: 15 creatures, no than 30 ft. apart	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you No cle, centered on you; see Yes (harmless) or see text two of which can be mon	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 Yes;Conjuration (Healing) e Caster Level: 15	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage Brain Spider Effect: Eavesdrop on thoughts of up to eight other creatures. Consumptive Field, Greater Effect: Transform weapons into brilliant energy. Consumptive Field, Greater Effect: Same as Consumptive Field, except it affects creatures to the control Weather Effect: Changes weather in local area. Cures 3d8+15 damage for many creatures.	29 29 30 with 9 hp 29	Will negates [harmless,object] Will negates or lower. None	standard action 1 round 1 standard action 1 standard action 10 minutes; see text 1 standard action	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text	centered on you Close (60 ft.) V,S Target: Up to five living of more than 30 ft. apart Long (1000 ft.) V,S. Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius emeter of the projectiles 2 miles V,S Target: 2-mile-radius circ Close (60 ft.) V,S Target: 15 creatures, no than 30 ft. apart Personal V,S.	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you No cle, centered on you; see Yes (harmless) or see text two of which can be mon DF N/A	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 r Yes; Conjuration (Healing) e Caster Level: 15 Necromancy [Evi Fear, Mind-Affecting]	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects.	29 29 30 with 9 hp 29 29 30 Id66 dame	Will negates Will negates [harmless,object] Will negates or lower. None Will half (harmless) or Will half; see text N/A	standard action 1 round 1 standard action 1 standard action 10 minutes; see text 1 standard action 1 round	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text Instantaneous 1 round/level [D]	centered on you Close (60 ft.) V,S Target: Up to five living more than 30 ft. apart Long (1000 ft.) V,S Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius ema 2 miles V,S Target: 2-mile-radius circ Close (60 ft.) V,S Target: 15 creatures, no than 30 ft. apart Personal V,S Target: Dragon-shaped si	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you No cle, centered on you; see Yes (harmless) or see text two of which can be mon DF N/A	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 Transmutation text Caster Level: 15 Vesc; Conjuration (Healing) Caster Level: 15 Necromancy [Evifear, Mind-Affecting] Caster Level: 15	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf RSRD: SpellsC.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects.	29 29 30 30 29 29 29 30	Will negates [harmless,object] Will negates or lower. None Will half (harmless) or Will half; see text	standard action 1 round 1 standard action 1 standard action 10 minutes; see text 1 standard action	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text Instantaneous	centered on you Close (60 ft.) V,S Target: Up to five living one than 30 ft. apart Long (1000 ft.) V,S Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius eme 2 miles V,S Target: 2-mile-radius circ Close (60 ft.) V,S Target: 15 creatures, no than 30 ft. apart Personal V,S Target: Dragon-shaped ac Close (60 ft.) V,S Close (60 ft.) V,S	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you No cle, centered on you; see Yes (harmless) or see text two of which can be mon DF N/A	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 Interpretation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 Tres;Conjuration (Healing) Caster Level: 15 Necromancy [Evil] Necromancy [Evil] Secromancy [Evil] Secromancy [Evil] Secromancy [Evil] Secromancy [Evil] Secromancy [Evil] Secromancy [Death]	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects.	29 29 30 with 9 hp 29 29 30 4d6 dama 30	Will negates [harmless,object] Will negates or lower. None Will half (harmless) or Will half; see text N/A age as short swords; see Fortitude partial	standard action 1 round 1 standard action 1 standard action 1 minutes; see text 1 standard action 1 round 1 round 2 text 1 standard action	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text Instantaneous 1 round/level [D] Instantaneous	centered on you Close (60 ft.) V,S