

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Belt, Monk's	Equipped	1	1.0	13000.0
Eyes of the Eagle	Equipped	1	0.0	2500.0
Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny) +2 to Turning Level	Handy Haversack	1	0.5	9157.5
Dragon Helm of Wisdom +4	Equipped	1	0.0	16000.0
Gloves of Dexterity +2	Equipped	1	0.0	4000.0
Handy Haversack 0.5 lbs., 1 Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny)	Carried	1	5.0	2000.0
Kercpa Longbow +2 0 lbs. (Longbow Ironwood (+2/Tiny)), Wooden but functions as steel, does not burn	Equipped	1	0.3	8187.5
Oaktop Mace Ironwood (+1) (Heavy/Bonded/+1/Defending) (Mace Ironwood (+1) (Heavy/Bonded/+1/Tiny)), (Mace Ironwood (+1) (Heavy/Bonded/+1/Defending)), can transfer some or all of sword's enhancement bonus to AC, Wooden but functions as steel, does not burn, Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.	Carried	1	0.8	8006.0
Outfit (Explorer's/Tiny)	Equipped	1	2.0	10.0
Minor Ring of Energy Resistance (Fire) Absorbs 10 points of Fire damage	Equipped	1	0.0	12000.0
Vestment Save Bonus (Resistance) (+2) Resistance bonus to all saving throws of +2	Equipped	1	0.0	4000.0
TOTAL WEIGHT CARRIED/V	ALUE		7.1 lbs	. 78861.0 gp

	1	WEIGHT ALLO	WANC	F	
			, , , , , , ,	_	
Light	15	Medium	30	Heavy	45
Lift over head	45	Lift off ground	90	Push / Drag	225

MONEY

1500 GP Party Pool (2 Rubies and 14 Onyx)</fund><fund>

Total = 0.0 gp

MAGIC

KERCPA DEFENDER +2</magic><magic>Long Bow +2</magic><magic>No legend lore done</magic><magic>

SPECIAL ABILITIES

+4 racial bonus on Hide and Move Silently checks when in forested areas.

Arrow Swarm (Ex):By taking a -5 penalty to all attack rolls for a round, a kercpa may make two additional ranged attacks at its highest attack bonus, as a full attack.

Camouflage (Ex): A kercpa can use the Hide skill in any sort of natural terrain, even if the terrain doesn#t grant cover or concealment.

Chosen Champion of the Earth Goddess. As the champion you have the following granted powers: +2 to your base Dex score & +2 Initiative.

Deflect Arrows twice a round as the Feat.

Divine Health

Divine Reach 2 ft

Imbue touch spell into a weapon or ammunition

Kercpas have a +8 racial bonus on Climb checks. A kercpa can always choose to take 10 on Climb checks, even if rushed or threatened. A kercpa uses its Dexterity modifier instead of its Strength modifier for Climb checks.

Land speed increased +10 ft. but lost if in medium armor or medium load.

Nature's Empathy (Su)

Once per day can reroll any damage roll (for a weapon, a spell, or an ability). This is a supernatural ability.

Slippery Mind

Spontaneous casting

Summon Fluxx (Su)

Sylvan Bond (Ex): Kercpas have long fought alongside elves, and train in special tactics with them from a young age. A kercpa gains a +1 morale bonus on attack rolls when adjacent to an allied elf.

Turn Undead (Su) 9/day (turn level 12) (turn damage 2d6+14)

	FEATS
Brandish Magical Might	Add ability score bonus to spell resistance checks
Craft Magic Arms and Armor	You can create any magic weapon, armor, or shield whose prerequisites you meet.
Extra Turning	You can use your ability to turn or rebuke creatures four more times per day than normal.
Giantbane	Three Maneuvers:Duck Underneath: Total Defense action must be taken and be attacked by target two sizes larger, +4 to AC stacks with total Defense, if target misses make tumble DC 15 and move immediately to opposite side in any unocupied sqaure; Death From Below: Must have successfully used duck underneath, Gain one attack, target is flat-footed against you & +4 to hit; Climb Aboard: Must move adjacent to target, next round DC 10 Climb check as free action, Creature at -4 to hit you.
Modify Spell	Laden spell has additional power
Quicken Spell	Casting a quickened spell is a free action.
Smiting Spell	
Wild Talent-Adaptation	
Wild Talent-Apport	
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.
Deflect Arrows	Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

	DOMAINS
Celerity	Speed increased +10 ft. when in light armor. This granted power is a supernatural ability.
Force	Once per day can reroll any damage roll (for a weapon, a spell, or an ability). This is a supernatural ability.
Kercpa	Gain Dodge as a feat

PROFICIENCIES

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

LANGUAGES

Celestial, Common, Elven, Kercpa, Sylvan, Treant

Earth Goddess Truename

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	7+1	7+1	6+1	5+1	4+1	4+1	3+1	0	0

				LEVEL 0					
Name	DC	Saving Throw	Time	Duration		Comp.	Spell Resistance	School	Source
Amanuesis	17	Will negates [object]	1 standard action	10 minute/level		V,S	Yes [object]	Transmutation	SPELL CO: Pg.9
Effect: Copies 250 words per minute. Create Water	17	None	1 standard action	Instantaneous	, ,	V, S	No	Caster Level: 14 Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
Effect: Creates 2 gallons/level of pure water. Cure Minor Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous		V, S	yes (harmless); see text	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1 point of damage. Detect Magic	17	None	1 standard action	Concentration, up to 1 minutes/level [D]		V, S	No	Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Detects spells and magic items within a Detect Poison	17	None	1 standard action	Instantaneous	, ,	V, S	No	Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or smal	17	Will negates (harmless)	1 standard action	1 minute or until discharged		V, S	ct, or a 5-ft. cube Yes	Caster Level: 14 Divination	RSRD: SpellsF-G.rtf
Effect: +1 on one attack roll, saving throw, or a	skill che 17	ck. Will negates	1 standard action	Instantaneous		V, S	Yes	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 1 point of damage.	17	None	1 standard action	10 minutes/level [D]	Target: Creature tour Touch	ched V, M/DF	No	Caster Level: 14 Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.	17	None	1	14 minutes or until expended	Target: Object touch Touch		Yes (harmless, object)	Caster Level: 14	APM: p. 158
Effect: Thrown weapon or projectile gains 50%			standard action	14 minutes of until expended	Target: 14 thrown we same kind and all of	eapons or	projectiles, all of the	Caster Level: 14	Ar W. p. 130
Mending	17	Will negates (harmless, object)	1 standard	Instantaneous	each other at the tim) Transmutation	RSRD: SpellsM-O.rtf
Effect: Makes minor repairs on an object.			action		Target: One object o	f up to 1 lb	ı.	Caster Level: 14	
Purify Food and Drink Effect: Purifies 1 cu. ft./level of food or water.	17	Will negates (object)	1 standard action	Instantaneous		V, S	Yes (object) ninated food and water	Transmutation Caster Level: 14	RSRD: SpellsP-R.rtf
Read Magic Effect: Read scrolls and spellbooks.	17	None	1 standard action	10 minutes/level		V, S, F	No	Divination Caster Level: 14	RSRD: SpellsP-R.rtf
Resistance Effect: Subject gains +1 on saving throws.	17	Will negates (harmless)	1 standard action	1 minute			Yes (harmless)	Abjuration Caster Level: 14	RSRD: SpellsP-R.rtf
UUUUU Virtue	17	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect: Subject gains 1 temporary hp.				LEVEL 1	Target: Creature tou	ched		Caster Level: 14	
						_			
Name Anarchic Water	DC 18	Saving Throw Will negates [object]	Time 1 minute	Duration Instantaneous	Touch	Comp. V,S,M	Yes [object]	School Transmutation [Chaotic]	SPELL CO: Pg.11
Effect: Chaos imbued damages lawful outside	ers for 2d 18	d4 points. Will negates (harmless)	1 standard action	14 rounds	Target: Flask of water Touch		Yes (harmless)	Caster Level: 14 Transmutation	APM: p. 147
Effect: Recipient gains +2 bonus on attack rol	18	Will negates [object]	a melee at	tack. Instantaneous		V,S,M	Yes [object]	Caster Level: 14 Transmutation [Lawful]	SPELL CO: Pg.22
Effect: Water damages chaotic outsiders for 2	2d4 point 18	ts of damage. Will negates	1 standard action	1 minute/level	Target: Flask of wate 50 ft.	er touched V, S, DF	Yes	Caster Level: 14 Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: Enemies take -1 on attack rolls and sa	ves agai 18	inst fear. None	1 standard action	1 minute/level	Target: All enemies v 50 ft.		Yes (harmless)	Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: Allies gain +1 on attack rolls and +1 on	saves a	against fear.	300011				s within a 50-ft. burst,	Caster Level: 14	
□□□□□ Bless Water	18	Will negates (object)	1 minute	Instantaneous		V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
Effect: Makes holy water. Blessed Aim	18	Will negates [harmless]	1 standard action	1 minute/level	Target: Flask of water 50 ft.	er touched V,S	No	Caster Level: 14 Divination	SPELL CO: Pg.31
Effect: +2 morale bonus on ranged attacks for Blood Wind	18	Will negates [harmless]	1 swift action	1 round		V,S	Yes [harmless]	Caster Level: 14 Evocation	SPELL CO: Pg.33
Effect: Full attack action allows creature to us "" *Camouflage	18	N/A	a 20 ft rai 1 standard action	nge increment; see text 10 minutes/level	Personal	ture with I	ntelligence 4 or higher N/A	Caster Level: 14 Transmutation	SPELL CO: Pg.43
Effect: Gain +10 circumstance bonus on Hide	18	Will partial	1 standard action	1d4 rounds or 1 round; see text		V, S	Yes	Mind-Affecting]	r,RSRD: SpellsC.rtf
Effect: One creature of 5 HD or less flees for Cold Fire	1d4 rour 18	nds. No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Target: One living cr Close (60 ft.)		5 or fewer HD Yes [creature]	Caster Level: 14 Transmutation [Cold]	SPELL CO: Pg.50
Effect: Flames deal cold damage; see text				* =Domain/Speciality Spell	Target: One fire sour creature; see text	rce [up to a	a 20-ft. cube] or one	Caster Level: 14	

				Cleric Spells				
Command	18	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 ro 18	und. None	1 standard action	10 minutes/level	Target: One living creature Personal V, S, M/D	F No	Caster Level: 14 Divination	RSRD: SpellsC.rtf
Effect: You understand all spoken and writter Conviction	18	ges. Will negates [harmless]	1 standard action	10 minutes/level	Target: You Touch V,S,M	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.52
Effect: +2 morale bonus to saves, +1 for ever	y six lev 18	els [max +5 at 18th leve Will half (harmless); see text		Instantaneous	Target: Creature touched Touch V, S	Yes (harmless); see text	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1d8 +1/level [max +5] damage. Delay Disease	18	Will negates [harmless]	1 standard	24 hours	Target: Creature touched Touch V,S,DF	Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.63
Effect: Halts any nonmagical disease for the Detect Chaos	duration 18	of the spell. None	action 1 standard	Concentration, up to 10 minutes/level [D	Target: Creature touched]60 ft. V, S, DF	No	Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of Detect Evil	f selecte 18	ed alignment. None	action 1 standard	Concentration, up to 10 minutes/level [D	Target: Cone-shaped emanat]60 ft. V, S, DF		Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects or Detect Good	f selecte	ed alignment. None	action 1 standard	Concentration, up to 10 minutes/level [D	Target: Cone-shaped emanat]60 ft. V, S, DF		Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of	f selecte	ed alignment. None	action 1 standard	Concentration, up to 10 minutes/level [D	Target: Cone-shaped emanat]60 ft. V, S, DF		Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects o	of selecte	ed alignment. None	action 1 standard	Concentration, up to 1 minutes/level [D]	Target: Cone-shaped emanat 60 ft. V, S, M/D		Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals undead within 60 ft.	18	None	1 standard	Instantaneous	Target: Cone-shaped emanat Medium (240 ft.) V,S	ion No	Caster Level: 14 Abjuration	SPELL CO: Pg.67
Effect: Functions like dispel magic; see text	18	None	1 standard action	1 minute	Target: One warded object or Personal V, S, DF		Caster Level: 14 Evocation	RSRD: SpellsD-E.rtf
Effect: You gain +4 on attack and damage ro	lls. 18	Will negates	1 standard action	1 minute/level	Target: You Medium (240 ft.) V, S, DF	Yes	Caster Level: 14 Necromancy [Fea Mind-Affecting]	r,RSRD: SpellsD-E.rtf
Effect: One subject takes -2 on attack rolls, d Draw on Faith Effect: Gain a +1 bonus on one save, check,	18		1 round	Until expended or 1 minute	Target: One living creature Personal V, S, DF		Caster Level: 14 Conjuration (Summoning) Caster Level: 14	APM: p. 151
□□□□□ Ebon Eyes	18	None	1 standard action	10 minutes/level	Target: Surge of divine power Touch V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.77
Effect: See normally in darkness both magica	18	tural. Will negates (harmless)	1 standard action	24 hours	Target: Creature touched Touch V, S	Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsD-E.rtf
Effect: Exist comfortably in hot or cold environ	18	None	1 standard action	1 minute/level [D]	Target: Creature touched Personal V, S	No	Caster Level: 14 Abjuration	RSRD: SpellsD-E.rtf
Effect: Ranged attacks against you have 20%	6 miss ch 18	nance. None	1 standard action	1 minute/level [D]	Target: You Personal V, S	No	Caster Level: 14 Transmutation	RSRD: SpellsD-E.rtf
Effect Your speed increases by 30 ft.	18	Will negates [harmless]	1 standard action	Instantaneous	Target: You Touch V,S	Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.87
Effect: Heal 8 + caster level [max +5] hit poin	18	None or Reflex partial	standard action	14 rounds [D] or until expended	Target: Living creature touche V, S, DF	Yes	Caster Level: 14 Evocation [Chaos. Fire]	APM: p. 155
Effect: Small flame sheds light and deals 1d6 others. Good, Lesser	18	None or Reflex partial		14 rounds [D] or until expended	Target: One fiery aura on you V, S, DF		Caster Level: 14 Evocation [Fire, Good]	APM: p. 155
Effect: Small flame sheds light and deals 1d6 others. The sheds light and deals 1d6 others.	+14 fire 18	damage, plus dazzles fo None or Reflex partial	es of oppo	osite alignment; 1d4 fire damage to 14 rounds [D] or until expended	Target: One fiery aura on you 0 V, S, DF		Caster Level: 14 Evocation [Fire,	APM: p. 156
Effect: Small flame sheds light and deals 1d6 others.		- '			Target: One fiery aura on you		Caster Level: 14	
Foundation of Stone Effect: As long as subjects don't move they g	18 ain +2 A	None C and +4 to Str against	1 standard action bull rush.	1 round/level	Close (60 ft.) V,M Target: One creature/level, no	Yes [harmless] two of which are more	Transmutation [Earth] Caster Level: 14	SPELL CO: Pg.99
Grave Strike	18	N/A	1 swift action	1 round	than 30 ft. apart Personal V,DF	N/A		SPELL CO: Pg.107
Effect: Allows you to make sneak attacks aga	18	ead if you have the abili None	ty. 1 standard action	1 minute/level [D]	Target: You Long (960 ft.) V,S	Yes	Evocation	SPELL CO: Pg.108
Effect: +2 on ranged attacks Healthful Rest Effect: Doubles the natural healing rate.	18	Will negates [harmless]	10 minutes	24 hours	Target: Creatures in a 5-ftrac Close (60 ft.) V,S Target: One creature/level, no	Yes [harmless]	Caster Level: 14 Conjuration (Healing) Caster Level: 14	SPELL CO: Pg.111
□□□□□Hide from Undead	18	Will negates (harmless); see text	1 standard action	10 minutes/level [D]	more than 30 feet apart Touch V, S, DF		Abjuration	RSRD: SpellsH-L.rtf
Effect: Undead can't perceive 1 subject/level.	18	N/A	1 standard action	1 minute/level [D]	Target: One touched creature Personal V,DF	/level N/A		SPELL CO: Pg.119
Effect: Attack as if wearing a +1 spiked guant	18	Will negates	ur size + 1	d4 cold damage. 1 minute/level	Target: You Close (60 ft.) V,S	Yes	Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.121
Effect: Forces creature to act, it cannot delay	or ready	an action.		* =Domain/Speciality Spell	Target: Creatures in a 10-ft. b	urst	Caster Level: 14	

				Cleric Spells					
Inflict Light Wounds	18	Will half	1 standard action	Instantaneous		V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch deals 1d8 +1/level [max +5] dar	nage. 18	Will negates	1 standard action	Instantaneous	, ,	V,S	Yes	Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.123
Effect: Subject is forced to delay; see text.	18	Will negates	1 standard action	10 minutes/level	Target: One creature Touch	e V,S,M	Yes	Caster Level: 14 Abjuration	SPELL CO: Pg.126
Effect: Target gains +5 alchemical bonus on F	Fort save	es against all poisons. None	1 standard	10 minutes/level [D]	Target: Creature tou Medium (240 ft.)	uched V,S	Yes; see text	Caster Level: 14 Evocation [Good, Light]	SPELL CO: Pg.132
Effect: Light radiating 30-ft. and 20-ft further o against undead and outsiders]; see text	of dim lig	ht, next round you can u	action use the ligh	t as a ray attack dealing 1d6 [double	Target: You and up	to two rays	; see text	Caster Level: 14	
*Mage Armor Effect: Gives subject +4 armor bonus.	18	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch Target: Creature tou	V, S, F	No	Conjuration (Creation) [Force] Caster Level: 14	RSRD: SpellsM-O.rtf
□□□□ Magic Stone	18	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)) Transmutation	RSRD: SpellsM-O.rtf
Effect: Three stones gain +1 on attack rolls, d	leal 1d6- 18	+1 damage. Will negates (harmless, object)	1 standard action	1 minute/level	Target: Up to three p		rched Yes (harmless, object)	Caster Level: 14) Transmutation	RSRD: SpellsM-O.rtf
Effect: Weapon gains +1 bonus. Moon Lust	18	Will negates [harmless]	1 standard action	1 round/level	Target: Weapon tou Medium (240 ft.)		Yes	Caster Level: 14 Illsion (Pattern) [Mind-Affecting]	SPELL CO: Pg.143
Effect: Creature becomes fascinated for the d	luration	of the spell.	1	1 minute/loyel [D]	Target: Creature tou Personal	uched V,S	N/A	Caster Level: 14	SPELL CO: Pg 148
☐☐☐☐ Nightshield Effect: +1 resistance on Saving throws, increa	ases to +	-2 at caster level 6th and	standard action		Target: You			Abjuration Caster Level: 14	SPELL CO: Pg.148
□□□□ Nimbus of Light	18	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A		SPELL CO: Pg.148
Effect: Creates light 30' Can use as ranged to [1d8 + caster level]. Obscuring Mist	uch atta	ick 30' for 1d8 plus 1 po	1	and that's elapsed since casting to max of a minute/level	-	V, S	No	Caster Level: 14 Conjuration	RSRD: SpellsM-O.rtf
	.0	110110	standard action		20 111	٧, ٥		(Creation)	NONE OPONOM ON
Effect: Fog surrounds you.	4.5	N/A			high		•	Caster Level: 14	ODELL CO. D
Omen of Peril Effect: Brief supplication gives you a vision the	18 at hints	N/A at how dangerous the in		Instantaneous uture is likely to be.; see text.	Personal Target: You	V,F	N/A	Divination Caster Level: 14	SPELL CO: Pg.149
Portal Beacon	18	None	1 standard action	1 hour/level	Close (60 ft.)	V,S	No	Transmutation	SPELL CO: Pg.161
Effect: Up to six creatures can be chosen to re	ecieve n 18	nental beacon. None	1 standard action	14 minutes	Target: One interpla Touch	nar gate or V, S	Yes (harmless)	Caster Level: 14 Transmutation	APM: p. 162
Effect: Weapon gains bonuses against a spec	18	None	1 standard action	Concentration, up to 14 rounds [D]	Target: Weapon tou Close (60 ft.)	iched V, S, M/DF	F No	Caster Level: 14 Conjuration (Creation) [Air, Water]	APM: p. 163
Effect: Driving rain, sleet, or snow blocks sigh	t and gr	ants concealment, plus Will negates (harmless)	quenches to 1 standard action	ires, impeded movement. 1 minute/level [D]	Target: Cylinder 40 Touch	V, S, M/DF	No; see text	Caster Level: 14 Abjuration [Lawful] RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind con	trol, hed	ge out elementals and o Will negates (harmless)		1 minute/level [D]	Target: Creature tou Touch		No; see text	Caster Level: 14 Abjuration [Good]	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind con				1 minute/level [D]	Target: Creature tou Touch		No; see text	Caster Level: 14 Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind con	trol, hed 18	ge out elementals and o Will negates (harmless)	1 standard	10 minutes; see text	Target: Creature tou Close (60 ft.)	v, S	Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsP-R.rtf
Effect: Suppresses fear or gives +4 on saves	against	fear for one subject/4 le	action vels.		Target: One creature more than 30 ft. apa		no two of which can be	Caster Level: 14	
Resist Planar Alignment	18	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: Grants limited protection from a plane's	s alignm 18	ent traits; see text. Will negates [harmless]	1 standard action	Instantaneous	Target: Creature tou Touch	uched V,S,DF	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.174
Effect: Allows one retry on a failed save again	18	Will negates		pernatural ability. 1 round/level		V, S, DF	No	Caster Level: 14 Abjuration	RSRD: SpellsS.rtf
Effect: Opponents can't attack you, and you c	an't atta 18	ck. None	1 standard action	Concentration, up to 14 rounds	Target: Creature tou Personal		No	Caster Level: 14 Divination	Custom: Races of Destiny Pg.167
Effect: Absorb the contents of an entire book	as if you 18	had read it once. Not p Will negates (harmless)		Il and must be able to read the language 1 minute/level	Touch	V, S, M	Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsS.rtf
Effect: Aura grants +4 deflection bonus.	18	N/A	1 standard action	10 minutes/level or until discharged		uched V,S,M	N/A	Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.189
Effect: +4 bonus on your next initiative check. Snowshoes	18	Will negates [harmless]	1 standard action	1 hour/level [D]	Target: You Touch	V,S	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.194
Effect: Speed increases by 10 ft. and no Balai	nce che 18	cks or Reflex required to N/A		now. 1 round/level	Target: Creature tou Personal	uched V,S	N/A	Caster Level: 14 Transmutation	SPELL CO: Pg.198
Effect: Hold the charge of one touch spell per	arm; se 18	e text. None		1 round/level [D]	Target: You Close (60 ft.)	V, S, F/DF	No	Caster Level: 14 Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for your Updraft	ou. 18	N/A	1 swift	Instantaneous	Target: One summo Personal	ned creatu V,S,M	re N/A	Caster Level: 14 Conjuration	SPELL CO: Pg.228
Effect: Gain 10 ft. per level of altitude, and the	en gently 18	float back to the groun Will negates	action d. 1	4 hours	Target: You Close (60 ft.)	V, S, M	Yes (harmless)	(Creation) [Air] Caster Level: 14 Abjuration	APM: p. 177
vignarioo		(harmless)	standard	* =Domain/Speciality Spell	· · · · · · · · · · · · · · · · · · ·	,			