Target: Up to five living more than 30 ft. apart Long (1000 ft.) V,S Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius eme 2 miles V,S Target: 2-mile-radius circ Close (60 ft.) V,S Target: 15 creatures, no than 30 ft. apart Personal V,S Target: Dragon-shaped at Close (60 ft.) V,S Target: One creature	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you No cle, centered on you; see Yes (harmless) or see text two of which can be mon DF N/A armor of energy and bone 5, F Yes	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 Transmutation text Caster Level: 15 Necromancy [Evifear, Mind-Affecting] Caster Level: 15 Necromancy [Evifear, Mind-Affecting] Caster Level: 15 Necromancy [Death] Caster Level: 15 Necromancy [Death]	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf RSRD: SpellsC.rtf I, SPELL CO: Pg.60 RSRD: SpellsD-E.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects.	29 29 30 with 9 hp 29 29 30 Id66 dame	Will negates Will negates [harmless,object] Will negates or lower. None Will half (harmless) or Will half; see text N/A	standard action 1 round 1 standard action 1 standard action 1 minutes; see text 1 standard action 1 round be text 1 standard action 1 round	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text Instantaneous 1 round/level [D]	centered on you Close (60 ft.) V,S Target: Up to five living more than 30 ft. apart Long (1000 ft.) V,S Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius eme 2 miles V,S Target: 2-mile-radius circ Close (60 ft.) V,S Target: 15 creatures, no than 30 ft. apart Personal V,S Target: Dragon-shaped at Close (60 ft.) V,S Target: One creature	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you No cle, centered on you; see Yes (harmless) or see text two of which can be mon DF N/A	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 Interpretation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 Tres;Conjuration (Healing) Caster Level: 15 Necromancy [Evil] Necromancy [Evil] Secromancy [Evil] Secromancy [Evil] Secromancy [Evil] Secromancy [Evil] Secromancy [Evil] Secromancy [Death]	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf RSRD: SpellsC.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects.	29 29 30 with 9 hp 29 29 30 4d6 dama 30	Will negates Will negates [harmless,object] Will negates or lower. None Will half (harmless) or Will half; see text N/A age as short swords; see Fortitude partial	standard action 1 round 1 standard action 1 standard action 10 minutes; see text 1 standard action 1 round e text 1 standard action 1 round	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text Instantaneous 1 round/level [D] Instantaneous	centered on you Close (60 ft.) V,S Target: Up to five living more than 30 ft. apart Long (1000 ft.) V,S Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius eme 2 miles V,S Target: 2-mile-radius circ Close (60 ft.) V,S Target: 15 creatures, no than 30 ft. apart Personal V,S Target: Dragon-shaped at Close (60 ft.) V,S Target: One creature	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you No cle, centered on you; see Yes (harmless) or see text two of which can be mon DF N/A armor of energy and bone 5, F Yes	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 ject] Transmutation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 Transmutation text Caster Level: 15 Necromancy [Evifear, Mind-Affecting] Caster Level: 15 Necromancy [Evifear, Mind-Affecting] Caster Level: 15 Necromancy [Death] Caster Level: 15 Necromancy [Death]	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf RSRD: SpellsC.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects.	29 29 30 with 9 hp 29 29 30 4d6 dama 30	Will negates Will negates [harmless,object] Will negates or lower. None Will half (harmless) or Will half; see text N/A age as short swords; see Fortitude partial	standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action 1 round 2 text 1 standard action 1 round 2 text 1 standard action 1 standard action 1 standard action 1 standard action	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text Instantaneous 1 round/level [D] Instantaneous	centered on you Close (60 ft.) V,S Target: Up to five living omore than 30 ft. apart Long (1000 ft.) V,S Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius ema 2 miles V,S Target: 2-mile-radius circ Close (60 ft.) V,S Target: 15 creatures, no than 30 ft. apart Personal V,S Target: Dragon-shaped of Close (60 ft.) V,S Target: One creature Medium (250 ft.) V,S	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you No cle, centered on you; see Yes (harmless) or see text two of which can be mon DF N/A armor of energy and bone 5, F Yes	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 Interpretation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 Tres; Conjuration (Healing) Caster Level: 15 Necromancy [Evil] Necromancy [Evil] Caster Level: 15 Necromancy [Death] Caster Level: 15 Transmutation	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf RSRD: SpellsC.rtf I, SPELL CO: Pg.60 RSRD: SpellsD-E.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects.	29 29 30 30 29 29 30 30 29 30	Will negates Will negates [harmless,object] Will negates or lower. None Will half (harmless) or Will half; see text N/A age as short swords; see Fortitude partial (object)	standard action 1 round 1 standard action 1 standard action 10 minutes; see text 1 standard action 1 round e text 1 standard action	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text Instantaneous 1 round/level [D] Instantaneous Instantaneous	centered on you Close (60 ft.) V,S Target: Up to five living omer than 30 ft. apart Long (1000 ft.) V,S Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius emez 2 miles V,S Target: 2-mile-radius circ Close (60 ft.) V,S Target: 15 creatures, no than 30 ft. apart Personal V,S Target: Dragon-shaped at Close (60 ft.) V,S Target: One creature Medium (250 ft.) V,S Target: Ray	Yes reatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you; see Yes (harmless) of see text two of which can be more DF N/A armor of energy and bone is, F Yes MDF Yes	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 Interpretation Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 Tres; Conjuration (Healing) Caster Level: 15 Necromancy [Evil] Necromancy [Evil] Caster Level: 15 Necromancy [Death] Caster Level: 15 Transmutation	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf RSRD: SpellsC.rtf I, SPELL CO: Pg.60 RSRD: SpellsD-E.rtf RSRD: SpellsD-E.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects.	29 29 30 30 29 29 30 30 29 30	Will negates Will negates [harmless,object] Will negates or lower. None Will half (harmless) or Will half; see text N/A age as short swords; see Fortitude partial (object)	standard action 1 round 1 standard action 1 standard action 1 ominutes; see text 1 standard action 1 round e text 1 standard action 1 standard action	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text Instantaneous 1 round/level [D] Instantaneous Instantaneous	centered on you Close (60 ft.) V,S Target: Up to five living omore than 30 ft. apart Long (1000 ft.) V,S. Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius ema 2 miles V,S Target: 2-mile-radius circ Close (60 ft.) V,S Target: 15 creatures, no than 30 ft. apart Personal V,S. Target: Dragon-shaped at Close (60 ft.) V,S Target: One creature Medium (250 ft.) V,S Target: Ray Close (60 ft.) V,S	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you; No cle, centered on you; see Yes (harmless) or see text two of which can be mon DF N/A armor of energy and bone is, F Yes yes MDFYes Yes	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 Tress:Conjuration (Healing) e Caster Level: 15 Necromancy [Evil Easter Level: 15 Necromancy [Evil Easter Level: 15 Necromancy [Death] Caster Level: 15 Necromancy [Death] Caster Level: 15 Necromancy [Death] Caster Level: 15 Necromancy [Evil Easter Level: 15 Necromancy [Death] Caster Level: 15 Necromancy [Evil Easter Level: 15 Necromancy [Evil	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf RSRD: SpellsC.rtf I, SPELL CO: Pg.60 RSRD: SpellsD-E.rtf