				Cleric Spells					
Effect: Recipients gain +1 on Listen, Sense M	lotive, ar	nd Spot checks, +1 on s	action aves again	ast sleep effects.	Target: Up to 5 creaturnore than 30 feet apa		vo of which can be	Caster Level: 14	
Under Vigor, Lesser	18	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]		/,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect: Grants target fast healing ability for the	duratio 18	n of the spell. Heals 1 h None	1 standard	cally per round. 1 minute or until discharged	Target: Living creature Touch V	e touched /,S,DF	Yes	Caster Level: 14 Divination	SPELL CO: Pg.231
Effect: Grants a +1 morale bonus to a single:	saving th	Fortitude negates		1 minute/level	Target: Creature touch	hed S,M	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.240
Effect: Increases creatures swim speed by 30) ft.	[harmless]	standard action		Target: Creature touc	hed		Caster Level: 14	
				LEVEL 2					_
Name	DC 19	Saving Throw None		Duration 1 minute/level		Comp. /, S, DF	Yes (harmless)	School Enchantment (Compulsion) [Mind-Affecting]	Source RSRD: SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8	19 +1/leve	I [max +10] temporary h Will negates (harmless, object)	1 standard	1 minute/level	Target: Living creature Touch V		Yes (harmless, object)	Caster Level: 14	RSRD: SpellsA-B.rtf
Effect: Weapon becomes good, evil, lawful, o	r chaotic	i.	action		Target: Weapon touch must be in contact wit casting]		r projectiles [all of which her at the time of	Caster Level: 14	
□□□□□ Augury	19	None	1 minute	Instantaneous	Personal V	/, S, M, F	No	Divination	RSRD: SpellsA-B.rtf
Effect: Learns whether an action will be good Aura Against Flame	or bad. 19	N/A	1 standard action	1 round/level	Target: You Personal V	/,S	N/A	Caster Level: 14 Abjuration	SPELL CO: Pg.18
Effect: Protects against first 10 points of fire o	lamage, 19	it also extinguishes flan None	nes; see te:	1 minute/level	Target: You 20 ft. V	/	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.19
			immediate action					•	ŭ
Effect: Gain temporary respite from the natural	al effects	of a specific plane.	1	1 round/level	Target: One creature/ centered on you Personal	/,S,M/DF		Caster Level: 14 Transmutation	SPELL CO: Pg.24
Effect: Any creature grappling you takes 6d6			standard action		Target: You	,0,11,121		Caster Level: 14	0. 222 00. 1 g.2 1
□□□□ *Barkskin	19	None	1 standard action	10 minutes/level	Touch V		Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Grants +5 enhancement to natural arm	nor. 19	Will negates (harmless)	1 standard action	1 minute/level	Target: Living creature Touch V	e touched /, S, DF		Caster Level: 14 Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 1 minutes. Body Blades	level. 19	N/A	standard	1 minute/level	Target: Creature touck Personal V	hed /,S	N/A	Caster Level: 14 Transmutation	SPELL CO: Pg.35
Effect: Sprouts dagger blades across your bo text.	dy able t	to inflict 1d6 +1/level [m	action ax +5] pier	cing damage with a melee attack; see	Target: You			Caster Level: 14	
Brambles	19	None	standard	1 round/level	Touch V	/,S,M	No	Trasmutation	SPELL CO: Pg.38
Effect: Small magical thorns/spikes protrude	from woo	oden weapon; gains a +	action 1 to hit enh	nancement and deals +1/level [max +10]	Target: Wooden weap	oon touch	ed	Caster Level: 14	
damage. DDDDBull's Strength	19	Will negates (harmless)	1 standard action	1 minute/level	Touch V	/, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 1 minutes/li	evel. 19	Will negates	1 standard	Concentration, up to 1 round/level [D]	Target: Creature touc Medium (240 ft.) V		Yes	Caster Level: 14 Enchantment (Compulsion)	RSRD: SpellsC.rtf
Effect: Calms creatures, negating emotion eff	ects. 19	Will negates (harmless)	action 1 standard	1 minute/level	Target: Creatures in a		dius spread Yes	[Mind-Affecting] Caster Level: 14 Transmutation	RSRD: SpellsC.rtf
Effect: Subject gains +4 to Dex for 1 minutes	level. 19	Will half [harmless]; see text	action 1 immediate	Instantaneous e	Target: Creature toucl		Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.48
Effect: Cure 1d4 +1/level [max +5].	19	Ness	action	2 haves/lavel	Target: One creature	/ C M	Ma	Caster Level: 14	RSRD: SpellsC.rtf
Effect: Fills area with positive energy, making		None weaker.	1 standard action	2 hours/level		/, S, M,)F emanation	NO	Caster Level: 14	NOND. Speliso.iti
Cure Moderate Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch V	/, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 2d8 +1/level [max +10] damage	19	Will negates	standard action	1 minute/level		/,S,DF	Yes	Caster Level: 14 Necromancy	SPELL CO: Pg.56
Effect: Cause -3 penalty on attack rolls, savin	g throws 19	s, ability checks and skil None	checks. 1 standard action	1 round/level	Target: One living cre Close (60 ft.) V	ature /,S,DF	Yes	Caster Level: 14 Illusion (Shadow)	SPELL CO: Pg.58
Effect: Create a ribbonlike, weightless, unbre					up to 20 ft./level long		wide, 1 in. thick, and		
Darkness Effect: 20-ft. radius of supernatural shadow.	19	None	1 standard action	10 minutes/level [D]		/, M/DF	No	Evocation [Darkness] Caster Level: 14	RSRD: SpellsD-E.rtf
□□□□□ Deific Vegeance	19	Will half	1 standard action	Instantaneous			Yes	Conjuration (Summoning)	SPELL CO: Pg.62
Effect: Causes 1d6/2 caster levels [Max 5d6] Delay Poison	19	Fortitude negates (harmless)		1 hour/level	Target: One creature Touch	/, S, DF	Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsD-E.rtf
Effect: Stops poison from harming subject for Divine Insight	1 hour/le 19	evel. N/A	1 standard action	1 hour/level or until discharged [D]	Target: Creature touck Personal V	hed /,S,DF	N/A	Caster Level: 14 Divination	SPELL CO: Pg.70
Effect: Gain 5 + your caster level [max bonus	of 15] to 19	one skill check during Will negates or None [object]; see text	the duration 1 standard	n of the spell. 1 round/level	Target: You Close (60 ft.)	/	Yes or No [object]; see text	Caster Level: 14 Abjuration	SPELL CO: Pg.70
Effect: Temp loss of turning power & domain	powers.		action		Target: 10-ftradius e object, or point in spar		centered on a creature	,Caster Level: 14	
				* =Domain/Speciality Spell					

				Cleric Spells				
Divine Protection Effect: +1 morale bonus to AC and saving th	19	Will negates [harmless]	1 standard action	1 minute/level	Medium (240 ft.) V,S, Target: Allies in a 20-ftr		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	SPELL CO: Pg.70
□□□□□ Eagle's Splendor	19	Will negates (harmless)	1 standard action	1 minute/level	Touch V, S	, M/DF Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: Subject gains +4 to Cha for 1 minute	19	None	1 standard action	1 round/level	Target: Creature touched Touch V,S,		Caster Level: 14 Abjuration [See text]	SPELL CO: Pg.79
Effect: Protects against on energy type [fire, Enthrall Effect: Captivates all within 100 ft. +10 ft./lev	19	ctricity, acid, or sonic], y Will negates; see text			Target: Touch Medium (240 ft.) V, S Target: Any number of cr		Caster Level: 14 Enchantment (Charm) Caster Level: 14	RSRD: SpellsD-E.rtf
Extend Tentacles	19	N/A	1 standard action	Instantaneous	Personal V	N/A	Transmutation	SPELL CO: Pg.86
Effect: Extends your tentacles by 5 ft. Grantheal, Lesser Effect: Cures 2 hit points per character level	19 per 10 m	Will negates (harmless)	1 round	140 minutes [D]	Target: You Touch V, S Target: Living creature to	, M/DF Yes (harmless)	Caster Level: 14 Conjuration (Healing) Caster Level: 14	APM: p. 153
□□□□□ Find Traps	19	None	1 standard action	1 minute/level	Personal V, S		Divination	RSRD: SpellsF-G.rtf
Effect: Notice traps as a rogue does.	19	Reflex half	1 standard action	Instantaneous	Target: You 30 ft. V,S,	M Yes	Caster Level: 14 Evocation [Cold]	SPELL CO: Pg.100
Effect: Breath a cone of cold that deal 1d4/2	caster le	vels [max 5d4] and crea Fortitude negates [harmless]	tures are a 1 standard action	llso dazed if they failed the Reflex save. 10 minutes/level	Target: Cone-shaped but Touch V,S	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.100
Effect: Gain +4 Str for every set of limbs fus	ed to the	primary limb.			Target: Creature with at I touched	east two arms or tentacles	Caster Level: 14	
Gentle Repose Effect: Preserves one corpse.	19	Will negates (object)	1 standard action	1 day/level	Touch V, S Target: Corpse touched	, M/DF Yes (object)	Necromancy Caster Level: 14	RSRD: SpellsF-G.rtf
Ghost Touch Armor	19	Will negates [harmless]	1 standard action	1 minute/level	Touch V,S,		Transmutation	SPELL CO: Pg.102
Effect: Armor gains Ghost Touch property. Hand of Divinity Effect: Grant +2 [Profane or Sacred] bonus	19 o all savii	None	1 minute	1 minute/level	Target: Armor of creature Touch V,S, Target: Creature touched	DF No	Caster Level: 14 Evocation [See text] Caster Level: 14	SPELL CO: Pg.109
□□□□□ Healing Lorecall	19	N/A	standard action	10 minutes/level	Personal V,S,		Divination	SPELL CO: Pg.110
Effect: Allows caster with Heal ranks to remotext. ——————Hold Person	19	Will negates; see text	1 standard	Healing] spells. Can also heal more; see 1 round/level [D]; see text	-	, F/DF Yes	Caster Level: 14 Enchantment (Compulsion)	RSRD: SpellsH-L.rtf
Effect: Paralyzes one humanoid for 1 rounds	level. 19	Will half	action 1 standard	Instantaneous	Target: One humanoid co		[Mind-Affecting] Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 2d8 +1/level [max +10]	damage. 19	None	action 1 standard	10 minutes/level	Target: Creature touched 30 ft. V,S,		Caster Level: 14 Conjuration (Creation)	SPELL CO: Pg.123
Effect: Inky cloud that works under water.	19	Will negates [harmless,object]	1 standard	1 hour/level [D]	Target: 30-ftradius spre Touch V,S,	ad centered on you DF Yes [harmless,object]	Caster Level: 14 Transmutation	SPELL CO: Pg.125
Effect: Hide and Move Silent check ignore th	e Armor 19	penalty during the durat None		spell. 10 minutes/level [D]	Target: One suit of armo Medium (240 ft.) V,S	touched/3 levels Yes; see text	Caster Level: 14 Evocation [Good, Light]	SPELL CO: Pg.132
Effect: Same as light of Lunia except damag	e is 2d6 d 19	or 4d6 vs. undead or out Fortitude negates [harmless]	siders. 1 standard	1 minute/level	Target: You and up to tw Touch V,S,		Caster Level: 14 Necromancy	SPELL CO: Pg.134
Effect: Not subject to sneak attacks or critica	ils; -4 per 19	nalty to Cha score. None	action 1 standard	Instantaneous	Target: Creature touched Medium (240 ft.) V, S		Caster Level: 14 Evocation [Force]	RSRD: SpellsM-O.rtf
Effect: 1 missile/2 levels [max 5] that do 1d4	+1 dama	ge each.	action			es, no two of which can be	Caster Level: 14	
□□□□ Make Whole	19	Will negates (harmless, object)	1 standard action	Instantaneous	more than 15 ft. apart Close (60 ft.) V, S	, ,		RSRD: SpellsM-O.rtf
Effect: Repairs an object.	19	Will negates	1 standard action	Permanent	Target: One object of up Close (60 ft.) V,S,		Caster Level: 14 Necromancy	SPELL CO: Pg.138
Effect: Creates an indelible mark on the sub	ects face 19	y; see text. Will negates (harmless)		1 minute/level	Target: One creature Touch V, S	, M/DF Yes	Caster Level: 14 Transmutation	RSRD: SpellsM-O.rtf
Effect: Subject gains +4 to Wis for 1 minutes Protection from Negative Energ		Will negates [harmless]	1 standard	10 minutes/level	Target: Creature touched Touch V,S	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.163
Effect: Subtract 10 hp worth of damage from		gative energy attack. Will negates [harmless]	1 standard action	10 minutes/level	Target: Creature touched Touch V,S	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.163
Effect: Subtract 10 hp worth of damage from	each pos	sitive energy attack. Will negates [harmless]		1 round	Target: Creature touched Medium (240 ft.) V,S,		Caster Level: 14 Transmutation	SPELL CO: Pg.164
Effect: Subjects base land speed increased Remove Paralysis	by 30 fee 19	t. Will negates (harmless)	1 standard action	Instantaneous	Target: Allies in a 20-ftr Close (60 ft.) V, S		Caster Level: 14 Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Frees one or more creatures from pa	ralysis or	slow effect.			Target: Up to four creatu more than 30 ft. apart	res, no two of which can be	Caster Level: 14	
Resist Energy	19	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch V, S	, DF Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 30 points of damage/atta Restoration, Lesser Effect: Dispels magical ability penalty or rep	19	Will negates (harmless)	3 rounds	Instantaneous	Target: Creature touched Touch V, S Target: Creature touched	Yes (harmless)	Caster Level: 14 Conjuration (Healing) Caster Level: 14	RSRD: SpellsP-R.rtf
□□□□□ Shatter	19	Will negates (object); Will negates (object) or Fortitude half; see	standard	Instantaneous		, M/DF Yes (object)		RSRD: SpellsS.rtf
				* =Domain/Speciality Spell				