Kills, paralyzes, weakens, or dazes nonevil subjects. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage Brain Spider Effect: Eavesdrop on thoughts of up to eight other creatures. Brilliant Blade Effect: Transform weapons into brilliant energy. Consumptive Field, Greater Effect: Same as Consumptive Field, except it affects creatures to the consumptive Field, except it affects creatures to consumptive Field, except it affects creatures to the co	29 29 30 30 30 30 30 30 30 30 30 30 30 30 30	Will negates Will negates [harmless,object] Will negates or lower. None Will half (harmless) or Will half; see text N/A Age as short swords; see Fortitude partial (object) Fortitude partial; see text	standard action 1 round 1 standard action 1 standard action 10 minutes; see text 1 standard action 1 round e text 1 standard action 1 standard action	1 minute/level 1 minute/level 1 round/level 4d12 hours; see text Instantaneous 1 round/level [D] Instantaneous Instantaneous	centered on you Close (60 ft.) V,S Target: Up to five living omore than 30 ft. apart Long (1000 ft.) V,S Target: Up to eight living Close (60 ft.) V,S Target: One melee or the projectiles 30 ft. V,S Target: 30-ftradius eme 2 miles V, S Target: 2-mile-radius cirr. Close (60 ft.) V, S Target: 15 creatures, no than 30 ft. apart Personal V,S Target: Dragon-shaped of the close (60 ft.) V, S Target: One creature Medium (250 ft.) V, S Target: Ray Close (60 ft.) V, S Target: Ray Close (60 ft.) V, S	Yes creatures, no two of which M,DF Yes creatures within range. Yes [harmless,ob rown weapon, or fifty Yes anation, centered on you; No cle, centered on you; see Yes (harmless) or see text two of which can be mon DF N/A armor of energy and bone is, F Yes yes MDFYes Yes	Necromancy [Water] n are Caster Level: 15 Divination [Mind-Affecting] Caster Level: 15 Necromancy [Death, Evil] Caster Level: 15 Transmutation text Caster Level: 15 Yes; Conjuration (Healing) Caster Level: 15 Necromancy [Evi Fear, Mind-Affecting] Caster Level: 15 Necromancy [Death] Caster Level: 15 Necromancy [Death] Caster Level: 15 Necromancy [Death] Caster Level: 15 Transmutation Caster Level: 15 Necromancy [Evi Fear, Mind-Affecting] Search Level: 15 Necromancy [Death] Caster Level: 15 Necromancy [Evi Caster Level: 15 Necromancy [Evi Caster Level: 15 Necromancy [Evi Caster Level: 15]	SPELL CO: Pg.38 SPELL CO: Pg.40 SPELL CO: Pg.51 RSRD: SpellsC.rtf RSRD: SpellsC.rtf I, SPELL CO: Pg.60 RSRD: SpellsD-E.rtf RSRD: SpellsD-E.rtf

				Cleric Spells					
□□□□□ Evil Glare	30	Will negates	1 standard	1 round/level; see text	30 feet	V,S,DF	Yes	Necromancy [Evil. Fear,	, SPELL CO: Pg.85
Effect:			action		Target: Living creatu	ıre		Mind-Affecting] Caster Level: 15	
Target paralyzed with fear for 1d8 rounds. You can target Fortunate Fate	29	None [harmless]	1 minute	10 minutes/level or until discharged		V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.99
Effect: If an attack would kill target she is healed as if by a heal s	spell. 29	N/A		O serve de (D)	Target: Living creatu 0 t.		N/A	Caster Level: 15	CDELL CO. D- 445
———Holy Star	29	N/A	standard action	3 rounds [D]		V,S		Abjuration	SPELL CO: Pg.115
Effect: Creates light and has three functions; see text	20	NI/A		4 annual/laval (D)	Target: Protective st		•	Caster Level: 15	CDELL CO. D- 422
☐☐☐☐Infernal Transformation Effect:	29	N/A	1 standard action	1 round/level [D]	Personal Target: You	V,S,DF	N/A	Transmutation [Evil] Caster Level: 15	SPELL CO: Pg.122
Assume the form and many of the qualities of a bone dev	il [MM 5 30	2]. Will half	1 standard	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect:			action		Target: 15 creatures	, no two of	which can be more	Caster Level: 15	
Deals 3d8+15 damage to many creatures. "" Insanity Effect:	29	Will negates	1 standard action	Instantaneous	than 30 ft. apart Medium (250 ft.) Target: One living co	V, S reature	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	RSRD: SpellsH-L.rtf
Subject suffers continuous confusion. DDDDDPlanar Bubble	29	Will negates [harmless]	1 standard	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration	SPELL CO: Pg.158
Effect: Area around creature emulates it's native plane [gravity, the content of	ompora	turo magic etcl	action		Target: 10-ftradius	emanation	from touched creature	Caster Level: 15	
Psychic Turmoil, Greater	29	Will partial; see text	1 standard	15 rounds	Close (60 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
Effect: [see text]			action		Target: 40-ft-radius	emanation	centered on point in	Caster Level: 15	
Radiant Assault	29	Will partial	1 standard action	Instantaneous		V,S,F	Yes	Evocation [Light]	SPELL CO: Pg.164
Effect: Deals 1d6 damage per caster level [max 15d6] and daze:	s creatu	res.			Target: 20-ftradius	burst		Caster Level: 15	