				Cleric Spells					
Effect: Sonic vibration damages objects or cr	vstalline	text			Target: 5-ft -radius	spread: or o	one solid object or one	Caster Level: 14	
Shield Other	19	Will negates	1	1 hour/level [D]	crystalline creature Close (60 ft.)	•	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: You take half of subject's damage.	19	(harmless)	standard action	i nourievei [D]	Target: One creatur		res (namiess)	Caster Level: 14	NOND. Opeliso.iti
Shroud of Undeath	19	N/A	1	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SPELL CO: Pg.189
Effect: Shroud yourself in invisbile negative e	nerav so	nonintelligent undead	standard action percieve vo	u as a fellow undead. Cure and inflict	Target: You			Caster Level: 14	
spells have the opposite effect on you as if yo			-	1 minute/level [D]	Long (960 ft.)	V, S	Yes; see text or no		RSRD: SpellsS.rtf
□□□□ Silence	19	or none (object)	standard action	Timinute/lever [D]			(object)		NOND. Spellso.Iti
Effect: Negates sound in 15-ft. radius.					object, or point in sp	oace	centered on a creature		
Sound Burst	19	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
Effect: Deals 1d8 sonic damage to subjects;				1 hour/level	Target: 10-ftradius		Van Ihaaniaaa)	Caster Level: 14	CDELL CO. D- 407
□□□□Spawn Screen	19	Will negates [harmless]	1 standard action	i nour/ievei	Touch	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.197
Effect: Subject will not rise as spawn if killed Spell Immunity, Lesser	by an un 19	dead capable of creatin Will negates	g spawn. 1	10 minutes/level	Target: One creatur Touch	re/level V,S	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.199
•		[harmless]	standard action						
Effect: Protects one creature from a single 1s	19	None	1	1 round/level [D]	Target: Creature too Medium (240 ft.)	V, S, DF	Yes	Caster Level: 14 Evocation [Force]	RSRD: SpellsS.rtf
Effect: Magical weapon attacks on its own.			standard action		Target: Magic weap	on of force		Caster Level: 14	
Stabilize	19	Will negates [harmless]; see text	1 swift action	Instantaneous	See text		Yes [harmless]	Conjuration	SPELL CO: Pg.204
Effect: Spell designed for battle fields, heals a	all creatu			ead take 1 point of damage [Will	Target: 50-ftradius	burst cente	ered on you	(Healing) Caster Level: 14	
negates].	19	Will negates (harmless)	1 standard	1 hour/level	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
Effect: Monitors condition, position of allies.		•	action		Target: One/per 3 le	wole living	creatures touched	Caster Level: 14	
Stone Bones	19	Will negates [harmless]	1 standard	10 minutes/level	Target: One/per 3 le Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.208
Effect: Target gains natural armor AC bonus	of +3.		action		Target: Corporeal u	ndead crea	ture touched	Caster Level: 14	
□□□□□Summon Elysian Thrush	19	None	10 minutes	8 hours	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SPELL CO: Pg.214
Effect: Summons a Elysian thrush [Planar Ha			4	1 round/lovel ID1	Target: One summo			Caster Level: 14	DODD: 0II-0 "
□□□□Summon Monster II	19	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for y	ou.				Target: One or more which can be more		d creatures, no two of apart	Caster Level: 14	
Undetectable Alignment	19	Will negates (object)	1 standard action	24 hours	Close (60 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
Effect: Conceals alignment for 24 hours.					Target: One creatur			Caster Level: 14	
□□□□□Veil of Shadow	19	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 o	oncoalm							Caster Level: 14	
Zone of Truth	19	Will negates	1 standard	1 minute/level	Target: You Close (60 ft.)	V, S, DF	Yes	Enchantment (Compulsion)	RSRD: SpellsT-Z.rtf
□□□□□Zone of Truth				1 minute/level	Close (60 ft.)			Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
·			standard					Enchantment (Compulsion)	RSRD: SpellsT-Z.rtf
□□□□□Zone of Truth		Will negates	standard action	1 minute/level LEVEL 3 Duration	Close (60 ft.) Target: 20-ftradius			Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
Zone of Truth Effect: Subjects within range cannot lie. Name	19		standard action Time 1 standard	LEVEL 3	Close (60 ft.)	emanation		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion)	
Zone of Truth Effect: Subjects within range cannot lie.	19 DC 20	Will negates Saving Throw None	standard action Time 1 standard action	LEVEL 3 Duration 1 minute/level	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more	Comp. V,S,DF	Spell Resistance	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment	Source
Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass	19 DC 20	Will negates Saving Throw None	Time 1 standard action el [max 15] 1 standard	LEVEL 3 Duration 1 minute/level	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.)	Comp. V,S,DF e creatures,	Spell Resistance Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting]	Source
Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all	DC 20 creatures 20	Will negates Saving Throw None s gain 1d8 +1/caster lev Will negates	Time 1 standard action el [max 15]	LEVEL 3 Duration 1 minute/level temporary hp.	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apa	Comp. V,S,DF e creatures, art S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	Source SPELL CO: Pg.8
Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all to the control of	DC 20 creatures 20	Will negates Saving Throw None s gain 1d8 +1/caster lev Will negates	Time 1 standard action el [max 15] 1 standard action 1 standard action 1 standard action	LEVEL 3 Duration 1 minute/level temporary hp.	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apa	Comp. V,S,DF e creatures, art S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14	Source SPELL CO: Pg.8
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all of the control o	DC 20 creatures 20 air. 20	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object]	Time 1 standard action el [max 15] 1 standard action 1 standard action 1 standard action	LEVEL 3 Duration 1 minute/level temporary hp. 2 hours/level; see text	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living create Close (60 ft.) Target: One weapon	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation	Source SPELL CO: Pg.8 SPELL CO: Pg.8
Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all of the control of	DC 20 creatures 20 air. 20	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object]	Time 1 standard action el [max 15] 1 standard action el standard action ectiles at a	LEVEL 3 Duration 1 minute/level temporary hp. 2 hours/level; see text	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living create Close (60 ft.)	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration	Source SPELL CO: Pg.8 SPELL CO: Pg.8
Dame Dame Discrete: Subjects within range cannot lie. Name Discrete: Ald, Mass Effect: +1 on attack rolls, +1 against fear, all of the control of the cont	DC 20 creatures 20 air. 20 effects n 20 s lawful o	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures.	Time 1 standard action el [max 15] 1 standard action 1 standard action 1 standard action ectiles at a 1 standard action	LEVEL 3 Duration 1 minute/level temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D]	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (60 ft.) Target: One weapor than 30 ft. apart N/A Target: Cylinder [20	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF V,S,M,DF	Spell Resistance Yes [harmless] .no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
Dame Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all of the control of the con	DC 20 creatures 20 air. 20 effects n	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj	Time 1 standard action el [max 15] 1 standard action 1 standard action ectiles at a 1 standard	LEVEL 3 Duration 1 minute/level temporary hp. 2 hours/level; see text 1 minute/level distance.	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. aper Touch Target: Living create Close (60 ft.) Target: One weapont than 30 ft. apart N/A	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF V,S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water]	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9
Dame Dame Discrete: Subjects within range cannot lie. Name Discrete: Ald, Mass Effect: +1 on attack rolls, +1 against fear, all of the control of the cont	DC 20 creatures 20 20 effects n 20 20 si lawful 4 20	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [harmless]	Time 1 standard action el [max 15] 1 standard action el standard action et cetiles at a 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action	LEVEL 3 Duration 1 minute/level temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living create Close (60 ft.) Target: One weapor than 30 ft. apart N/A Target: Cylinder [20	Comp. V,S,DF e creatures, art S,M/DF V,S,DF V,S,DF V,S,M,DF V,S,M,DF V,S,M,DF Lft. radius, 2	Spell Resistance Yes [harmless] .no two of which are Yes [harmless] .dd Yes [harmless, object] .wo of which are more No 20 ft. high] Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all of the control o	DC 20 creatures 20 20 effects n 20 20 si lawful 4 20	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [harmless]	Time 1 standard action el [max 15] 1 standard action el [max 15] 1 standard action ectiles at a 1 standard action 1 standard action octiles at a 1 standard action 1 standard	LEVEL 3 Duration 1 minute/level temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. aper Touch Target: Living create Close (60 ft.) Target: One weapont than 30 ft. apart N/A Target: Cylinder [20 Close (60 ft.)	Comp. V,S,DF e creatures, art S,M/DF V,S,DF V,S,DF V,S,M,DF V,S,M,DF V,S,M,DF Lft. radius, 2	Spell Resistance Yes [harmless] .no two of which are Yes [harmless] .dd Yes [harmless, object] .wo of which are more .No .20 ft. high] Yes [harmless] .no two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all of the state of th	DC 20 Creatures 20 air. 20 s lawful (1 20 AC, save 20	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [harmless] se sagainst anything drag N/A u are currently on, negat	Time 1 standard action 2 standard action el [max 15] 1 standard action et cilies at a ction 2 standard action 2 standard action 2 standard action 3 standard action 0 standard action 1 standard action 2 standard action 3 standard action 5 standard action 6 standard action 7 standard action	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apart Close (60 ft.) Target: Living create Close (60 ft.) Target: One weapont than 30 ft. apart N/A Target: Cylinder [20 Close (60 ft.) Target: One creatur more than 30 ft. apart Touch	Comp. V,S,DF e creatures, art S,M/DF v,S,DF v,S,DF v,S,M,DF v,S,M,DF v,S,M,DF v,S,M,DF v,S,M,DF v,S,M,DF v,S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	Source SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all of the control o	DC 20 20 20 20 20 20 20 20 20 20 20 20 20	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [lharmless] ss against anything drag N/A	Time 1 standard action 2 standard action el [max 15] 1 standard action et cilies at a ction 2 standard action 2 standard action 2 standard action 3 standard action 0 standard action 1 standard action 2 standard action 3 standard action 5 standard action 6 standard action 7 standard action	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more than 30 ft. apa Touch Target: Living create Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20 Close (60 ft.) Target: One creatur more than 30 ft. apa Touch	comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,S,M,DF V,S,M,DF e/2 levels, r art V,S,M/DF	Spell Resistance Yes [harmless] .no two of which are Yes [harmless] .dd Yes [harmless, object] .wo of which are more .No .20 ft. high] Yes [harmless] .no two of which are	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Conjuration Creation (Creation) [Chaotic, Water] Caster Level: 14 Transmutation Caster Level: 14 Enchantment (Compulsion) [Fear, Good,	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all against fear. Effect: Functions like align weapon, except it against fear. Effect: All subjects granted +2 luck bonus to see text Attune Form Effect: Attunes the affected creatures to the page of the against fear.	DC 20 20 20 20 20 20 20 20 20 20 20 20 20	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [harmless] se against anything drag N/A July are currently on, negat Will negates	Time 1 standard action 2 standard action el [max 15] 1 standard action el standard action ectiles at a 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action ing harmfur 1 standard action ing harmfur 1 standard action	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours I effects. Instantaneous	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more than 30 ft. apa Touch Target: Living create Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20 Close (60 ft.) Target: One creatur more than 30 ft. apart Touch Target: One creatur Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,S,M,DF -ft. radius, 2 V,S,M,DF re/2 levels, rat v,S,M/DF re/3 levels V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	Source SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all all all all all all all all all al	DC 20 creatures 20 air. 20 effects n 20 AC, savee 20 AC, savee 20 level [mar. 20]	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [harmless] se against anything drag N/A July are currently on, negat Will negates	Time 1 standard action el [max 15] 1 standard action el standard action ectiles at a 1 standard action ectiles at a 1 standard action et standard action 1 standard action et standard action standard action 1 standard action standard action thal damage 1	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours I effects. Instantaneous	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more than 30 ft. apa Touch Target: Living create Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20 Close (60 ft.) Target: One creatur more than 30 ft. apart Touch Target: One creatur Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF n/level, no t V,S,M,DF -ft. radius, 2 V,S,M,DF re/2 levels, rat v,S,M/DF re/3 levels V,S,DF	Spell Resistance Yes [harmless] .no two of which are Yes [harmless] dd Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] .no two of which are N/A Yes .ntelligence 3+	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) (Creation) (Creation) (Chaotic, Water] Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Condition [Fear, Good, Mind-Affecting] Caster Level: 14 Conjuration	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17 SPELL CO: Pg.21
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all against fear against	DC 20 creatures 20 air. 20 effects n 20 according to the control of the contr	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [harmless] se against anything drag N/A u are currently on, negat Will negates	Time 1 standard action el [max 15] 1 standard action ectiles at a standard action ectiles at a standard action ectiles at a standard action standard action standard action that action in that damage that is standard action that is standard acti	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours I effects. Instantaneous ue and is stunned for 1 round. If subject is 1 round/level	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apart Close (60 ft.) Target: Living create Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20 Close (60 ft.) Target: One creatur more than 30 ft. apart Touch Target: One creatur Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF v,S,M,DF v,S,M,DF v,S,M,DF v,S,M,DF ve/2 levels, rart v,S,M/DF ve/3 levels v,S,DF tature with I v,S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A Yes notelligence 3+ No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17 SPELL CO: Pg.21
Name Aid, Mass Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all of the state of the stat	DC 20 creatures 20 effects n 20 AC, save 20 level [ms. 20 cot, Searc additional add	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [harmless] se against anything drag N/A u are currently on, negat Will negates ax 10d6] points of nonle None th and ranged attacks. I	Time 1 standard action el [max 15] 1 standard action el [max 15] 1 standard action el standard action 1 standard action et il standard action et il standard action on, bonus 1 standard action ing harmfu 1 standard action thal damag	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours I effects. Instantaneous I and is stunned for 1 round. If subject is 1 round/level Increase to chaotic creature [Double to	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more than 30 ft. apa Touch Target: Living create Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20 Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature Touch Target: One creature Touch Target: One creature Touch	Comp. V,S,DF e creatures, art S,M/DF ures touche V,S,DF V,S,M,DF -ft. radius, 2 V,S,M/DF v,S,M/DF v,S,M/DF v,S,M/DF v,S,M/DF v,S,M/DF v,S,M/DF v,S,M/DF v,S,M/DF ce/2 levels, ratt v,S,M/DF v,S,M/DF	Spell Resistance Yes [harmless] .no two of which are Yes [harmless] dd Yes [harmless, object] wo of which are more No 20 ft. high] Yes no two of which are N/A Yes ntelligence 3+ No 20 ft. high]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Compulsion) [Fair Cood, Mind-Affecting] Caster Level: 14 Conjuration (Creation) [Lawful, Water] Caster Level: 14 Conjuration (Creation) [Lawful, Water] Caster Level: 14	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17 SPELL CO: Pg.21
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all against fear ag	DC 20 creatures 20 air. 20 is lawful 1 20 AC, save 20 lalevel [mage. 20 cot, Searra additona 20 cot, Searra 20 cot, Searra 20 cot, Searra 20	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [harmless] se against anything drag N/A u are currently on, negat Will negates ax 10d6] points of nonle None ch and ranged attacks. It a 15d6 acid. Will negates	Time 1 standard action el [max 15] 1 standard action el [max 15] 1 standard action ectiles at a 1 standard action ectiles at a 1 standard action et la standard action thal damage 1 standard action thal damage 1 standard action coels 2d6 c	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours 1 effects. Instantaneous 1 round/level 1 round/level damage to chaotic creature [Double to Permanent	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apart close (60 ft.) Target: Living create close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20 close (60 ft.) Target: One creatur more than 30 ft. apart close (60 ft.) Target: One creatur close (60 ft.)	Comp. V,S,DF e creatures, art S,M/DF v,S,DF v,S,M,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A Yes notelligence 3+ No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Transmutation (Creation) [Chaotic, Water] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Condition [Fear, Good, Mind-Affecting] Caster Level: 14 Conjuration (Creation) [Lawful, Water] Caster Level: 14 Necromancy	Source SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17 SPELL CO: Pg.21
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all of the state of th	DC 20 creatures 20 air. 20 effects n 20 AC, saves 20 ot, Searc addition: 20 o, saves, saves, saves,	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [harmless] se against anything drag N/A u are currently on, negat Will negates ax 10d6] points of nonle None ch and ranged attacks. It at 5d6 acid. Will negates and checks; or 50% che and checks; or 50% che and decks; or 50% che and deck	Time 1 standard action el [max 15] 1 standard action el [max 15] 1 standard action ectiles at a 1 standard action ectiles at a 1 standard action et la standard action thal damage 1 standard action thal damage 1 standard action coels 2d6 c	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours l effects. Instantaneous up and is stunned for 1 round. If subject is 1 round/level lamage to chaotic creature [Double to Permanent ing each action.	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apart Close (60 ft.) Target: Living create Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20 Close (60 ft.) Target: One creatur more than 30 ft. apart Close (60 ft.) Target: One creatur more than 30 ft. apart Close (60 ft.) Target: One creatur more than 30 ft. apart Close (50 ft.) Target: One creatur Touch Target: Cylinder [20 Close C	Comp. V,S,DF e creatures, art S,M/DF urres touche V,S,DF n/level, no t V,S,M,DF v,S,M/DF v,S,M/DF v/S,M/DF e/3 levels V,S,DF e/3 levels V,S,M,DF touched	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes N/A Yes no two of which are N/A Yes ntelligence 3+ No 20 ft. high] Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 14 Conjuration (Creation) [Lawful, Water] Caster Level: 14 Necromancy Caster Level: 14 Necromancy	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17 SPELL CO: Pg.21 SPELL CO: Pg.22 RSRD: SpellsA-B.rtf
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all a	DC 20 creatures 20 air. 20 effects n 20 AC, save 120 additions 20 creatures 20 20 crea	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] None creatures. Will negates [lharmless] se against anything drag N/A Jure currently on, negat Will negates ax 10d6] points of nonle None sh and ranged attacks. It al 5d6 acid. Will negates and checks; or 50% che Will partial	standard action Time 1 standard action el [max 15] 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 2 standard action 3 standard action 1 standard action 2 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours I effects. Instantaneous the and is stunned for 1 round. If subject is 1 round/level tamage to chaotic creature [Double to Permanent the geach action. 1 minute/level [D]	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living create Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: One creatur more than 30 ft. apa Touch Target: One creatur Touch Target: One creatur Touch Target: Cylinder [20 Touch	Comp. V,S,DF e creatures, art S,M/DF urres touche V,S,DF -ft. radius, 2 V,S,M,DF -tv,S,M,DF -tv,S,M	Spell Resistance Yes [harmless] .no two of which are Yes [harmless] .dd Yes [harmless, object] .wo of which are more .No .20 ft. high] .Yes .no two of which are .N/A .Yes .ntelligence 3+ .No .20 ft. high] .Yes .Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Lawful, Water] Caster Level: 14 Necromancy Caster Level: 14 Necromancy Caster Level: 14 Evocation	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17 SPELL CO: Pg.21
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all of the state of th	DC 20 creatures 20 air. 20 effects n 20 AC, save 120 additions 20 creatures 20 20 crea	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] None creatures. Will negates [lharmless] se against anything drag N/A Jure currently on, negat Will negates ax 10d6] points of nonle None sh and ranged attacks. It al 5d6 acid. Will negates and checks; or 50% che Will partial	standard action Time 1 standard action el [max 15] 1 standard action 1 standard action 2 standard action 1 standard action 2 standard action 2 standard action 3 standard action 1 standard action 2 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours I effects. Instantaneous the and is stunned for 1 round. If subject is 1 round/level tamage to chaotic creature [Double to Permanent the geach action. 1 minute/level [D]	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apartouch Target: Living create Close (60 ft.) Target: One weapon than 30 ft. apartouch Target: Cylinder [20 Close (60 ft.) Target: One creatur more than 30 ft. apartouch Target: One creatur Touch Target: One evil creatur Touch Target: Cylinder [20 Close (60 ft.)	Comp. V,S,DF e creatures, art S,M/DF urres touche V,S,DF -ft. radius, 2 V,S,M,DF -tv,S,M,DF -tv,S,M	Spell Resistance Yes [harmless] .no two of which are Yes [harmless] .dd Yes [harmless, object] .wo of which are more .No .20 ft. high] .Yes .no two of which are .N/A .Yes .ntelligence 3+ .No .20 ft. high] .Yes .Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Transmutation (Creation) [Chaotic, Water] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Lawful, Water] Caster Level: 14 Necromancy Caster Level: 14 Necromancy Caster Level: 14 Vocation Caster Level: 14 Caster Level: 14	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.17 SPELL CO: Pg.21 SPELL CO: Pg.22 RSRD: SpellsA-B.rtf
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all against fear fear fear fear feat: Functions like align weapon, except it against feat: Storm Effect: Storm imposes penalties and damage Antidragon Aura Effect: All subjects granted +2 luck bonus to against feat feat feat feat feat feat feat fea	DC 20 creatures 20 air. 20 lis lawful (20) AC, saves 20 level [max 20) c, saves, 20 c, saves, 20 clels [max 20)	Saving Throw None s gain 1d8 +1/caster lev Will negates [harmless] Will negates [harmless, object] nultiple weapons or proj None creatures. Will negates [harmless] se against anything drag N/A u are currently on, negat Will negates ax 10d6] points of nonle None ch and ranged attacks. It al 5d6 acid. Will negates and checks; or 50% che Will partial s+10]. Save or become Fortitude partial	standard action Time 1 standard action el [max 15] 1 standard action el [max 15] 1 standard action ectiles at a 1 standard action thal damag 1 standard action beals 2d6 c 1 standard action action action con el losi 1 standard action frightened 1 standard action frightened 1 standard action frightened 1 standard action	LEVEL 3 Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours I effects. Instantaneous I round/level Increase +1 per four levels above 5th; 27 hours I effects. Instantaneous I minute/level I round/level [D] I round/	Close (60 ft.) Target: 20-ftradius Range Close (60 ft.) Target: One or more more than 30 ft. apartouch Target: Living create Close (60 ft.) Target: One weapon than 30 ft. apartouch Target: Cylinder [20 Close (60 ft.) Target: One creatur more than 30 ft. apartouch Target: One creatur Touch Target: One evil creatur Touch Target: Cylinder [20 Close (60 ft.)	Comp. V,S,DF e creatures, art S,M/DF v,S,DF v,S,M,DF l-ft. radius, 2 V,S,M/DF l-ft. radius, 2 V,S,DF l-ft. radius, 3 V,S,DF l-ft. radius, 3 V,S,DF l-ft. radius, 3 V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless, object] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A Yes ntelligence 3+ No 20 ft. high] Yes Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Transmutation (Creation) [Chaotic, Water] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Creation) [Lawful, Water] Caster Level: 14 Necromancy Caster Level: 14 Necromancy Caster Level: 14 Vocation Caster Level: 14 Caster Level: 14	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17 SPELL CO: Pg.21 SPELL CO: Pg.21 SPELL CO: Pg.21 SPELL CO: Pg.230