□□□□□ Refuge	29	None	1 standard action	Permanent until discharged		V, S, M	No	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
Effect: Alters item to transport its possessor to you.					Target: Object touch			Caster Level: 15	
Regenerate Effect:	29	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch Target: Living creatu		Yes (harmless)	Conjuration (Healing) Caster Level: 15	RSRD: SpellsP-R.rtf
Subject's severed limbs grow back, cures 4d8+15 [max +	35]. 29	Will negates [harmless]	10 minutes	Permanent until triggered	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.173
Effect: Reverses certain effects when contracted.		[nanness]	minutes		Target: Willing living	creature t	ouched	Caster Level: 15	
□□□□ Repulsion	29	Will negates	1 standard	15 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
Effect: Creatures can't approach you.			action		Target: 150 ft. radius	s emanatio	n centered on you	Caster Level: 15	
Restoration, Greater	29	Will negates (harmless)	10 minutes	Instantaneous	Touch Target: Creature tou		Yes (harmless)	Conjuration (Healing) Caster Level: 15	RSRD: SpellsP-R.rtf
As restoration, plus restores all levels and ability scores. Restoration, Mass Effect:	29	Will negates [harmless]	1 round	Instantaneous	Close (60 ft.) Target: One creature	V,S,M e/level. no	Yes [harmless]	Conjuration (Healing) Caster Level: 15	SPELL CO: Pg.174
Restores level and ability score drains to each creature. Resurrection	29	None; see text	10 minutes	Instantaneous	more than 30 ft. apa Touch	rt	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Fully restore dead subject.					Target: Dead creatu			Caster Level: 15	
Scrying, Greater	29	Will negates	1 standard action	15 hours		V, S	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
Effect: As scrying, but faster and longer.	29	Reflex negates	1	1 round/level	Target: Magical sen: Close (60 ft.)	sor V,S,M	No	Caster Level: 15 Conjuration	SPELL CO: Pg.192
Slime Wave	23	. tollox liegales	standard action	Surrayiovor				(Summoning)	3. EEE 00. r g. 192
Effect: Green slime covers everything in area, dealing damage to Spell Resistance, Mass	everyt 29	hing; see text. Will negates	1	1 round/level	Target: 15 ftradius Close (60 ft.)	V,S,DF	Yes [harmless]	Caster Level: 15 Abjuration	SPELL CO: Pg.199
Effect:		[harmless]	standard action				el, no two of which can		go
Each target gains Spell Resistance 12 + caster level.	29	None	1 round	15 rounds [D]	be more than 30 ft.			Conjuration	RSRD: SpellsS.rtf
Effect:					Target: One or more	summone	ed creatures, no two of	(Summoning) Caster Level: 15	•
Calls extraplanar creature to fight for you. Symbol of Stunning	29	Will negates	10 minutes	See text	which can be more t 0 ft.; see text	han 30 ft. i V, S, M	apart Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
Effect: Triggered rune stuns nearby creatures.	30	Fortitude negates	10	See text	Target: One symbol 0 ft.; see text	V, S, M	Yes	Caster Level: 15	RSRD: SpellsS.rtf
Symbol of Weakness Effect: Triggered rune weakens nearby creatures.	JU	i orilidae riegales	minutes	COO IGAL	Target: One symbol	v , u, IVI	100	[Death] Caster Level: 15	NOND. Opellso.iti
Symphonic Nightmare	29	Will negates	1 standard action	24 hours/level [D]	Touch; see text Target: Living creatu	V,S,F	Yes d; see text	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	SPELL CO: Pg.218
Causes creature not to be able to rest; see text. Wall of Swords	29	None	1 standard	15 minutes [D]	Medium (250 ft.)	V, S	Yes; see text	Evocation [Force]	APM: p. 177
Effect: Ghostly arms attack all that come within reach.			action		wall of blades with a		300 ft. long, or a ringed up to 37 ft.; either form	Caster Level: 15	
UUUUWithering Palm	30	Fortitude negates	1 standard	Instantaneous	20 ft. high	V,S	Yes	Necromancy	SPELL CO: Pg.241
Effect: Your touch deals 1 pt of damage to both Strength & Cons	titution	per two caster lavals	action		Target: Living creatu	re touched	i	Caster Level: 15	
Your touch deals 1 pt of damage to both Strength & Cons	29	per two caster levels. None or Will negates; see text	1 standard	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	RSRD: SpellsT-Z.rtf
		SOU TONE	Januaru	* =Domain/Speciality Spell				Londono, Gornoj	

Cleric Spells

action

Effect:
Kills, confuses, stuns, or deafens nonchaotic subjects.