				Cleric Spells					
□□□□□ Blindness/Deafness	20	Fortitude negates	1 standard action	Permanent [D]	Medium (240 ft.)	V	Yes	Necromancy	RSRD: SpellsA-B.rtf
Effect: Makes subject blinded or deafened. "" Blur "Blur	20	Will negates (harmless)	1 standard action	1 minute/level [D]	Target: One living of Touch	V V	Yes (harmless)	Caster Level: 14 Illusion (Glamer)	RSRD: SpellsA-B.rtf
Effect: Attacks miss subject 20% of the time	20	Will negates	1 standard action	1 hour/level	Target: Creature to Touch	uched V,S	Yes	Caster Level: 14 Divination	SPELL CO: Pg.45
Effect: Scrying sensor passed along by touc	h. 20	None	1 standard action	1 round/level [D]	Target: Living creat Touch	ture touche V,S,DF	d No	Caster Level: 14 Evocation [Lawful] SPELL CO: Pg.46
Effect: Imbue weapon with +1/3 levels enha bonus vs. fear in 20 ft radius of red light.	cement 20	bonus [Max +5 at 15th I	-	Lawful aligned. Allies gain +1 morale Instantaneous	Target: Melee weap	oon touche	d N/A	Caster Level: 14 Divination	SPELL CO: Pg.46
Effect: Get direction and general status of a Cloak of Bravery	known ta 20	arget. Will negates [harmless]	1 standard	10 minutes/level	Target: You 60 ft.	V,S	Yes [harmless]	Caster Level: 14 Abjuration [Mind-Affecting]	SPELL CO: Pg.47
Effect: You and your allies gain a morale bo	nus on s	aves against fear effects Will negates [harmless,object]	1 standard	our caster level [Max +10]. 1 hour/level [D]	Target: 60-ftradius Close (60 ft.)	s emanation V,S	n centered on you No	Caster Level: 14 Illusion (Glamer) [Mind-Affecting]	SPELL CO: Pg.48
Effect: Causes a color pool on the Astral Pla	ne to se	emingly cease to exist. None	action 1 standard	Permanent	Target: One color p	v, S, M	No	Caster Level: 14 Evocation [Light]	RSRD: SpellsC.rtf
Effect: Makes a permanent, heatless torch. Conviction, Mass	20	Will negates [harmless]	action 1 standard	10 minutes/level	Target: Object touc Medium (240 ft.)	hed Magica V,S,M	al, heatless flame Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.52
Effect: Same as conviction, except it affects	multiple 20	allies at a distance. Fortitude negates	action 1 standard	1 round/level [D]	Target: Allies in a 2 10 ft.	0-ftradius V,S,DF	burst Yes	Caster Level: 14 Evocation [Cold]	SPELL CO: Pg.52
Effect: Gain fire resistance 10, and deal 1d1 move at half speed for as ong as they remain			action fect. Creat	ures so affected have -2 to Str & Dex,	Target: 20-ftradius	s spread		Caster Level: 14	
Create Food and Water Effect: Feeds 3 humans or 1 horses/level.	20	None	10 minutes	24 hours; see text	Close (60 ft.) Target: Food and wone horse/level for		No tain 3 humans/level or	Conjuration (Creation) Caster Level: 14	RSRD: SpellsC.rtf
Cure Serious Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 3d8 +1/level [max +15] damag	e. 20	None	1 standard action	1 round/level [D]	Target: Creature to 0 ft.	uched V,S	Yes	Caster Level: 14 Evocation [Fire]	SPELL CO: Pg.59
Effect: Produce a flame that can be used for Daylight	touch at 20	ttack or ranged attack [1: None		nalty] dealing 1d6/2 levels [Max 5d6]. 10 minutes/level [D]	Target: Flame in yo	our palm V, S	No	Caster Level: 14 Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: 60-ft. radius of bright light. Deeper Darkness	20	None	1 standard action	1 day/level [D]	Target: Object touc Touch	hed V, M/DF	No	Caster Level: 14 Evocation [Darkness]	RSRD: SpellsD-E.rtf
Effect: Object sheds supernatural shadow in Dirge	60-ft. ra 20	dius. NWill half	1 standard action	1d6 rounds; see text	Target: Object touc Close (60 ft.)	hed V,S,DF	Yes	Caster Level: 14 Transmutation	SPELL CO: Pg.63
Effect: Deals 2d6 damage to any creature w stunned unless it saves. Devil Blight	ith both (None or Fortitude partial; see text	s [No Save 1 standard	e. If the creature is Tanar'ri it is also	Target: Living creat Close (60 ft.)	v,s,DF	Yes	Caster Level: 14 Transmutation	SPELL CO: Pg.64
Effect: Creatures of Evil and Lawful subtype	s take 20		1	t save or be Stunned Instantaneous	Target: Living creat Medium (240 ft.)		No	Caster Level: 14 Abjuration	RSRD: SpellsD-E.rtf
Effect: Cancels magical spells and effects.			standard action		Target: One spellca	aster, creati	ure, or object; or	Caster Level: 14	
Divine Luck	20	Will negates	1	140 minutes	20-ftradius burst Touch	V, S, M	Yes (harmless)	Transmutation	APM: p. 151
Effect: Subject gains temporary bonus to luc	k score. 20	Reflex partial; see tex		Instantaneous	Target: Creature to Long (960 ft.)	uched V,S,M	Yes	Caster Level: 14 Evocation [Air]	SPELL CO: Pg.72
Effect: Either send a flying creature down 50					Target: Cylinder [20			Caster Level: 14	
Effect: As lesser energized shield, except er	20	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text] Caster Level: 14	SPELL CO: Pg.79
Energy Vortex	20	Reflex half	1 standard action	Instantaneous	Target: Touch 20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SPELL CO: Pg.81
Effect: Choose a energy type and it causes take the damage as well.	1d8 +1/c	aster level [max +20]. Yo	ou may dou	ble the damage if you forgoe a save and	d Target: All creature centered on you	s within a 2	0-ftradius burst	Caster Level: 14	
Favorable Sacrifice Effect: Gain benefit from deity; see text.	20	Will negates [harmless]	1 standard action	1 hour/level	Touch Target: Creature to	V,S,M	Yes [harmless]	Abjuration Caster Level: 14	SPELL CO: Pg.89
□□□□□Fell the Greatest Foe	20	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.90
Effect: Deal 1d6 damage per size category of Flame of Chaos	20	None or Reflex partia	standard action	14 minutes [D] or until expended	Target: Creature to	V, S, DF		Caster Level: 14 Evocation [Chaos Fire]	s, APM: p. 155
Effect: Small flame sheds light and deals 1d damage to others.		- 1			Target: One fiery a	•		Caster Level: 14	ODELL CO. D. CT
Flame of Faith Effect: Normal or masterwork weapon become	20 nes temp	None oorary +1 flaming burst v	standard action veapon.	1 round/level	Touch Target: Nonmagica	V,S,M	No ouched	Evocation Caster Level: 14	SPELL CO: Pg.95
□□□□□Flame of Good	20	None or Reflex partia	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
Effect: Small flame sheds light and deals 1d damage to others. Flame of Law	8+14 fire 20	damage, plus blinds an None or Reflex partia		oes of opposite alignment; 1d6 fire 14 rounds [D] or until expended	Target: One fiery and	ura on your V, S, DF		Caster Level: 14 Evocation [Fire, Law]	APM: p. 156
Effect: Small flame sheds light and deals 1d	8+14 fire	damage, plus blinds an	action	oes of opposite alignment; 1d6 fire	Target: One fiery a	ura on your	holy symbol	Caster Level: 14	
damage to others.				* =Domain/Speciality Spell					

				Cleric Spells					
Ghost Touch Weapon	20	Will negates [harmless,object]	standard	1 minute/level	Close (60 ft.)	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.102
Effect: Hit incorporeal normally.			action		Target: One weaportime of casting]	n or fifty pro	jectiles [all in contact a	t Caster Level: 14	
□□□□□Girallon's Blessing	20	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 to	ext 20	See text	10 minutes	Permanent until discharged [D]	Target: Creature too Touch	uched V, S, M	No (object) and Yes; see text	Caster Level: 14 Abjuration	RSRD: SpellsF-G.rtf
Effect: Inscription harms those who pass it.	20	N/A	1 swift action	1 round/level	Target: Object touch Personal	hed or up to V	5 sq. ft/level N/A	Caster Level: 14 Transmutation [Good]	SPELL CO: Pg.107
Effect: +2 sacred bonus to Dex, Land speed Hamatula Barbs	increase 20	s by 10 ft20 penalty to Fortitude negates	1 standard	cks. 10 minutes/level	Target: You Touch	V,S,M	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.109
Effect: Any creature hitting the subject takes	1d8 dam 20	age. None	action	1 hour/level	Target: Creature too 5 miles		No	Caster Level: 14 Evocation	RSRD: SpellsH-L.rtf
Effect: Ghostly hand leads subject to you.	20	None	standard action	A several/fevral (D)	Target: Ghostly han	id V,S,M,DF	Ne	Caster Level: 14 Conjuration	SPELL CO: Pg.115
☐☐☐☐☐Holy Storm Effect: -4 penalty to Listen, Spot, and Search			standard action	1 round/level [D] ake 2d6 damage each round [double if	Target: Cylinder [20			(Creation) [Good, Water] Caster Level: 14	SPELL CO. Fg. 115
outsiders].	20	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 lev 20	vel [max +10]. Will half	action 1 standard	Instantaneous	Target: Battleaxe-sh Touch	naped weap V, S	on of swirling ice Yes	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 3d8 +1/level [max +15]			action		Target: Creature to			Caster Level: 14	
☐☐☐☐☐Interplanar Message Effect: Send 25 words or less to the targeted	20	Will negates [harmless]	1 standard action	24 hours/level	One creature Target: One creatur	V,S	Yes [harmless]	Evocation [Language-Depen Caster Level: 14	SPELL CO: Pg.124 dent]
□□□□□Invisibility Purge	20	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
Effect: Dispels invisibility within 5 ft./level	20 nont	N/A	1 swift action	Instantaneous	Target: You 5 ft./2 levels; see text Target: You	V,S,DF	N/A	Caster Level: 14 Transmutatin (Teleportation)	SPELL CO: Pg.129
Effect: Teleport and end up flanking an oppo	20	Will negates	1 standard action	Instantaneous	Target: You Close (60 ft.)	S,DF	Yes	Caster Level: 14 Divination	SPELL CO: Pg.129
Effect: Learn strengths or weaknesses of op	oonent; s 20	ee text. Will negates	1 standard	Instantaneous	Target: One creatur Close (60 ft.)	re V,S	Yes	Caster Level: 14 Divination	SPELL CO: Pg.129
Effect: Learn any vulnerabilities and resistan	20	None	1 standard action	10 minutes/level [D]	Target: One creatur Medium (240 ft.)	V,S	Yes; see text	Light]	SPELL CO: Pg.132
Effect: Same as light of Lunia except damag	e is 3d6 o 20	or 6d6 vs. undead or out None	siders; see 1 standard action	e text 1 minute/level	Target: You and up Long (960 ft.)	to two rays V, S, F/DF		Caster Level: 14 Divination	RSRD: SpellsH-L.rtf
Effect: Senses direction toward object [speci	fic or type	e].			Target: Circle, cente 40 ft. per level	ered on you	, with a radius of 400 +		
Magic Circle against Chaos	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch		No; see text	, ,] RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind co	20	ge out elementals and o Will negates (harmless)	outsiders in 1 standard action	10-ft. radius and 10 minutes/level. 10 minutes/level	Target: 10-ftradius		from touched creature No; see text		RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind co	ntrol, hed 20	ge out elementals and o Will negates (harmless)	outsiders in 1 standard action	10-ft. radius and 10 minutes/level. 10 minutes/level	Target: 10-ftradius Touch		from touched creature No; see text	Caster Level: 14 Abjuration [Chaotic]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind co	ntrol, hed 20	ge out elementals and o Will negates (harmless, object)	outsiders ir 1 standard	10-ft. radius and 10 minutes/level. 1 hour/level	Target: 10-ftradius		from touched creature Yes (harmless, object)		RSRD: SpellsM-O.rtf
Effect: Armor or shield gains +1/4 levels [ma	x +5] enh 20	ancement N/A	action 1 standard	10 minutes/level [D]	Target: Armor or sh Personal	ield touched V,S,M	i N/A	Caster Level: 14 Abjuration [Chaos] SPELL CO: Pg.137
Effect: Gain SR 12 + your caster level agains	st spells v	with the lawful descripto	action	10 minutes/level [D]	Target: You Personal	V,S,M	N/A	Caster Level: 14 Abjuration [Law]	SPELL CO: Pg.138
☐☐☐☐ Mantle of Law Effect: Gain SR 12 + your caster level agains			standard action	.o.mates/ievei [D]	Target: You	v ,U,IVI		Caster Level: 14	3. ELE 00. Fg.138
□□□□ Meld into Stone	20	None	1 standard action	10 minutes/level	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
Effect: You and your gear merge with stone. Nauseating Breath	20	Fortitude negates	1 standard action	Instantaneous	Target: You 30 ft.	V,S,M	No	Caster Level: 14 Conjuration (Creation)	SPELL CO: Pg.146
Effect: Creatures in area must save or be na	useated t	for 1d6 rounds. Will negates (object)	1 standard	8 hours [D]	Target: Cone-shape Touch		Yes (object)	Caster Level: 14 Abjuration	RSRD: SpellsM-O.rtf
Effect: Masks object against scrying. Prayer	20	None	action 1 standard	1 round/level	Target: One object to 40 ft.	touched of t		Caster Level: 14 Enchantment (Compulsion)	RSRD: SpellsP-R.rtf
Effect: Allies +1 bonus on most rolls, enemie	s -1 pena	alty.	action		Target: All allies and centered on you	d foes withir	a 40-ftradius burst	[Mind-Affecting] Caster Level: 14	
□□□□□ Protection from Energy	20	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Absorb 12 points of damage/level [ma	20 fr	om one kind of energy. Fortitude negates (harmless)	1 standard	Instantaneous	Target: Creature too Touch	uched V, S	Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Cures normal or magical conditions.	20	Will negates (harmless)	action 1 standard	Instantaneous	Target: Creature too Touch	uched V, S	Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsP-R.rtf
Effect: Frees object or person from curse.	20	Fortitude negates	action	Instantaneous	Target: Creature or Touch	item touche V, S	ed Yes (harmless)	Caster Level: 14 Conjuration	RSRD: SpellsP-R.rtf
-		(harmless)	standard	* =Domain/Speciality Spell				(Healing)	

				Cleric Spells					
Effect: Cures all diseases affecting subject. Resist Energy, Mass	20	Fortitude negates [harmless]	action 1 standard	10 minutes/level	Target: Creature tou Close (60 ft.)	ched V,S,DF	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.174
Effect: As resist energy, except that it affects	all targe		action		Target: One creature		two of which can be	Caster Level: 14	
□□□□□ Resurgence, Mass	20	Will negates [harmless]	1 standard	Instantaneous	more than 30 ft. apar Close (60 ft.)	rt V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.175
Effect: Same as resurgence, except it affects	multiple		action	d save against an ongoing spell,	Target: One creature	e/level, no	two of which can be	Caster Level: 14	
spell-like ability, or supernatural ability.	20	N/A	1	1 minute/level	more than 30 ft. apar		N/A	Conjuration	SPELL CO: Pg.177
Effect: Deals 1d6 +1 per caster level [max +	101:-4-	f. d to all adia	standard action	DD dage analysis dages	T			(Creation) Caster Level: 14	
□□□□□ Safety	20	None or Will negates [harmless]	1 standard action	to DK does apply to damage. 10 minutes/level		V,S	No or Yes [harmless]	Abjuration	SPELL CO: Pg.179
Effect: Subject can find the shortest, most di	rect route 20	to safety; see text. None	1 standard action	Instantaneous	Target: Creature tou Medium (240 ft.)	ched V, S	Yes	Caster Level: 14 Evocation	RSRD: SpellsS.rtf
Effect: Range deals 1d8/2 levels [max 5d8] on light; construct or inanimate object only takes	s 5d6 dar	nage.	ainst undea		Target: Ray			Caster Level: 14	
Sheltered Vitality Effect: Subject gains immunity to fatigue, ext	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch Target: Living creatu	V,S,DF	Yes [harmless]	Abjuration Caster Level: 14	SPELL CO: Pg.188
□□□□ Shield of Warding	20	Will negates [object,harmless]	1 standard action	1 minute/level	Touch	V,S	No	Abjuration [Good]	SPELL CO: Pg.188
Effect: Grants +1 sacred bonus to Armor Cla	ss and R 20	eflex Saves, +1 per five Will negates	1	els [max +5]. 1 round	Target: One shield o Close (60 ft.)	r buckler to V,S,DF	ouched Yes	Caster Level: 14 Transmutation	SPELL CO: Pg.190
Effect: Affect creatures sink 100 ft./round; se	e text		standard action		Target: One creature	e/level no	two of which are more	Caster Level: 14	
Skull Watch	20	See text	1	Permanent	than 30 ft. apart	V,S,F	No	Necromancy	SPELL CO: Pg.191
			standard action					,	
Effect: Alarm affect; see text Slashing Darkness	20	None	1	Instantaneous	Target: One humanion Medium (240 ft.)	od skull V,S	Yes	Caster Level: 14 Evocation	SPELL CO: Pg.191
			standard action		Tarrest Davi			Caster Level: 14	
Effect: Deal 1d8/2 caster levels [max 5d8] da	amage, ui 20	Mill negates [harmless]		1 hour/level [D]	Target: Ray Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
Effect: Same as Snowshoes, except as note	d.				Target: One creature than 30 ft. apart	e/level, no	two of which are more	Caster Level: 14	
Sonorous Hum	20	N/A	standard action	1 minute/level [D]		V,S	N/A		SPELL CO: Pg.196
Effect: The next spell you cast during the effect. The next spell you cast during the effect. Spark of Life	20	Will negates	1 standard action	1 round/level		V,S	Yes	Caster Level: 14 Necromancy	SPELL CO: Pg.196
Effect: Undead touched temporarily acts as i	20	alive and vulnerable as i Will negates; see text		undead. 1 minute/level		V, S, DF	ed No	Caster Level: 14 Necromancy [Language-Deper	RSRD: SpellsS.rtf ident]
Effect: Corpse answers one question/2 level: Spikes	s. 20	None	1 standard action	1 hour/level	Target: One dead cre Touch	v,S,M	No	Caster Level: 14 Transmutation	SPELL CO: Pg.202
Effect: As brambles, except affected weapor	gains +2 20	2 enhancement bonus a Will negates (harmless)	nd threat ra 1 standard action	ange doubled. 14 minutes	Target: Wooden wea		ed Yes (harmless)	Caster Level: 14 Abjuration [Mind-Affecting]	APM: p. 172
Effect: Recipient gains defenses against cha	rms com 20	pulsions, and mind-affeo None		s. Instantaneous	Target: Creature tour Touch	ched V, S, M/DI	= No	Caster Level: 14 Transmutation [Earth]	RSRD: SpellsS.rtf
Effect: Sculpts stone into any shape.			action			ne object t	ouched, up to 10 cu. ft.		
□□□□□Summon Monster III	20	None	1 round	1 round/level [D]	+1 cu. ft./level Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for Suppress Glyph	you. 20	Will negates [object]	1	1 minute/level	which can be more to	summone han 30 ft. a V,S	ed creatures, no two of apart Yes [object]	Caster Level: 14 Abjuration	SPELL CO: Pg.216
			standard action					•	9
Effect: Gain enhanced awareness of magica	20	None	1 standard action	140 minutes		V, S	No	Caster Level: 14 Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
Effect: You forge a telepathic bond with anot	her willin 20	g creature with an Intelli See text		e of 6 or higher. 1 round/3 levels	Target: You and One Medium (240 ft.)		eature within 30' No	Caster Level: 14 Evocation [Earth]	SPELL CO: Pg.223
Effect: Disrupts concentration; see text.	20	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 25]	Target: 40-ftradius 20 ft.	spread V,S	Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.229
Effect: Same as lesser vigor except it grants per round.	all target	s fast healing ability for	action the duration	n of the spell at 1 hp automatically heale	ed <i>Target:</i> One creature more than 30 ft. apa	e/2 levels,	no two of which can be	Caster Level: 14	
UUUUVisage of the Deity, Lesser	20	N/A	1 standard action	1 round/level	Personal		N/A	Transmutation	SPELL CO: Pg.231
Effect: Your form becomes more like your de	eity's; see 20	text None	1 standard action	1 minute/level [D]	Target: You Close (60 ft.)	V,S,M	Yes; see text	Caster Level: 14 Evocation [Light]	SPELL CO: Pg.234
Effect: Any creature passing through the wal	l become	s dazzled. You can see		e wall; see text.	Target: A straight wa square/level or hemi		rea is up to one 10-ft. ft./2 levels	Caster Level: 14	
□□□□□Water Breathing	20	Will negates (harmless)	1 standard action	2 hours/level; see text	Touch	V, S, M/DI	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect: Subjects can breathe underwater. Water Walk	20	Will negates (harmless)	1 standard action	10 minutes/level [D]	Target: Living creatu Touch		ed Yes (harmless)	Caster Level: 14 Transmutation [Water]	RSRD: SpellsT-Z.rtf
Effect: Subject treads on water as if solid.	20	Will negates [harmless,object]	1 standard	10 minutes/level	Target: One touched Touch	l creature/l V,S	evel Yes [harmless,object]	Caster Level: 14 Transmutation	SPELL CO: Pg.237
Effect: Double threat range of weapon.			action		Target: One bludged projectiles [all of which	oning weap	on or fifty blunt	Caster Level: 14	
□□□□□ Weapon of the Deity	20	Fortitude negates	1	1 round/level		V,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
				* =Domain/Speciality Spell					

Cleric Spells

[harmless,object] standard action

Effect: Imbue a weapon favored by your deity with special enhancements and abilities. See text.

1 round/level standard action Target: Weapon touched Medium (240 ft.) V, S, M/DF Yes Caster Level: 14
Evocation [Air] RSRD: SpellsT-Z.rtf Target: Wall up to 10 ft./level long and 5 ft./level high Caster Level: 14 [S] Effect: Deflects arrows, smaller creatures, and gases.

Enough Delibert arrows, crimaier creatures, and	a guoco.				[S]	o manoronio	ing and one here verifying	Gadio, 2010).	
				LEVEL 4					
Name	DC	Saving Throw	Time	Duration		Comp.	Spell Resistance	School	Source
□□□□Air Walk	21	None	1 standard	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Transmutation [Ai	r]RSRD: SpellsA-B.rtf
Effect O Library Land Constitution of			action		T			0	
Effect: Subject treads on air as if solid [climb a	21 21	N/A	1 swift	1 round/level	Target: Creature [G: Personal	V,S	N/A	Caster Level: 14 Divination	SPELL CO: Pg.17
• •			action		Town V			Caster Level: 14	· ·
Effect: Gives a +10 bonus on caster level to or Astral Hospice	vercome 21	N/A	specific ci	24 hours/level	Target: You Close (60 ft.)	V,S,M	N/A	Caster Level: 14 Conjuration	SPELL CO: Pg.17
JJJ-/ totrai i loopioo			standard action					(Teleportation)	_
Effect: On the Astral Plane this spell opens a p	portal to	a demiplane where nat		g can occur.	Target: See text			Caster Level: 14	
⊒□□□ Blindsight, Greater	21	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
		[namicooj	action						
Effect: Grant blindsight to 30 ft.	21	Fortitude half	1	Instantaneous	Target: Creature tou 10 ft.	uched V	Yes	Caster Level: 14 Evocation [Sonic]	SPELL CO: Pg.44
⊒ □□□Castigate		r ormado rian	standard	motanianosas	1010	•		Evocation (como)	0. LLL 00. 1 g. 1 1
Effect: Deafen or damage foes, depending on	their ali	anment.	action		Target: 10-ft. radius	s burst centr	ered on you	Caster Level: 14	
□□□□Contingent Energy Resistance	21	N/A	1 minute	1 hour/level [D]		V,S,M	N/A	Abjuration	SPELL CO: Pg.52
Effect: Same as Contigency, except it is more					Target: You			Caster Level: 14	
□□□□Control Water	21	None; see text	1 standard	10 minutes/level [D]	Long (960 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
Effect: Raises or lowers bodies of water.			action		T	4 4	3.4 h40.4 h0.4		
Ellect: Raises of lowers bodies of water.					level [S]		0-ft. by 10-ft. by 2-ft. pe		
□□□□Crown of Terror	21	None	1 standard	14 rounds [D]	10 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear,	APM: p. 150
			action					Mind-Affecting]	
Effect: Enemies within 10 feet become shaker	or frigh 21	ntened when you attack Will negates	. 1	14 minutes [D]	Target: A fiery halo 10 ft.		Yes (harmless)	Caster Level: 14 Conjuration	APM: p. 150
□□□□Crown of Valor		(harmless)	standard			· , J, W/DF	. 55 ((Creation)	p. 100
Effect: You and allies within 10 feet gain +1 or	n attacks	s and checks, +2 on say	action es against	fear.	Target: A silver halo	3		[Mind-Affecting] Caster Level: 14	
Cure Critical Wounds	21	Will half (harmless);	1	Instantaneous		V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
		see text	standard action				text	(Healing)	
Effect: Cures 4d8 +1/level [max +20] damage.	. 21	Will pagetos	1	1 minute/level	Target: Creature tou Touch		Yes (harmless)	Caster Level: 14 Necromancy	DODD: Coolled F
⊒□□□Death Ward	21	Will negates (harmless)	standard	i mindle/level	TOUCH	v, 3, DF	res (namiless)	recromancy	RSRD: SpellsD-E.rt
Effect: Grants immunity to death spells and ne	anativo c	porav offacts	action		Target: Living create	ture toucher		Caster Level: 14	
Delay Death	21	Will negates	1	1 round/level		V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.63
		[harmless]	immediate action	е					
Effect: Target cannot die from hit point damag			ell.		Target: One creatur			Caster Level: 14	
□□□□Dimensional Anchor	21	None	1 standard	1 minute/level	Medium (240 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rti
			action						
Effect: Bars extradimensional movement. Discern Lies	21	Will negates	1	Concentration, up to 1 round/level	Target: Ray Close (60 ft.)	V, S, DF	No	Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
		viii nogatoo	standard	concentration, up to 1 roundhever	0.000 (00 1)	1, 0, 5.		Birindion	TOTAL OPOROS EIG
Effect: Reveals deliberate falsehoods.			action		Target: 1 creature/le	evel, no two	of which can be more	Caster Level: 14	
	21	Will negates; see text		Instantaneous	than 30 ft. apart Close (60 ft.)	V, S, DF	Voo	Abjuration	RSRD: SpellsD-E.rtf
⊒□□□ Dismissal	21	wiii riegates, see text	standard	instantaneous	01030 (00 11.)	v, o, bi	103	Abjuration	NOND. Openso E.m.
Effect: Forces a creature to return to native pla	ane.		action		Target: One extrapla	lanar creatu	re	Caster Level: 14	
□□□□ Divination	21	None	10	Instantaneous		V, S, M	No	Divination	RSRD: SpellsD-E.rtf
Effect: Provides useful advice for specific prop	osed ac	ctions.	minutes		Target: You			Caster Level: 14	
⊒□□□ Divine Power	21	None	1 standard	1 round/level	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
			action						
Effect: You gain attack bonus, +6 to Str, and 1	l hp/leve 21	el. Will Negates	1 minuto	14 rounds	Target: You Close (60 ft.)	V, S	Yes (Harmless)	Caster Level: 14 Evocation	RSRD: PsionicSpells
□□□□ Dweomer of Transference		(Harmless)						LVOCATION	NOND. I Sionicopelis
Effect: You form a radiating corona around the text].	e head o	of a psionic ally, then co	nvert some	of your spells into power points [see	Target: One willing p	psionic crea	ature	Caster Level: 14	
☐☐☐☐Freedom of Movement	21	Will negates	1	10 minutes/level			Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
		(harmless)	standard action			DF			
Effect: Subject moves normally despite imped		Ness		4 minute/level	Target: You or creat			Caster Level: 14	DCDD, C. II F C.
□□□□Giant Vermin	21	None	1 standard	1 minute/level	Close (60 ft.)	V, S, DF	res	Transmutation	RSRD: SpellsF-G.rtf
Effect: Turns centipedes, scorpions, or spiders	s into air	ant vermin	action		Target: Up to three	vermin no	two of which can be	Caster Level: 14	
	Ū				more than 30 ft. apa	art			
□□□□Glowing Orb	21	None	1 standard	Permanent	Touch	V,S,F	No	Evocation [Light]	SPELL CO: Pg.106
Effect Mel and Patrick			action		Tanana Maria	-4	ht	0	
Effect: Makes a light source in a globe; see te:	xt 21	Fortitude negates	1 minute	1 hour/level	Target: Magical, cor 10 ft.	ntrollable lig V,S,DF	ht source Yes	Caster Level: 14 Abjuration [See	SPELL CO: Pg.109
		-						text]	J
Effect: Immobile zone of warding that is perme the same faith to enter or exit.			an creature		space				
⊒□□□*Haste	21	Fortitude negates (harmless)	1 standard	1 round/level	Close (60 ft.)	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
		, ,	action						
Effect: 1 creature/level moves faster, +1 on at	tack rolls	s, AC, and Reflex saves	S.		Target: 1 creature/le than 30 ft. apart	avel, no two	of which can be more	Caster Level: 14	
□□□□Holy Transformation	21	N/A	1 atondord	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.116
			standard action					[Good]	
Effect: Change to good lawful outsider, size m	edium,	gain abilities and appea		hound archon [mm pg.16]. +4 Str & Con	, Target: You			Caster Level: 14	
Darkvision 60', +4 Sacred Bonus to Saves, DF DDDD Holy Transformation, Lesser	21 21	N/A	1	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.116
inity industrialion, 200001			standard action	÷ ÷				[Good]	<u> </u>
		etar (minaturos na 66)	aution		Target: You			Caster Level: 14	
Effect: Change to good outsider, gain abilities	of prote	ctai [iiiiiatules pg.00].							
	of prote 21	Fortitude partial	1 standard	Instantaneous		V,S	Yes	Evocation [Cold]	SPELL CO: Pg.118
Effect: Change to good outsider, gain abilities	21	Fortitude partial	1 standard action				Yes	Evocation [Cold] Caster Level: 14	SPELL CO: Pg.118

					Cleric Spells					
	Imbue with Spell Ability	21	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	RSRD: SpellsH-L.rtf
	Effect: Transfer spells to subject. Inflict Critical Wounds	21	Will half	1	Instantaneous	Target: Creature to Touch		ext Yes	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
	Effect: Touch attack, 4d8 +1/level [max +20] d		· · · · · · · · · · · · · · · · · · ·	standard action		Target: Creature to			Caster Level: 14	TOTAL SPONSIT ELL
	Iron Bones	21	Will negates [harmless]	1 standard action	1 minute/level	Touch		Yes [harmless]	Transmutation	SPELL CO: Pg.125
ا دددد	Effect: Skeleton changes to Iron; grants +5 to Lifebolt	natural a	armor AC. Will negates	1 standard action	1 minute/level	Target: Corporeal u Touch		ves	Caster Level: 14 Abjuration	SPELL CO: Pg.131
	Effect: Subject becomes immune to the effect Magic Weapon, Greater	s of posi 21	itive energy; See text. Will negates (harmless, object)	1 standard	1 hour/level	Target: Creature to Close (60 ft.)		Yes (harmless, object)	Caster Level: 14 Transmutation	RSRD: SpellsM-O.rtf
ı	Effect: Weapon gains +1/4 levels [max +5] box	nus.		action		Target: One weapo must be in contact v casting]	n or fifty proj with each oth	jectiles [all of which her at the time of	Caster Level: 14	
	Make Manifest	21	Will negates	standard action	1 round/level	Close (60 ft.)		Yes	Transmutation	SPELL CO: Pg.137
	Effect: Cause one creature on a coexistant pla Mark of Censure	ane to ap 21	ppear on your plane; se Will negates	e text. 1 standard action	14 hours [D]	Target: One creatur Close (60 ft.)	v, S, DF	Yes	Caster Level: 14 Transmutation	APM: p. 160
احدود	Effect: Subject is marked as an enemy, takes Moon Bolt	21	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Target: One living of Long (960 ft.)	V,S	Yes	Caster Level: 14 Evocation	SPELL CO: Pg.143
	Effect: Bolt unerringly strikes dealing 1d4 Str c rounds; see text.	-		-		undead creatures, t	that are <15	•		
	*Nature's Balance Effect: Take -4 to one ability score (Str, Dex, C	21	Fortitude negates [harmless]	standard action	10 minutes/level	Touch Target: Creature to		Yes [harmless]	Transmutation	SPELL CO: Pg.145
	Negative Energy Aura	21	N/A	1 standard action	1 round/level	Personal		N/A	Caster Level: 14 Necromancy	SPELL CO: Pg.146
	Effect: Living creatures within 10 ft. lose 1 hp/ Neutralize Poison	3 caster 21	level [max 5] each rour Will negates		10 minutes/level	Target: 10-ftradius		Yes (harmless, object)	Caster Level: 14 Conjuration	RSRD: SpellsM-O.rtf
	INCUITALIZE I UISUII		(harmless, object)	standard action			., 5, 10,01		(Healing)	22. Oponowi O.Iti
ı	Effect: Immunizes subject against poison, dete	oxifies ve	enom in or on subject.	- *		Target: Creature or touched	object of up	to 1 cu. ft./level.	Caster Level: 14	
	*Otiluke's Resilient Sphere	21	Reflex negates	1 standard action	14 minutes [D]	Close (60 ft.)		Yes	Evocation [Force]	Named: PHB 3.5
	Effect: Force globe protects but traps one sub	•				Target: 14 ft. diame creature			Caster Level: 14	
	Panacea Effect: Removes most conditions; see text.	21	Will half [harmless]; see text	1 standard action	Instantaneous	Touch Target: Creature to		Yes [harmless]	Conjuration (Healing) Caster Level: 14	SPELL CO: Pg.152
	Planar Ally, Lesser Effect: Your deity sends you an elemental or or	21	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No routsider of 6 HD or	Conjuration (Calling) [See Text] Caster Level: 14	RSRD: SpellsP-R.rtf
		21	None		1 round/level [D]	less 0 ft.		No.	Conjuration	SPELL CO: Pg.159
ı	Planar Exchange, Lesser Effect: Call a celestial creature see list; see te Planar Tolerance		None		1 hour/level	Target: One called a 20 ft.	creature	Yes [harmless]	(Calling) Caster Level: 14 Abjuration	SPELL CO: Pg.159
	Effect: Gain temporary respite from the natura			immediate action		Target: One creatur			Caster Level: 14	g
احددد	Poison	21	Fortitude negates; see	: 1	Instantaneous; see text	centered on you Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
	Effect: Touch deals 1d10 Con damage, repea	ts in 1 m	text	standard action		Target: Living creat	ure touched		Caster Level: 14	
	Positive Energy Aura	21	None	standard action	1 round/level	Personal	.,-	No	Conjuration (Healing)	SPELL CO: Pg.161
(Effect: Each round all living creatures within 1 damage.					Target: 10-ftradius		•	Caster Level: 14	005U 00 D 470
	Recitation	21	None	standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation) Caster Level: 14	SPELL CO: Pg.170
,	Effect: Allies gain +2 for +3 for worshiners) on	attacks	and saves, and enemie	s suffer -2		Target: All allies and	d foes within	a 60 ftradius burst		
	Effect: Allies gain +2 [or +3 for worshipers] on Renel Vermin	attacks 21	and saves, and enemie None or Will negates;		10 minutes/level IDI	Target: All allies and centered on you. 10 ft.				RSRD: SpellsP-R.rff
احددد	Effect: Allies gain +2 [or +3 for worshipers] on Repel Vermin Effect: Insects, spiders, and other vermin stay	21	None or Will negates; see text way.	1 standard action	10 minutes/level [D]	centered on you. 10 ft. Target: 10 ft. radius	V, S, DF	Yes centered on you	Abjuration Caster Level: 14	RSRD: SpellsP-R.rtf
ا دودوا ا دودوا	Repel Vermin Effect: Insects, spiders, and other vermin stay Resistance, Greater	21 10 ft. av 21	None or Will negates; see text way. Will negates [harmless]	1 standard action	10 minutes/level [D] 24 hours	centered on you. 10 ft. Target: 10 ft. radius Touch	V, S, DF s emanation V,S,M/DF	Yes	Abjuration Caster Level: 14 Abjuration	RSRD: SpellsP-R.rtf SPELL CO: Pg.174
ا حدددا ا ددددا ا ددددا	Repel Vermin Effect: Insects, spiders, and other vermin stay	21 10 ft. av 21 bject +3 21	None or Will negates; see text way. Will negates [harmless]	1 standard action 1 standard action		centered on you. 10 ft. Target: 10 ft. radius	V, S, DF s emanation V,S,M/DF uched V, S, M	Yes centered on you	Abjuration Caster Level: 14	
10000 10000 10000 10000	Repel Vermin Effect: Insects, spiders, and other vermin stay Resistance, Greater Effect: As resistance, except you grant the sul Restoration Effect: Restores level and ability score drains. Revenance	21 r 10 ft. av 21 bject +3 21	None or Will negates; see text way. Will negates [harmless] resistance bonus. Will negates (harmless)	1 standard action 1 standard action 3 rounds	24 hours	centered on you. 10 ft. Target: 10 ft. radius Touch Target: Creature to Touch Target: Creature to Touch	V, S, DF s emanation V,S,M/DF uched V, S, M uched V,S,DF	Yes centered on you Yes [harmless]	Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.174
	Repel Vermin Effect: Insects, spiders, and other vermin stay Resistance, Greater Effect: As resistance, except you grant the sul Restoration Effect: Restores level and ability score drains. Revenance Effect: Brings an ally back to life for duration of Sanctum	21 r 10 ft. av 21 bject +3 21	None or Will negates; see text way. Will negates [harmless] resistance bonus. Will negates (harmless)	1 standard action 1 standard action 3 rounds 1 standard	24 hours Instantaneous	centered on you. 10 ft. Target: 10 ft. radius Touch Target: Creature to Touch Target: Creature to Touch Target: Dead ally to Personal	V, S, DF s emanation V,S,M/DF uched V, S, M uched V,S,DF	Yes centered on you Yes [harmless] Yes (harmless)	Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Teleportation)	SPELL CO: Pg.174 RSRD: SpellsP-R.rtf
	Repel Vermin Effect: Insects, spiders, and other vermin stay Resistance, Greater Effect: As resistance, except you grant the sul Restoration Effect: Restores level and ability score drains. Revenance Effect: Brings an ally back to life for duration of Sanctum Effect: See text Sending	21 r 10 ft. av 21 bject +3 21 21 of spell; s 21	None or Will negates; see text way. Will negates [harmless] resistance bonus. Will negates (harmless)	1 standard action 1 standard action 3 rounds 1 standard action 1 standard action 1 standard action	24 hours Instantaneous 1 minute/level	centered on you. 10 ft. Target: 10 ft. radius Touch Target: Creature tor Touch Target: Creature tor Touch Target: Dead ally to Personal Target: You See text	V, S, DF s emanation V,S,M/DF uched V, S, M uched V,S,DF ouched V, S, DF	Yes centered on you Yes [harmless] Yes (harmless) Yes [harmless]	Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Evocation	SPELL CO: Pg.174 RSRD: SpellsP-R.rtf SPELL CO: Pg.175
	Repel Vermin Effect: Insects, spiders, and other vermin stay Resistance, Greater Effect: As resistance, except you grant the sul Restoration Effect: Restores level and ability score drains. Revenance Effect: Brings an ally back to life for duration of Sanctum	21 r 10 ft. av 21 bject +3 21 21 of spell; s 21	None or Will negates; see text way. Will negates [harmless] resistance bonus. Will negates (harmless) None; see text	1 standard action 1 standard action 3 rounds 1 standard action 1 standard action 1 minutes	24 hours Instantaneous 1 minute/level 14 rounds [D]	centered on you. 10 ft. Target: 10 ft. radius Touch Target: Creature to Touch Target: Creature to Touch Target: Dead ally to Personal Target: You	V, S, DF s emanation V,S,M/DF uched V, S, M uched V,S,DF suched V,S,DF V,S, M/DF re	Yes centered on you Yes [harmless] Yes (harmless) Yes [harmless]	Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Evocation Caster Level: 14 Conjuration	SPELL CO: Pg.174 RSRD: SpellsP-R.rtf SPELL CO: Pg.175 APM: p. 166
	Repel Vermin Effect: Insects, spiders, and other vermin stay Resistance, Greater Effect: As resistance, except you grant the sul Restoration Effect: Restores level and ability score drains. Revenance Effect: Brings an ally back to life for duration of Sanctum Effect: See text Sending Effect: Delivers short message anywhere, inst	21 r 10 ft. av 21 bject +3 21 21 21 21 21 21 tantly.	None or Will negates; see text way. Will negates [harmless] resistance bonus. Will negates (harmless) None; see text see text. None	1 standard action 1 standard action 3 rounds 1 standard action 1 standard action 1 standard action 10 minutes 1 standard action damage; set 1 standard dation	24 hours Instantaneous 1 minute/level 14 rounds [D] 1 round/level; see text Insta	centered on you. 10 ft. Target: 10 ft. radius Touch Target: Creature for Touch Target: Creature for Touch Target: Dead ally to Personal Target: You See text Target: One creature	V, S, DF s emanation V,S,M/DF uched V, S, M uched V,S,DF v,S,DF V,S,M/DF re V,S,M	Yes centered on you Yes [harmless] Yes (harmless) Yes [harmless]	Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Evocation Caster Level: 14 Conjuration	SPELL CO: Pg.174 RSRD: SpellsP-R.rtf SPELL CO: Pg.175 APM: p. 166 RSRD: SpellsS.rtf
	Repel Vermin Effect: Insects, spiders, and other vermin stay Resistance, Greater Effect: As resistance, except you grant the sul Restoration Effect: Restores level and ability score drains. Revenance Effect: Brings an ally back to life for duration of Sanctum Effect: See text Sending Effect: Delivers short message anywhere, inst Shadowblast Effect: Creatures stunned for 1d6 rounds; nati	21 21 21 21 21 21 21 21 21 21 21 21 21 2	None or Will negates; see text way. Will negates [harmless] resistance bonus. Will negates (harmless) None; see text See text. None Fort negates hadow vulnerable take will negates [harmless]	1 standard action 1 standard action 3 rounds 1 standard action	24 hours Instantaneous 1 minute/level 14 rounds [D] 1 round/level; see text Insta	centered on you. 10 ft. Target: 10 ft. radius Touch Target: Creature tor Touch Target: Creature tor Touch Target: Dead ally to Personal Target: You See text Target: One creatur Long (960 ft.) Target: 20-ftradius	v, s, DF s emanation v,s,M/DF uched v, s, M uched v,s,DF v,c,CF v,s,M/DF re v,s,M	Yes centered on you Yes [harmless] Yes (harmless) Yes [harmless]	Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Abjuration	SPELL CO: Pg.174 RSRD: SpellsP-R.rtf SPELL CO: Pg.175 APM: p. 166 RSRD: SpellsS.rtf SPELL CO: Pg.186
	Repel Vermin Effect: Insects, spiders, and other vermin stay Resistance, Greater Effect: As resistance, except you grant the sul Restoration Effect: Restores level and ability score drains. Revenance Effect: Brings an ally back to life for duration of Sanctum Effect: See text Sending Effect: Delivers short message anywhere, inst Shadowblast Effect: Creatures stunned for 1d6 rounds; nati Shield of Faith, Mass	21 21 21 21 21 21 21 21 21 21 21 21 21 2	None or Will negates; see text way. Will negates [harmless] resistance bonus. Will negates (harmless) None; see text See text. None Fort negates hadow vulnerable take will negates [harmless]	1 standard action 1 standard action 3 rounds 1 standard action 1 standard action 1 standard action 10 minutes 1 standard action damage; set 1 standard dation	24 hours Instantaneous 1 minute/level 14 rounds [D] 1 round/level; see text Insta	centered on you. 10 ft. Target: 10 ft. radius Touch Target: Creature for Touch Target: Creature for Touch Target: Dead ally to Personal Target: You See text Target: One creatur Long (960 ft.) Target: 20-ftradius Close (60 ft.)	v, s, DF s emanation v,s,M/DF uched v, s, M uched v,s,DF v,c,CF v,s,M/DF re v,s,M	Yes centered on you Yes [harmless] Yes (harmless) Yes [harmless] No Yes Yes [harmless] wo of which are more	Abjuration Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Teleportation) Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Caster Level: 14 Evocation Caster Level: 14 Evocation Caster Level: 14 Abjuration	SPELL CO: Pg.174 RSRD: SpellsP-R.rtf SPELL CO: Pg.175 APM: p. 166 RSRD: SpellsS.rtf SPELL CO: Pg.186