Target: Nonchaotic creatures in a 40-ft.- radius spread Caster Level: 15 centered on you

LEVEL 8									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Antimagic Field	30	None	1 standard action	150 minutes [D]	10 ft.	V, S, M/DF		Abjuration	RSRD: SpellsA-B.rtf
Effect: Negates magic within 10 ft.					Target: 10-ftradius	emanation	, centered on you	Caster Level: 15	
□□□□□ Bodak's Glare	31	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,F	Yes	Necromancy [Death, Evil]	SPELL CO: Pg.34
Effect: Creature selected that can see must save or die.					Target: One living of	reature		Caster Level: 15	
DDDDBrain Spider	30	Will Negates	1 round	15 minutes	Long (1000 ft.)	V, S, M, DF	Yes	Divination [Mind-Affecting] Caster Level: 15	RSRD: PsionicSpells.rtf
You can eavesdrop as a standard action on the thoughts			once, hea		Target: Up to eight				
□□□□□ Brilliant Aura	30	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.39
Effect: Functions as brilliant blade, except all subject creatures w	veapons	gain brilliant energy spe	ecial ability		Target: Weapons ca two of which are mo		e creature/2 levels, no ft. apart	Caster Level: 15	
□□□□□Cloak of Chaos	30	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]	RSRD: SpellsC.rtf
Effect: +4 to AC, +4 resistance, and SR 25 against lawful spells.						s in a 20-ft	radius burst centered	Caster Level: 15	
Create Greater Undead	31	None	1 hour	Instantaneous	on you Close (60 ft.) Target: One corpse	V, S, M	No	Necromancy [Evil] Caster Level: 15	RSRD: SpellsC.rtf
Create shadows, wraiths, spectres, or devourers.	30	Will half (harmless) or	1	Instantaneous	Close (60 ft.)	V, S	Voc (harmlass) or Voc		RSRD: SpellsC.rtf
Cure Critical Wounds, Mass	30	Will half; see text	standard action	Instantaneous	Target: 15 creature:		Yes (harmless) or Yes see text	(Healing) Caster Level: 15	KSKD. SpellsC.Iti
Cures 4d8+15 damage for many creatures.		N	10	D	than 30 ft. apart				ODELL CO. T.
Effect:	31	None	10 minutes	Permanent until triggered	Touch Target: Willing living	V,S,M/DF g creature to		Necromancy Caster Level: 15	SPELL CO: Pg.60
Brings target back to life but with a price; see text. Dual Death Ward, Mass	31	Will negates [harmless]	1 standard	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.61
Effect:			action		Target: One creatur		two of which can be	Caster Level: 15	
Grants immunity to death spells and negative energy effe	cts to ta 30	rgeted creatures. None	1	15 days	more than 30 ft. apa Medium (250 ft.)	art	Yes	Abjuration	RSRD: SpellsD-E.rtf
Effect:			standard action	,	, ,		centered on a point in	•	
Teleportation and interplanar travel blocked for 15 days.	20	None	10	Instantaneous	space				DODD: 0#-D F **
Discern Location Effect:	30	None	10 minutes	Instantaneous	Unlimited Target: One creatur	V, S, DF	No	Divination Caster Level: 15	RSRD: SpellsD-E.rtf
Reveals exact location of creature or object.	30	See text	1	1 round	Long (1000 ft.)	V, S, DF	No		RSRD: SpellsD-E.rtf
Effect:	30	See lext	standard action	Tround			NO	Caster Level: 15	KSKD. SpellsD-E.Iti
Intense tremor shakes 80-ftradius.					Target: 80-ftradius				
**Earthquake	30	See text	1 standard action	1 round	Long (1000 ft.)	V, S, DF	No		RSRD: SpellsD-E.rtf
Effect: Intense tremor shakes 80-ftradius.					Target: 80-ftradius			Caster Level: 15	
Fastheal, Mass	30	Will negates (harmless)	1 round	15 hours [D]	Close (60 ft.)		Yes (harmless)	Conjuration (Healing)	APM: p. 154
As lesser fastheal, but affects one creature level for 15 ho					Target: 15 living cre more than 30 ft. apa	art		Caster Level: 15	
Effect: Deals 15d6 fire damage.	30	Reflex half	1 round	Instantaneous	Medium (250 ft.) Target: 30 10-ft. cul	V, S bes [S]	Yes	Evocation [Fire] Caster Level: 15	RSRD: SpellsF-G.rtf
General of Undeath	31	N/A	1 standard	24 hours	Personal	V,S,DF	N/A	Necromancy [Evil]	SPELL CO: Pg.102