				Cleric Spells				
			standard action	Ciono Opono				
Effect: Deals 1d8 per caster level [max 10d8]					Target: One creature or obj		Caster Level: 14	
Spell Immunity	21	Will negates (harmless)	1 standard action	10 minutes/level		F Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: Subject is immune to 3 spells, up to 4 Spell Vulnerability	tn-level s	Fortitude negates	1 round	1 minute/level	Target: Creature touched Close (60 ft.) V,S	No	Caster Level: 14 Transmutation	SPELL CO: Pg.200
Effect: Reduces subject's spell resistance by					Target: One creature		Caster Level: 14	00511 00 D 444
Summon Hound Archon	21	None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.) V,S,DF		Conjuration (Summoning) [Good, Lawful]	SPELL CO: Pg.214
Effect: Summons a hound archon [MM 16]; s	ee text 21	None	1 round	1 round/level [D]	Target: One summoned are Close (60 ft.) V, S, F	/DF No	Caster Level: 14 Conjuration	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for	you.				Target: One or more summ	oned creatures, no two of	(Summoning) Caster Level: 14	
□□□□□Symbol of Despair	21	Will negates	10 minutes	See text	which can be more than 30 0 ft.; see text V, S, N	ft. apart	Enchantment (Compulsion)	APM: p. 173
Effect: Triggered rune fills nearby creatures v	with utter	despair			Target: One symbol		[Mind-Affecting] Caster Level: 14	
□□□□□Tongues	21	Will negates (harmless)	1 standard action	10 minutes/level	Touch V, M/D	F No	Divination	RSRD: SpellsT-Z.rtf
Effect: Speak any language.	21	Will negates	1	1 hour/level	Target: Creature touched Touch V,S,DF	Yes [harmless,object]	Caster Level: 14	SPELL CO: Pg.226
Undead Bane Weapon	21	[harmless,object]	standard action	Tiloul/level	10ucii V,3,Di	res [namiess,object]	Hansmutation	3r LLL 00. r g.220
Effect: Give weapon touched undead bane s	pecial ab	oility; add +2 enhanceme		and deals +2d6 of bonus damage.	Target: Weapon touched or must be touching at the tim		h Caster Level: 14	
□□□□□Wall of Chaos	21	See text	1	10 minutes/level		DF Yes	Abjuration	SPELL CO: Pg.233
			standard action				[Chaotic]	
Effect: +2 to AC and saves, counter mind con the designated hostile side.	ntrol, hed	dge out elementals and o	utsiders in	10-ft. radius and 10 minutes/level from	Target: A straight wall whos square/level or hemi/sphere	5 ft./2 levels	Caster Level: 14	
□□□□ Wall of Good	21	See text	1 standard	10 minutes/level	Close (60 ft.) V,S,M/	DF Yes	Abjuration [Good]	SPELL CO: Pg.233
Effect: +2 to AC and saves, counter mind co	ntrol, hed	dge out elementals and o	action utsiders in	10-ft. radius and 10 minutes/level from	Target: A straight wall whos	se area is up to one 10-ft.	Caster Level: 14	
the designated hostile side.	21	See text	1	10 minutes/level	square/level or hemi/sphere	e 5 ft./2 levels DF Yes	Abjuration [Law]	SPELL CO: Pg.234
			standard action		, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			3 -
Effect: +2 to AC and saves, counter mind counted the designated hostile side.	ntrol, hed	dge out elementals and o		10-ft. radius and 10 minutes/level from	Target: A straight wall whos square/level or hemi/sphere		Caster Level: 14	
□□□□□Wall of Sand	21	None	1 standard	Concentration +1 round/level	Medium (240 ft.) V,S,M/		Conjuration (Creation) [Earth]	SPELL CO: Pg.235
Effect: Creates a churning wall of sand.			action		Target: A straight wall whos	se area is up to one 10-ft.		
					square/level [S]			
				LEVEL 5				
Name Atonement	DC 22	Saving Throw None		Duration Instantaneous	Range Comp. Touch V, S, N	Spell Resistance 1, F, Yes	School Abjuration	Source RSRD: SpellsA-B.rtf
Effect: Removes burden of misdeeds from su					DF, XF)	Caster Level: 14	•
Aura of Evasion	22	No	1 standard action	1 minute/level		DF No	Abjuration 14	SPELL CO: Pg.18
Effect: You and all creatures within the area evasion gain a +4 to Reflex saves against br				ns, those who have evasion or improved	Target: 10-ft. radius emana	tion centered on you	Caster Level: 14	
-				1 round/level	L=== (000 #)			
Blistering Radiance	22	None and Fortitude partial; see text	1 standard	Touritalevel	Long (960 ft.) V,S,M	Yes	Evocation [Fire, Light]	SPELL CO: Pg.33
Effect: All sighted creatures in area are dazz	led [no s	partial; see text ave], and take 2d6 fire d	standard action amage ead	ch round.	Target: 50-ftradius spread		Light] Caster Level: 14	_
Effect: All sighted creatures in area are dazz	led [no s 22	partial; see text ave], and take 2d6 fire d See text	standard action amage ead 1 minute		Target: 50-ftradius spread Close (60 ft.) V, S	No	Light] Caster Level: 14 Abjuration	RSRD: SpellsA-B.rtf
Effect: All sighted creatures in area are dazz Break Enchantment Effect: Frees subjects from enchantments, al	led [no s 22 Iterations	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio	standard action amage ead 1 minute n.	ch round. Instantaneous	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other	No rel, all within 30 ft. of each	Light] Caster Level: 14 Abjuration Caster Level: 14	RSRD: SpellsA-B.rtf
Effect: All sighted creatures in area are dazz Break Enchantment Effect: Frees subjects from enchantments, al	led [no s 22 Iterations 22	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio	standard action amage eac 1 minute n. 10 minutes	ch round. Instantaneous Instantaneous	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V,S,DF	No rel, all within 30 ft. of each	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful]	_
Effect: All sighted creatures in area are dazz Break Enchantment Effect: Frees subjects from enchantments, al	led [no s 22 Iterations 22	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio None performing one task that	standard action amage eac 1 minute n. 10 minutes cannot ex	ch round. Instantaneous Instantaneous	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other	No el, all within 30 ft. of each F,XP No	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149
Effect: You cause pain and damage to one of	led [no s 22 Iterations 22 Vitable in 22	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text	standard action amage eac 1 minute n. 10 minutes cannot ex 1 round	ch round. Instantaneous Instantaneous cceed 1 hour. Concentration, up to 14 rounds	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev close (60 ft.) V, S, Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi	No Yel, all within 30 ft. of each F,XP No Yel F Yes ds, no two of which can be	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting]	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149
Effect: All sighted creatures in area are dazz Break Enchantment Effect: Frees subjects from enchantments, al Call Zelekhut Effect: You recieve the aid of a Zelekhut inev	led [no s 22 Iterations 22 Vitable in 22	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text	standard action armage eac 1 minute n. 10 minutes cannot ex 1 round penalty or 1	ch round. Instantaneous Instantaneous cceed 1 hour. Concentration, up to 14 rounds	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/levolther Close (60 ft.) V, S, DF Target: One called zelekhu 30 ft. V, S, E DF	No Yel, all within 30 ft. of each F,XP No Yel F Yes ds, no two of which can be	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depenmind-Affecting] Caster Level: 14 Enchantment	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149
Effect: You cause pain and damage to one ochecks.	led [no s 22 Iterations 22 vitable in 22 or more h	partial; see text avel, and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4	standard action amage eac 1 minute n. 10 minutes a cannot ex 1 round penalty or	Instantaneous In	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V,S,Df Target: One called zelekhu 30 ft. V, S, C Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V	No rel, all within 30 ft. of each r,XP No r F Yes ds, no two of which can be e text Yes	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting]	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf
Effect: As command, but affects 1 subject/lev	led [no s 22 Iterations 22 Voltable in 22 Voltable 22 Voltable 22 Voltable 3	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates	standard action armage eac 1 minutes cannot ex 1 round penalty or 1 standard action	ch round. Instantaneous Instantaneous cceed 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability 1 round/level	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V,S,Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V	No el, all within 30 ft. of each XP No t F Yes ds, no two of which can be e text Yes two of which can be more	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf
Effect: As command, but affects 1 subject/lev	led [no s 22 Iterations 22 vitable in 22 or more h 22 vel.	partial; see text avel, and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4	standard action armage eac 1 minute n. 10 minutes cannot ex 1 round penalty or 1 standard	Instantaneous In	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/levolther Close (60 ft.) V, S, DF Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V, S, N DF, XF	No Pel, all within 30 ft. of each XP No Self Yes ds, no two of which can be te text Yes two of which can be more 1, No	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf
Effect: As command, but affects 1 subject/lev Effect: As command, but affects 1 subject/lev Effect: As command, but affects 1 subject/lev Effect: Deity answers one yes-or-no question	led [no s 22 Iterations 22 vitable in 22 or more h 22 vel.	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates	standard action amange each 1 minute n. 10 minutes cannot ex 1 round penalty or 1 standard action 10 minutes	ch round. Instantaneous Instantaneous cceed 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability 1 round/level	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V,S,Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V, S, N	No iel, all within 30 ft. of each ;XP No is F Yes ds, no two of which can be e text Yes two of which can be more f, No	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Conjuration	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf
Effect: All sighted creatures in area are dazz	led [no s 22 lterations 22 vitable in 22 vr more h 22 vel. 22 vrlevel. 22 rfere with	partial; see text avel, and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A	standard action armage eact 1 minute n. 10 minutes c cannot ex 1 round penalty or 1 standard action 10 minutes 1 round 10 minu	ch round. Instantaneous Instan	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/levolther Close (60 ft.) V, S, Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V V Target: 1 creature/level, no than 30 ft. apart Personal V, S, N Target: You Personal V, S, Df Target: You Target: You	No iel, all within 30 ft. of each ;XP No is F Yes ds, no two of which can be e text Yes two of which can be more f, No	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Feat] Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf
Effect: As command, but affects 1 subject/lev Effect: Deity answers one yes-or-no questior Carwiling Darkness Effect: Tentacles surround you but don't inter	led [no s 22 lterations 22 vitable in 22 vr more h 22 vel. 22 vrlevel. 22 rfere with	partial; see text avel, and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A	standard action armage eac 1 minute n. 10 minutes cannot ex 1 round penalty or 1 standard action 10 minutes 1 round they provice If you are a standard standard standard	ch round. Instantaneous Instan	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/levolther Close (60 ft.) V, S, Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V V Target: 1 creature/level, no than 30 ft. apart Personal V, S, N Target: You Personal V, S, Df Target: You Target: You	No iel, all within 30 ft. of each ;XP No is F Yes ds, no two of which can be e text Yes two of which can be more f, No	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf
Effect: As command, but affects 1 subject/lev Effect: Peets where some endowers one vestor of caulting Darkness Effect: Our recieve the aid of a Zelekhut inev Chastise Person Effect: You cause pain and damage to one of checks. Command, Greater Effect: As command, but affects 1 subject/lev Commune Effect: Deity answers one yes-or-no question Crawling Darkness Effect: Tentacles surround you but don't interfeatures. +4 competence bonus to Grapple, 1 will globaling 1d12 damage.	led [no s 22 22 22 22 22 22 22 22 22 22 22 22 2	partial; see text avel, and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A n movement or casting. T d Escape Artist checks. Will half (harmless) or Will half (harmless) or Will half; see text	standard action amage eact 1 minute n. 10 minutes cannot ex 1 round penalty or 1 standard action 10 minutes 1 round 10 minutes 1 round 10 minutes 1 round 11	ch round. Instantaneous Instan	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V,S,Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V, S, M DF, XF Target: You Personal V,S,Df Target: You 3 Close (60 ft.) V, S Target: You 3 Close (60 ft.) V, S	No No el, all within 30 ft. of each XP No strain Yes ds, no two of which can be te text Yes two of which can be more No NA Yes (harmless) or Yes see text	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Conjuration (Creation) Caster Level: 14	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf ident, RSRD: SpellsC.rtf SPELL CO: Pg.55
Effect: All sighted creatures in area are dazz Break Enchantment Effect: Frees subjects from enchantments, all Call Zelekhut Effect: You recieve the aid of a Zelekhut inev Chastise Person Effect: You cause pain and damage to one of checks. Command, Greater Effect: As command, but affects 1 subject/lev Commune Effect: Deity answers one yes-or-no question Crawling Darkness Effect: Tentacles surround you but don't interfeatures. +4 competence bonus to Grapple, this did a competence bonus to Grapple, and Cure Light Wounds, Mass Effect: Cures 1d8 +1/level [max +25] damage.	led [no s 22 22 22 22 22 22 22 22 22 22 22 22 2	partial; see text avel, and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A n movement or casting. T d Escape Artist checks. Will half (harmless) or Will half (harmless) or Will half; see text	standard action armage eac 1 minute n. 10 minutes cannot ex 1 round penalty or 1 standard action 10 minutes 1 round they provice If you are a standard standard standard	ch round. Instantaneous Instan	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/levolther V, S, Df Close (60 ft.) V, S, Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V V Target: 1 creature/level, no than 30 ft. apart Personal V, S, M DF, XF Target: You Personal V, S, Df Target: You 3 Close (60 ft.) V, S	No iel, all within 30 ft. of each ;XP No if Yes ds, no two of which can be e text Yes two of which can be more f, No Yes (harmless) or Yese text two of which can be more	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Conjuration (Creation) Caster Level: 14	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf ident, RSRD: SpellsC.rtf SPELL CO: Pg.55
Effect: As command, but affects 1 subject/lev Effect: Poil yanswers one yes-or-no question Crawling Darkness Effect: Tentacles surround you but don't interfeatures. +4 competence bonus to Grapple, this plant is graph. Effect: Cures 1d8 +1/level [max +25] damage.	led [no s 22 22 22 22 22 22 22 22 22 22 22 22 2	partial; see text avel, and take 2d6 fire d See text s, curses, and petrification None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A n movement or casting. T d Escape Artist checks. Will half (harmless) or Will half; see text ny creatures. Will negates	standard action amage eact 1 minute n. 10 minutes cannot ex 1 round penalty or 1 standard action 10 minutes 1 round 11 standard action 12 standard action 13 standard action 14 standard action	ch round. Instantaneous	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/levolther Close (60 ft.) V,S,Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanois more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V, S, M Target: You Personal V,S,Df Target: You 3 Close (60 ft.) V, S Target: You 3 Close (60 ft.) V, S Target: 1 creature/level, no than 30 ft. apart Medium (240 ft.) V,S,Df	No Pel, all within 30 ft. of each CXP No Self Yes Selfs, no two of which can be te text Yes Two of which can be more 1, No Pel N/A Yes (harmless) or Yes see text Two of which can be more	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Conjuration (Creation) Caster Level: 14 Necromancy	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf ident, RSRD: SpellsC.rtf SPELL CO: Pg.55 RSRD: SpellsC.rtf
Effect: As command, but affects 1 subject/lev Effect: Peets and, but affects 1 subject/lev Effect: Vou recieve the aid of a Zelekhut inev Chastise Person Effect: You cause pain and damage to one ochecks. Command, Greater Effect: As command, but affects 1 subject/lev Crawling Darkness Effect: Tentacles surround you but don't interfeatures. +4 competence bonus to Grapple, the Wist dealing 1d12 damage. Cure Light Wounds, Mass Effect: Cures 1d8 +1/level [max +25] damage.	led [no s 22 22 22 22 22 22 22 22 22 22 22 22 2	partial; see text avel, and take 2d6 fire d See text s, curses, and petrification None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A n movement or casting. T d Escape Artist checks. Will half (harmless) or Will half; see text ny creatures. Will negates	standard action amage eact 1 minute n. 10 minutes cannot ex 1 round penalty or 1 standard action 11 round 12 tround 13 tround 14 standard action 15 standard action 16 round 17 standard action 18 standard action 19 standard action 10 standard action 11 standard action 12 standard action 13 standard action 14 standard action 15 standard action 16 standard action 17 standard action 18 standard action	ch round. Instantaneous	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V,S,Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V, S, N DF, XF Target: You Personal V,S,Df Target: You Close (60 ft.) V, S Target: You Target: T creature/level, no than 30 ft. apart	No Pel, all within 30 ft. of each CXP No Self Yes Selfs, no two of which can be te text Yes Two of which can be more 1, No Pel N/A Yes (harmless) or Yes see text Two of which can be more	Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Conjuration (Creation) Caster Level: 14 S;Conjuration (Healing) Caster Level: 14	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf ident, RSRD: SpellsC.rtf SPELL CO: Pg.55 RSRD: SpellsC.rtf
Effect: As command, but affects 1 subject/lev Clay as command, but affects 1 subject/lev Effect: Peity answers one yes-or-no question Crawling Darkness Effect: Tentacles surround you but don't inter features. 4 competence bonus to Grapple, 4 Wis] dealing 1d12 damage. Cure Light Wounds, Mass Effect: Cures 1d8 +1/level [max +25] damage. Curse of Ill Fortune, Mass Effect: Cause -3 penalty on attack rolls, saving and content of the c	led [no s 22] terations 22 vitable in 22 rr more h 22 viel. 22 rfere with 22 rfere with 22 rfere man 22 refere man 22 refere man 22 refereman 22	partial; see text avel, and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A n movement or casting. T d Escape Artist checks. Will half (harmless) or Will half; see text ny creatures. Will negates	standard action amage eac 1 minute n. 10 minutes cannot ex 1 round penalty or 1 standard action 10 minutes 1 round 10 minutes 1 round 11 standard action 11 standard action 12 standard action 13 standard action 14 standard action 15 standard action 16 checks to the	ch round. Instantaneous	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V,S,Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V,S, M DF, XF Target: You Personal V,S,Df Target: You 3 Close (60 ft.) V, S Target: 1 creature/level, no than 30 ft. apart Medium (240 ft.) V,S,Df Target: Enemies in a 20-ft	No Iel, all within 30 ft. of each EXP No IF Yes Is, no two of which can be e text Yes two of which can be more M. No Yes (harmless) or Yese text two of which can be more Yes Two of which can be more Yes Tadius burst No	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 S; Conjuration (Healing) Caster Level: 14 Necromancy	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf ident, RSRD: SpellsC.rtf SPELL CO: Pg.55 RSRD: SpellsC.rtf
Effect: As command, but affects 1 subject/lev Effect: Peets and Asserting Decivers on enchantments, aid Call Zelekhut Effect: You recieve the aid of a Zelekhut inev Chastise Person Effect: You cause pain and damage to one of checks. Command, Greater Effect: As command, but affects 1 subject/lev Commune Effect: Deity answers one yes-or-no question Crawling Darkness Effect: Tentacles surround you but don't interfeatures. +4 competence bonus to Grapple, + Wis] dealing 1d12 damage. Cure Light Wounds, Mass Effect: Cures 1d8 +1/level [max +25] damage. Curse of Ill Fortune, Mass Effect: Cause -3 penalty on attack rolls, saving a panalty on attack rolls.	led [no s 22] terations 22 vitable in 22 rr more h 22 viel. 22 rfere with 22 rfere with 22 rfere man 22 refere man 22 refere man 22 refereman 22	partial; see text avel, and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A n movement or casting. T d Escape Artist checks. Will half (harmless) or Will half; see text ny creatures. Will negates	standard action amage eac 1 minute n. 10 minutes cannot ex 1 round penalty or 1 standard action 1 round they provice ff you are a 1 standard action	ch round. Instantaneous	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V,S,Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V, S, N DF, XF Target: You Personal V,S,Df Target: You 3 Close (60 ft.) V, S Target: 1 creature/level, no than 30 ft. apart Medium (240 ft.) V,S,Df Target: 1 creature/level, no than 30 ft. apart Medium (240 ft.) V,S,Df Target: Enemies in a 20-ft. 5 ft./level V,S	No Iel, all within 30 ft. of each EXP No IF Yes Is, no two of which can be e text Yes two of which can be more M. No Yes (harmless) or Yese text two of which can be more Yes Two of which can be more Yes Tadius burst No	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Feat] Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Conjuration (Creation) Caster Level: 14 SciConjuration (Healing) Caster Level: 14 Necromancy Caster Level: 14 Abjuration	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf ident, RSRD: SpellsC.rtf SPELL CO: Pg.55 RSRD: SpellsC.rtf
Effect: As command, but affects 1 subject/lev Cammune Effect: Persist Person Effect: You cause pain and damage to one of checks. Command, Greater Effect: Delty answers one yes-or-no question Crawling Darkness Effect: As command, but affects 1 subject/lev Commune Effect: Delty answers one yes-or-no question Crawling Darkness Effect: Cause 3 penalty on attack rolls, savin Curse of III Fortune, Mass Effect: Cause 3 penalty on attack rolls, savin "Dance of the Unicorn Effect: Purifies surrounding area; see text.	led [no s 22] therations 22 vitable in 22 rr more h 22 vel. 22 rfere with 22 e for mar 22 ng throw: 22	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A nd Escape Artist checks. Will half (harmless) or Will half; see text ny creatures. Will negates None None None None None None None Non	standard action 10 minutes cannot ex 1 round penalty or 1 standard action 10 minutes cannot ex 1 round penalty or 1 standard action	ch round. Instantaneous Instan	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V,S,Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V, S, N Target: You Personal V,S,Df Target: You S Target: 1 creature/level, no than 30 ft. apart Medium (240 ft.) V,S,Df Target: 1 creature/level, no than 30 ft. apart Medium (240 ft.) V,S,Df Target: Enemies in a 20-ft. 5 ft./level V,S Target: 5 ft./level-radius em Personal V,S Target: You	No Pel, all within 30 ft. of each EXP No Service Se	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Conjuration (Creation) Caster Level: 14 Necromancy Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf ident, RSRD: SpellsC.rtf SPELL CO: Pg.55 RSRD: SpellsC.rtf SPELL CO: Pg.56 SPELL CO: Pg.58 SPELL CO: Pg.60
Effect: As command, but affects 1 subject/lev Call Zelekhut Effect: You recieve the aid of a Zelekhut inev Chastise Person Effect: You cause pain and damage to one o checks. Command, Greater Effect: Deity answers one yes-or-no question Crawling Darkness Effect: Tentacles surround you but don't inter features. 4-d competence bonus to Grapple, 4-Wis] dealing 1d12 damage. Cure Light Wounds, Mass Effect: Cures 1d8 +1/level [max +25] damage. Curse of Ill Fortune, Mass Effect: Cause -3 penalty on attack rolls, savir	led [no s 22] therations 22 vitable in 22 rr more h 22 vel. 22 rfere with 22 e for mar 22 ng throw: 22	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A nd Escape Artist checks. Will half (harmless) or Will half; see text ny creatures. Will negates None None None None None None None Non	standard action 10 minutes cannot ex 1 round penalty or 1 standard action 10 minutes cannot ex 1 round penalty or 1 standard action 1 standard standard action 1 standard stand	ch round. Instantaneous Instan	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V, S,Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V, S, N Target: You Personal V, S,Df Target: You 3 Close (60 ft.) V, S Target: 1 creature/level, no than 30 ft. apart Medium (240 ft.) V, S,Df Target: Enemies in a 20-ft. 5 ft./level v, S Target: 5 ft./level-radius em Personal V, S Target: 5 ft./level-radius em	No Pel, all within 30 ft. of each EXP No Service Se	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Conjuration (Creation) Caster Level: 14 Necromancy Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf adent, RSRD: SpellsC.rtf SPELL CO: Pg.55 RSRD: SpellsC.rtf SPELL CO: Pg.56 SPELL CO: Pg.58
Effect: As command, but affects 1 subject/lev Effect: Park and park on a vision of the Unicorn Effect: Cause of Ill Fortune, Mass Effect: Cause of Ill Fortune, Mass Effect: Cause of the Unicorn Effect: Purifies surrounding area; see text. Death Throes Effect: Has competend, your body is destroyed.	lede [no s 22] terrations 22 tritable in 22 or more h 22 vel. 22 tree with 22 tree of or mar 22	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A n movement or casting. T d Escape Artist checks. Will half (harmless) or Will half (harmless) or Will half; see text ny creatures. Will negates s, ability checks and skill None None explosion that deals 1d8	standard action amage eact 1 minute n. 10 minutes cannot ex 1 round penalty or 1 standard action 11 standard action 12 standard action 13 standard action 14 standard action 15 standard action 16 standard action 18 standard action 19 standard action 10 minutes 1 round 1 standard action	Instantaneous Instan	Target: 50-ftradius spread Close (60 ft.) V, S Target: Up to 1 creature/lev other Close (60 ft.) V,S,Df Target: One called zelekhu 30 ft. V, S, E Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V,S,N Target: You Personal V,S,Df Target: You 3 Close (60 ft.) V, S Target: 1 creature/level, no than 30 ft. apart Medium (240 ft.) V,S,Df Target: Enemies in a 20-ft. 5 ft./level V,S Target: 5 ft./level-radius em Personal V,S, D Target: You Target: You Target: You Target: You Target: You Target: You and a touched	No No Itel, all within 30 ft. of each EXP No Itel If Yes Ids, no two of which can be Ite text Yes Itwo of which can be more If No If No If Yes Itwo of which can be more If No If See text If No If No If See text If No If No	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Conjuration (Creation) Caster Level: 14 Necromancy Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Necromancy Caster Level: 14	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf ident, RSRD: SpellsC.rtf SPELL CO: Pg.55 RSRD: SpellsC.rtf SPELL CO: Pg.56 SPELL CO: Pg.58 SPELL CO: Pg.60
Effect: As command, but affects 1 subject/len Effect: Poir answers one yes-or-no question Call Zelekhut Effect: As command, but affects 1 subject/len Command, Greater Effect: Deity answers one yes-or-no question Crawling Darkness Effect: Tentacles surround you but don't interfeatures. +4 competence bonus to Grapple, this document of the command of the comma	lede [no s 22] terrations 22 tritable in 22 or more h 22 vel. 22 tree with 22 tree of or mar 22	partial; see text ave], and take 2d6 fire d See text s, curses, and petrificatio None performing one task that Will partial; see text umanoids, who suffer -4 Will negates None N/A n movement or casting. T d Escape Artist checks. Will half (harmless) or Will half (harmless) or Will half; see text ny creatures. Will negates s, ability checks and skill None None explosion that deals 1d8	standard action 10 minutes cannot ex 1 round penalty or 1 standard action 10 minutes cannot ex 1 round penalty or 1 standard action 1 standard standard action 1 standard stand	Instantaneous Instan	Target: 50-ftradius spread Close (60 ft.) V, S. Target: Up to 1 creature/lev other V, S.Df. Close (60 ft.) V, S.Df. Target: One called zelekhu 30 ft. V, S. E. Target: 1 or more humanoi more than 30 feet apart; se Close (60 ft.) V Target: 1 creature/level, no than 30 ft. apart Personal V, S. N. DF. XF. Target: You Personal V, S.Df. Target: You 33 Close (60 ft.) V, S. Target: You 33 Target: 1 creature/level, no than 30 ft. apart Medium (240 ft.) V, S.Df. Target: Enemies in a 20-ft5 ft./level V, S. V, S. Target: 5 ft./level-radius em Personal V, S. Target: You Touch V, S. E.	No No Iel, all within 30 ft. of each EXP No IF Yes Is, no two of which can be e text Yes two of which can be more If, No F N/A Yes (harmless) or Yese text two of which can be more Yes radius burst No anation centered on you No IF See text chaotic creature from in enchantment or chaotic	Light] Caster Level: 14 Abjuration Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Evocation [Fear, Language-Depen Mind-Affecting] Caster Level: 14 Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Conjuration (Creation) Caster Level: 14 Necromancy Caster Level: 14 Necromancy Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Caster Level: 14 Abjuration [Lawful]	RSRD: SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 dant, RSRD: SpellsC.rtf ident, RSRD: SpellsC.rtf SPELL CO: Pg.55 RSRD: SpellsC.rtf SPELL CO: Pg.56 SPELL CO: Pg.58 SPELL CO: Pg.60

					Cleric Spells					
احدددد	Dispel Evil	22	See text	1 standard	1 round/level or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	RSRD: SpellsD-E.rtf
E	Effect: +4 bonus against attacks.			action		plane; or you and a	n enchantm	creature from another ent or evil spell on a	Caster Level: 14	
اددود	Dispel Law	22	See text	1 standard	1 round/level or until discharged, whichever comes first	touched creature or Touch	V, S, DF	See text	Abjuration [Chaotic]	RSRD: SpellsD-E.rtf
Ŀ	Effect: +4 bonus against attacks.			action			ou and an e	nchantment or lawful	Caster Level: 14	
احدددا	Disrupting Weapon	22	Will negates (harmless, object); see text	1 estandard action	1 round/level	spell on a touched of Touch	V, S	Yes (harmless, object	Transmutation	RSRD: SpellsD-E.rtf
	Effect: Melee weapon destroys undead. Divine Agility	22	Will negates [harmless]	1 standard action	1 round/level	Target: One melee Touch	weapon V,S	No	Caster Level: 14 Transmutation	SPELL CO: Pg.69
	Effect: Grants +10 enhancement to Dex. Doomtide	22	Will negates	1 standard	1 round/level	Target: Living creat 80 ft.		Yes	Caster Level: 14 Illusion (Pattern)	SPELL CO: Pg.70
_	Effect: Creatures must save or be dazed for 1 Dragonbreath	round. N 22	Mist obscures vision to s See text	1 standard	1 round/level	Target: Eight 10-ft. Personal	cubes exter V,S,M/DF	nding straight from you No	Caster Level: 14 Evocation	SPELL CO: Pg.72
	Effect: Gain a true dragons breath weapon atta Earth Reaver	ack; see 22	text Reflex partial	action 1 standard	Instantaneous	Target: You Medium (240 ft.)	V,S	Yes	Caster Level: 14 Transmutation [Fire]	SPELL CO: Pg.75
	Effect: Deals 4d6 from impact and 3d6 fire [no			action knocked p		Target: 20-ftradius			Caster Level: 14	
۱ ــــــــــــــــــــــــــــــــــــ	Fastheal Effect: As lesser fastheal, but 14 hours.	22	Will negates (harmless)	1 round	14 hours [D]	Touch Target: Living creat		Yes (harmless)	Conjuration (Healing) Caster Level: 14	APM: p. 153
	Flame Strike	22	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)		Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
	Effect: Smite foes with divine fire for 1d6/level Furious Assault	[max 15 22	id6] damage. Will negates (harmless)	1 standard action	14 rounds	Target: Cylinder 10 Close (60 ft.)		Yes (harmless)	Caster Level: 14 Transmutation	APM: p. 157
	Effect: Subjects gain an extra attack with the fo			n damage		30 ft. apart		which can be more than		
	Hallow Effect: Designates location as holy. Incorporeal Nova	22	See text Will negates	24 hours 1 standard	Instantaneous	Touch Target: 40-ft. radius Medium (240 ft.)	V, S, M, DF s emanating V,S	See text from the touched point Yes		RSRD: SpellsH-L.rtf SPELL CO: Pg.121
	Effect: The spell destroys 1d4/caster level [ma Inflict Light Wounds, Mass	x 20d4] 22	HD worth of creatures. Will half	action 1 standard	Instantaneous	Target: 50-ftradius Close (60 ft.)	burst V, S	Yes	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
E	Effect: Deals 1d8 +1/level damage to many cre	eatures.		action		Target: 1 creature/le	evel, no two	of which can be more	Caster Level: 14	
	Insect Plague Effect: Locust swarms attack creatures.	22	None	1 round	1 minute/level	than 30 ft. apart Long (960 ft.) Target: One swarm	V, S, DF of locust/pe		Conjuration (Summoning) Caster Level: 14	RSRD: SpellsH-L.rtf
احدددا	Life's Grace	22	Will negates [harmless]	1 standard	1 minute/level		cent to at le	ast one other swarm Yes [harmless]	Abjuration	SPELL CO: Pg.131
	Effect: Subjects become immune to all death s	spells, m	agical death effects, en	action ergy drain	, and any negative energy effects; see	Target: Living creat	ure touched	I	Caster Level: 14	
احددد	Mark of Justice	22	None	10 minutes	Permanent;see text	Touch		Yes	Necromancy	RSRD: SpellsM-O.rtf
	Effect: Designates action that will trigger curse Plane Shift	on subj 22	ject. Will negates	1 standard action	Instantaneous	Target: Creature to Touch	v, S, F	Yes	Caster Level: 14 Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
	Effect: As many as eight subjects travel to ano					Target: Creature to creatures joining ha	ınds		Caster Level: 14	
	Psychic Turmoil	22	Will partial; see text	1 standard action	14 rounds	Close (60 ft.)		Yes	Abjuration	RSRD: PsionicSpells
	Effect: [see text]	22	None; see text	1 minuto	Instantaneous	Target: 40-ft-radius space Touch		centered on point in Yes (harmless)	Caster Level: 14 Conjuration	RSRD: SpellsP-R.rtf
	Raise Dead Effect: Restores life to subject who died as lon	g as 1 d	lay/level ago.	1 minute	mstantaneous	Target: Dead create	DF ure touched		(Healing) Caster Level: 14	
۱ ۵۰۰۰ ر	Revivify Effect: If cast within one round of death, this sp	22	None; see text	1 standard action	Instantaneous	Touch Target: Dead create	V,S,M	Yes [harmless]	Conjuration (Healing) Caster Level: 14	SPELL CO: Pg.176
	Righteous Might	22	None	1 standard action	1 round/level [D]	Personal	V, S, DF		Transmutation	RSRD: SpellsP-R.rtf
	Effect: Your size increases, and you gain comb Righteous Wrath of the Faithful	22	None	1 standard action	1 round/level	Target: You 30 ft.	V,S,DF	Yes	Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.177
g	Effect: Allies gain one additional melee attack grant extra attacks]. +3 morale bonus to attack	and da	mage.	-		you		dius burst centered on		00511 00 5
	Sanctuary, Mass Effect: Opponents can't attack you, and you ca	22 an't attac	Will negates [harmless] ck; see text.	1 standard action	1 round/level	Close (60 ft.) Target: One creature		Yes [harmless] two of which are more	Abjuration Caster Level: 14	SPELL CO: Pg.179
	Scourge Foes	22	Fortitude partial	1 standard action	Instantaneous	than 30 ft. apart 30 ft.	V, S, DF		Evocation [Sonic]	APM: p. 166
ه ۱	· -	e, deafe 22	ns foes for 2d4 rounds, Will negates	restricts th	neir actions for 1 round. 1 minute/level	Target: Cone-shape See text	ed burst V, S, M/DF, F	Yes	Caster Level: 14 Divination (Scrying)	RSRD: SpellsS.rtf
	Effect: Spies on subject from a distance. Secret Speech	22	None; see text	1 standard action	14 minutes	Target: Magical ser 30 ft.	v, S	Yes (harmless)	Caster Level: 14 Illusion (Glamer) [Language-Depen	
E	Effect: You and creatures you select conceal h	nidden m	nessages in your norma			Target: You and 7 v	0 feet apart	ures, no two of which	Caster Level: 14	
	Slay Living	22	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
	Effect: Touch attack kills subject. Spell Resistance	22	Will negates (harmless)	1 standard action	1 minute/level	Target: Living creat Touch		Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsS.rtf
						Target: Creature to			Caster Level: 14	