Effect: Increases the amount of HD of undead you can control.			action		Target: You			Caster Level: 15	
Heat Drain	31	Fortitude negates	1 standard action	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold]SPELL CO: Pg.112
Effect: Deals 1d6/caster level [max 20d6] cold damage, for every	/ living c			rary HP.	Target: 20-ftradius	burst cente	ered on you	Caster Level: 15	
□□□□ Inflict Critical Wounds, Mass	31	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 4d8+15 damage to many creatures			audul		Target: 15 creature: than 30 ft. apart	s, no two of	which can be more	Caster Level: 15	
Deals 4d8+15 damage to many creatures. Dipipipipipipipipipipipipipipipipipipi	30	Fortitude partial or Winegates [harmless]	standard	Instantaneous or 1 minute/level	120 ft.	V,S,DF	Yes or Yes [harmless] see text	; Evocation [Sonic]	SPELL CO: Pg.133
Effect:			action		Target: 120-ftradiu	ıs burst cen	tered on you	Caster Level: 15	
Deals 1d8/caster level [max 10d8] sonic damage to enem	ies; allie 30	es get +1 on attack and None	1 standard	inst fear, plus temporary hp. 1d4+1 rounds	Touch	V	Yes	Enchantment (Compulsion)	SPELL CO: Pg.135
Effect: Subject has -4 AC, no shield, Reflex save on 20 only.			action		Target: Living creat	ure touched		[Mind-Affecting] Caster Level: 15	
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	30	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
Effect: As lesser planar ally, but up to 18 HD.						an 18 HD, n	o two of which can be	Caster Level: 15	
□□□□□Planar Exchange, Greater	30	None	1 round	1 round/level [D]	more than 30 ft. apa 0 ft.	V,S,DF	ey appear. No	Conjuration (Calling)	SPELL CO: Pg.159
Effect: Call a celestial creature see list; see text	30	Will negates	1	Instantaneous	Target: One called	v,S,F	Yes	Caster Level: 15 Conjuration	SPELL CO: Pg.159
Plane Shift, Greater	30	·······ogaico	standard action					(Teleportation)	00.1 g.105
Effect: As many as eight subjects travel to another plane.	20	Will pogetos	1	150 minutes	Target: Creature to creatures joining ha	ınds		Caster Level: 15	DCDD: Cooling of
Spell Immunity, Greater	30	Will negates (harmless)	1 standard action	150 minutes	Touch	v, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: Subject is immune to 3 spells, up to 8th-level spells.					Target: Creature to	uched		Caster Level: 15	
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Cleric Spells									
□□□□□ Stormrage	30	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SPELL CO: Pg.210
Effect: Launch lightning bolts 1d6 per level; see text.					Target: You			Caster Level: 15	
Summon Monster VIII	30	None	1 round	15 rounds [D]	Close (60 ft.)	V, S, F/DI	F No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or mo which can be more		ed creatures, no two of apart	Caster Level: 15	
Symbol of Death	31	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
Effect: Triggered rune slays nearby creatures.					Target: One symbol	ol		Caster Level: 15	
Symbol of Insanity	30	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
Effect: Triggered rune renders nearby creatures insane.					Target: One symb	ol		Caster Level: 15	
Unholy Aura	30	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]	RSRD: SpellsT-Z.rtf
Effect: +4 to AC, +4 resistance, and SR 25 against good spells.					Target: 15 creature on you	es in a 20-ft	-radius burst centered	Caster Level: 15	
Undeath	31	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Necromancy [Evil	SPELL CO: Pg.229
Effect: Gain the traits of undead creatures; see text.					Target: You			Caster Level: 15	
□□□□□Wall of Greater Dispel Magic	30	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SPELL CO: Pg.234
Effect: As wall of dispel magic, but is like great dispel magic.					Target: A straight square/level	wall whose a	area is up to one 10-ft.	Caster Level: 15	
				* =Domain/Speciality Spell					

Notes:		
Character Sheet Notes:		