				Cleric Spells					
□□□□□Stalwart Pact	22	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF	Yes [harmless]	Evocation	SPELL CO: Pg.204
Effect: Upon losing half HP, gain 5 hp/two ca	ster leve 22	els [max 35 hp], DR 5/ma None	1 standard	luck bonus on saving throws. Instantaneous	Target: Willing living Touch	creature to V,S,M/DF		Caster Level: 14 Transmutation [Earth]	SPELL CO: Pg.208
Effect: Sculpts stone into any shape.			action		Target: Stone or stor + 10 cu. ft./level	ne object to	ouched, up to 10 cu. ft.	Caster Level: 14	
Subvert Planar Essence	22	Fortitude negates	1 standard action	1 round/level	Medium (240 ft.)	V,S,M/DF	Yes	Transmutation	SPELL CO: Pg.211
Effect: Outsiders that fail their save have their	_	·		-	space		centered on a point in		ODELL 00 D. 040
Summon Bralani Eladrin Effect: Summons a bralani eladrin [MM 93];	22 see text	None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.) Target: One summor		No eladrin	Conjuration (Summoning) [Chaotic, Good] Caster Level: 14	SPELL CO: Pg.213
Summon Monster V Effect: Calls extraplanar creature to fight for y	22 you.	None	1 round	1 round/level [D]	` '		d creatures, no two of	Conjuration (Summoning) Caster Level: 14	RSRD: SpellsS.rtf
□□□□ Symbol of Sleep	22	Will negates	10 minutes	See text			Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
Effect: Triggered rune puts nearby creatures Symbol of Spell Loss	into cata 22	atonic slumber. Will negates	10 minutes	See text	Target: One symbol 0 ft.; see text	V,S	No	Caster Level: 14 Universal	SPELL CO: Pg.218
Effect: Symbol causes spellcasters within 60 Tree Stride	ft. to los 22	e their highest level each None	n round un 1	til the symbol absorbs 30 levels. 1 hour/level or until expended; see text	Target: One symbol Personal	V, S, DF	No	Caster Level: 14 Conjuration	RSRD: SpellsT-Z.rtf
Effect: Step from one tree to another far awa	ıy.		standard action		Target: You			(Teleportation) Caster Level: 14	
□□□□ Triadspell	22	N/A	1 standard action	Instantaneous		V,S	N/A	Transmutation	SPELL CO: Pg.224
Effect: Cast one 3rd or lower spell an addition True Seeing	nal two ti 22	mes. Will negates (harmless)	1 standard action	1 minute/level	Target: You Touch	V, S, M	Yes (harmless)	Caster Level: 14 Divination	RSRD: SpellsT-Z.rtf
Effect: Lets you see all things as they really a Vigor, Greater	are. 22	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 35]	Target: Creature touch	ched V,S	Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.229
Effect: Same as lesser vigor except it grants	target fa		action	the spell at 4 hp automatically healed pe	er Target: Living creatur	re touched		(Healing) Caster Level: 14	
round. Vulnerability	22	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.232
Effect: Lowers subject's damage reduction by Wall of Dispel Magic	y 5 [to a i	minimum 5]. None	1 standard	1 minute/level	Target: Creature tout Close (60 ft.)	ched V,S,DF	No	Caster Level: 14 Abjuration	SPELL CO: Pg.233
Effect: Anyone crossing is subject to dispel m	nagic; se	e text.	action		Target: A straight wa square/level	ll whose a	rea is up to one 10-ft	Caster Level: 14	
□□□□*Wall of Force	22	None	1 standard	1 round/level [D]		V, S, M	No	Evocation [Force]	RSRD: SpellsT-Z.rtf
Effect: Wall is immune to damage.			action		Target: Wall whose a square/level	area is up t	o one 10-ft.	Caster Level: 14	
Wall of Limbs	22	text		1 round/level [D]	, ,	V,S	Yes	Evocation	SPELL CO: Pg.234
Effect: A creature attempting to move through	n the war	See text	1 standard	Instantaneous	Target: A wall of whir or ring with radius up Medium (240 ft.)	to 5-ft./2 I	evels	Caster Level: 14 Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf
Effect: Creates a stone wall that can be shap	ed.		action		Target: Stone wall wisquare/level [S]	hose area	is up to one 5-ft.	Caster Level: 14	
Zone of Respite Effect: Creates a region that is temporarily pr	22	None		1 minute/level			Yes	Abjuration Caster Level: 14	SPELL CO: Pg.244
☐☐☐☐Zone of Revelation	22	None	1 standard action	1 minute/level		V,S,M/DF		Divination	SPELL CO: Pg.244
Effect: All creatures and objects with a zone	of releva	tion are made visible; se	e text.		Target: 5-ftradius/le in space	vel emana	ition centered on a poir	nt Caster Level: 14	
				LEVEL 6					
Name Animate Objects	23	None	1 standard action	Duration 1 round/level		Comp. V, S	No	School Transmutation	Source RSRD: SpellsA-B.rtf
Effect: Objects attack your foes. Antilife Shell	23	None		10 minutes/level [D]	Target: One Small of 10 ft.	oject/level; V, S, DF		Caster Level: 14 Abjuration	RSRD: SpellsA-B.rtf
Effect: 10-ft. field hedges out living creatures Banishment	23	Will negates	1 standard	Instantaneous	Target: 10-ftradius (Close (60 ft.)		, centered on you Yes	Caster Level: 14 Abjuration	RSRD: SpellsA-B.rtf
Effect: Banishes 2 HD/level of extraplanar cre	eatures.		action		Target: One or more which can be more the			Caster Level: 14	
□□□□□ Battlelink	23	None	1 standard action	14 minutes	Close (60 ft.)	V, S, DF	Yes (harmless)	Divination	APM: p. 147
Effect: Allies can coordinate attack and defer	nse. 23	Will negates (harmless)	1 standard action	1 minute/level	Target: You plus 4 w Close (60 ft.)	illing creat V, S, DF		Caster Level: 14 Transmutation	RSRD: SpellsA-B.rtf
Effect: As bear's endurance, affects 1 subject					than 30 ft. apart		of which can be more		
□□□□□ Blade Barrier	23	Reflex half or Reflex negates; see text	1 standard action	1 minute/level [D]		V, S	Yes		RSRD: SpellsA-B.rtf
Effect: Wall of blades deals 1d6/level [max 1		nage.			a ringed wall of whirli 35 ft; either form 20 f	ing blades t. high	up to 20 ft./level long, o with a radius of up to	orCaster Level: 14	
Bull's Strength, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (60 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: As bull's strength, affects one subject					than 30 ft. apart		of which can be more		
Cloak of Gloom	23	Will partial; see text	1 standard action	140 minutes [D]	Personal or Close	V, S, M/DF	Yes	Conjuration (Creation) [Darkness, Fear, Mind-Affecting]	APM: p. 149
Effect: Barrier or personal effect grans conce	23	None		will. 2d4 hours	Target: You; or a bar 1 mile	rier, up to V,S	14 10-ft. cubes [S] No	Caster Level: 14 Transmutation [Cold]	SPELL CO: Pg.50
Effect: Lowers temperature by 5 degrees per	level [M	ax 50 degrees]		* =Domain/Speciality Spell	Target: 1-mile-radius	circle cen	tered on you	Caster Level: 14	

				Cleric Spells					
□□□□□Cometfall	23	Reflex half	1 standard	Instantaneous	Medium (240 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50
Effect: Comet falls to the ground dealing 1dl	6/level [m	ax 15d6] to everything in	action	Creatures that fail their Reflex are prone	; Target: 400-pound ba	all of rock a	and ice	Caster Level: 14	
see text Crown of Terror, Greater	23	None	1	14 rounds [D]	30 ft.	V, S, DF	Yes	Conjuration	APM: p. 150
Effect: Enemies within 30 feet become fright	tened or p		standard action		Target: A fiery halo			(Creation) [Fear, Mind-Affecting] Caster Level: 14	
Crown of Valor, Greater	23	Will negates (harmless)	1 standard action	14 minutes [D]		V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150
Effect: You and allies within 30 feet gain +2 Cure Moderate Wounds, Mass	on attack 23	s and checks, +4 on say Will half (harmless) or		fear; you are immune to fear. Instantaneous	Target: A silver halo Close (60 ft.)	V, S	Yes (harmless) or Yes	Caster Level: 14 s;Conjuration	RSRD: SpellsC.rtf
Effect: Cures 2d8 +1/level [max +30] damag	je for mar	Will half; see text ny creatures.	standard action		Target: 1 creature/lev	vel, no two	see text of which can be more	(Healing) Caster Level: 14	
□□□□□Dispel Magic, Greater	23	None	1	Instantaneous	than 30 ft. apart Medium (240 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect: As dispel magic, but +20 on check.			standard action		Target: One spellcas	ter, creatu	re, or object; or	Caster Level: 14	
□□□□□ Eagle's Splendor, Mass	23	Will negates (harmless)	1 standard	1 minute/level	20-ftradius burst Close (60 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: As eagle's splendor, affects 1 subject	t/level.		action		Target: 1 creature/lev	vel, no two	of which can be more	Caster Level: 14	
□□□□□ Energy Immunity	23	None	1 standard action	24 hours		V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80
Effect: Become immune to one energy type.	23	None or Will pageton		10 minutes/lovel	Target: Creature tour		No or Yes (harmless)	Caster Level: 14	DSDD: SpolleE C #f
Find the Path Effect: Shows most direct way to a location.	23	None or Will negates (harmless)	3 IoundS	10 millutes/level	Personal or touch Target: You or creatu		, ,	Caster Level: 14	RSRD: SpellsF-G.rtf
□□□□□Flame of Chaos, Greater	23	None or Reflex partial	1 standard action	14 minutes [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos Fire]	, APM: p. 155
Effect: Small flame sheds light and deals 2d fire damage to others.	6+14 fire	damage, plus blinds, da		azzles foes of opposite alignment; 1d8	Target: One fiery aur	a on your l	holy symbol	Caster Level: 14	
□□□□□Flame of Good, Greater	23	None or Reflex partial	standard	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
Effect: Small flame sheds light and deals 2d fire damage to others.	6+14 fire	damage, plus blinds, da	action zes, and d	azzles foes of opposite alignment; 1d8	Target: One fiery aur	ra on your l	holy symbol	Caster Level: 14	
☐☐☐☐☐☐Flame of Law, Greater	23	None or Reflex partial	standard	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
Effect: Small flame sheds light and deals 2d fire damage to others.	6+14 fire	damage, plus blinds, da	action zes, and d	azzles foes of opposite alignment; 1d8	Target: One fiery aur	ra on your l	holy symbol	Caster Level: 14	
□□□□ Forbiddance	23	See text	6 rounds	Permanent		DF	Yes	Abjuration	RSRD: SpellsF-G.rtf
Effect: Blocks planar travel, damages creatu	res of dif 23	ferent alignment. None	10	1 day/level or until discharged [D]	Target: 60-ft. cubes/l Close (60 ft.)	evel [S] V	Yes	Caster Level: 14 Enchantment	RSRD: SpellsF-G.rtf
			minutes	.,,				(Compulsion) [Language-Depen Mind-Affecting]	
Effect: As lesser geas, plus it affects any cre	eature. 23	None	1	1 minute/level [D]	Target: One living cre 5 ft./level	eature V,S	No	Caster Level: 14 Abjuration	SPELL CO: Pg.103
Effect: Field of energy negates incorporealn	ess withir	a 5 ft /caster level radio	standard action		Target: 5 ft /level-rad	lius emana	ition centered on you	Caster Level: 14	
Glyph of Warding, Greater	23	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
Effect: As glyph of warding, but up to 10d8 o	damage o		1	Instantaneous	Target: Object touche Touch	ed or up to V, S	5 sq. ft/level Yes	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
□□□□□ Harm	23	Will half; see text	standard		Todon				
		Will half; see text	standard action			ched		Caster Level: 14	
Effect: Deals 10 points damage/level to targ		Will half; see text Will negates (harmless)	action 1 standard	Instantaneous	Target: Creature tout	ched V, S	Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsH-L.rtf
Effect: Deals 10 points damage/level to targ Heal Effect: Cures 10 points of damage/level [ma	et. 23 x 150], al	Will negates (harmless)	1 standard action onditions.		Target: Creature touch Target: Creature touch	V, S ched	,	Conjuration (Healing) Caster Level: 14	·
Effect: Deals 10 points damage/level to targ Heal Effect: Cures 10 points of damage/level [ma	et. 23 x 150], al 23	Will negates (harmless) Il diseases and mental c None	action 1 standard action	Instantaneous 1 hour plus 12 hours; see text	Target: Creature tour Touch Target: Creature tour Close (60 ft.)	V, S ched V, S, DF	No	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation]	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf
Effect: Deals 10 points damage/level to targ Heal Effect: Cures 10 points of damage/level [ma **Heroes' Feast Effect: Food for 1 creature/level cures and g	et. 23 x 150], al 23	Will negates (harmless) Il diseases and mental c None	1 standard action onditions.		Target: Creature touc Touch Target: Creature touc Close (60 ft.) Target: Feast for 1 cr	V, S ched V, S, DF	No	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Conjuration	·
Effect: Deals 10 points damage/level to targ Heal Effect: Cures 10 points of damage/level [ma **Heroes' Feast Effect: Food for 1 creature/level cures and g	et. 23 x 150], al 23 rrants con 23	Will negates (harmless) Il diseases and mental c None nbat bonuses. None	action 1 standard action onditions. 10 minutes	1 hour plus 12 hours; see text	Target: Creature touc Touch Target: Creature touc Close (60 ft.) Target: Feast for 1 cr	V, S ched V, S, DF reature/lev V, S, DF	No el No	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14	RSRD: SpellsH-L.rtf
Effect: Deals 10 points damage/level to targ Heal Effect: Cures 10 points of damage/level [ma **Heroes' Feast Effect: Food for 1 creature/level cures and g Effect: Food for 1 creature/level cures and g Heroes' Feast	et. 23 x 150], al 23 rrants con 23 rrants con 23	Will negates (harmless) Il diseases and mental c None nbat bonuses. None	action 1 standard action onditions. 10 minutes	1 hour plus 12 hours; see text	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 ct Close (60 ft.) Target: Feast for 1 ct Anywhere in the area to be warded	V, S ched V, S, DF reature/lev V, S, DF	No el No el No	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Abjuration	RSRD: SpellsH-L.rtf
Effect: Deals 10 points damage/level to targ Heal Effect: Cures 10 points of damage/level [ma **Heroes' Feast Effect: Food for 1 creature/level cures and g Heroes' Feast Effect: Food for 1 creature/level cures and g Hide the Path Effect: Protects area against divinations; see	et. 23 x 150], al 23 rrants con 23 rrants con 23	Will negates (harmless) Il diseases and mental c None nbat bonuses. None nbat bonuses.	action 1 standard action onditions. 10 minutes 10 minutes 10 minutes 11 standard	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 ct Close (60 ft.) Target: Feast for 1 ct Anywhere in the area to be warded Target: Up to 200 sq	V, S ched V, S, DF reature/lev V, S, DF	No el No el No	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14	RSRD: SpellsH-L.rtf
Effect: Deals 10 points damage/level to targ Heal Effect: Cures 10 points of damage/level [ma **Heroes' Feast Effect: Food for 1 creature/level cures and g Heroes' Feast Effect: Food for 1 creature/level cures and g Hide the Path Effect: Protects area against divinations; see	et. 23 x 150], al 23 rrants con 23 rrants con 23 e text 23 d6/caster	Will negates (harmless) Il diseases and mental or None Inbat bonuses. None Inbat bonuses. None Reflex half Ievel [max 15d6]. No aff	action 1 standard action onditions. 10 minutes 10 minutes 1 standard action	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr Close (60 ft.) Target: Feast for 1 cr Anywhere in the area to be warded Target: Up to 200 sq Long (960 ft.) Target: 20-ftradius I	v, S ched v, S, DF reature/lev v, S, DF reature/lev v, S, F reature/lev v,S,F	No el No el No No	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] [Creation] Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119
Effect: Deals 10 points damage/level to targ Heal Effect: Cures 10 points of damage/level [ma **Heroes' Feast Effect: Food for 1 creature/level cures and g Heroes' Feast Effect: Food for 1 creature/level cures and g Hide the Path Effect: Protects area against divinations; see	et. 23 x 150], al 23 rrants con 23 rrants con 23 e text 23 d6/caster	Will negates (harmless) Il diseases and mental c None nbat bonuses. None nbat bonuses. None Reflex half	action 1 standard action onditions. 10 minutes 10 minutes 1 minutes 1 tandard action ect in desertion estandard action estandard standard standard standard standard standard	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr Close (60 ft.) Target: Feast for 1 cr Anywhere in the area to be warded Target: Up to 200 sq Long (960 ft.) Target: 20-ftradius I	V, S ched V, S, DF reature/lev V, S, DF reature/lev- V, S, F .ft./level [S	No el No el No	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold]	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114
Effect: Deals 10 points damage/level to targ Heal Effect: Cures 10 points of damage/level [ma **Heroes' Feast Effect: Food for 1 creature/level cures and g Heroes' Feast Effect: Food for 1 creature/level cures and g Hide the Path Effect: Protects area against divinations; see	et. 23 x 150], al 23 grants con 23 grants con 23 e text 23 d6/caster 23	Will negates (harmless) Il diseases and mental or None Inbat bonuses. None Reflex half level [max 15d6]. No aff Will half	action 1 standard action onditions. 10 minutes 10 minutes 1 standard action existence of the standard action else ect in desert 1	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr Close (60 ft.) Target: Feast for 1 cr Anywhere in the area to be warded Target: Up to 200 sq Long (960 ft.) Target: 20-ftradius I Close (60 ft.)	v, S ched v, S, DF reature/lev v, S, DF reature/lev v, S, F ft./level [S v, S burst v, S	No el No el No No	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Conjuration (Creation) [Creation] [Creation] [Creation] Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119
Effect: Deals 10 points damage/level to targ	et. 23 x 150], al 23 grants con 23 grants con 23 e text 23 d6/caster 23	Will negates (harmless) Il diseases and mental or None Inbat bonuses. None Reflex half level [max 15d6]. No aff Will half	action 1 standard action onditions. 10 minutes 10 minutes 1 minutes 1 tandard action ect in desertion estandard action estandard standard standard standard standard standard	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr Close (60 ft.) Target: Feast for 1 cr Anywhere in the area to be warded Target: Up to 200 sq Long (960 ft.) Target: 20-ftradius (1) Close (60 ft.) Target: 1 creature/let than 30 ft. apart	v, S ched v, S, DF reature/lev v, S, DF reature/lev v, S, F ft./level [S v, S burst v, S	No el No el No yes	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Conjuration (Creation) [Creation] [Creation] [Creation] Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119
Effect: Deals 10 points damage/level to targ	et. 23 x 150], al 23 irrants con 23 irrants con 23 e text 23 d6/caster 23 e to many 23	Will negates (harmless) Il diseases and mental c None Inbat bonuses. None Inbat bonuses. None Reflex half Ievel [max 15d6]. No aff Will half y creatures. None	action 1 standard action onditions. 10 minutes 10 minutes 1 standard action ect in deset 1 standard action 1 standard action 1 standard action 1 standard action 1	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous art or solid stone. Instantaneous	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr. Close (60 ft.) Target: Feast for 1 cr. Anywhere in the area to be warded Target: Up to 200 sq. Long (960 ft.) Target: 20-ftradius I Close (60 ft.) Target: 1 creature/lev than 30 ft. apart Close (60 ft.)	v, S ched v, S, DF reature/lev v, S, DF reature/lev v, S, F ft./level [S v, S burst v, S vel, no two	No el No olimits No Yes of which can be more	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Conjuration (Creation) [Creation] [Creation] Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Necromancy Caster Level: 14 Transmutation	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119 RSRD: SpellsH-L.rtf
Effect: Deals 10 points damage/level to targ	et. 23 x 150], al 23 23 23 23 23 24 et et to many 23 for 1 rour 23 23 25 25 25 25 25 25 25 25 25 25 25 25 25	Will negates (harmless) Il diseases and mental or None Inbat bonuses. None Reflex half Ievel [max 15d6]. No aff Will half y creatures. None And; see text. N/A	action 1 standard action onditions. 10 minutes 10 minutes 10 minutes 1 standard action ect in desertion extendard action 1 standard action	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous ort or solid stone. Instantaneous	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr Close (60 ft.) Target: Feast for 1 cr Anywhere in the area to be warded Target: Up to 200 sq Long (960 ft.) Target: 20-ftradius (10 close (60 ft.)) Target: 1 creature/let than 30 ft. apart Close (60 ft.) Target: Ray Close (60 ft.)	V, S ched V, S, DF reature/lev V, S, DF reature/lev V,S,F ft./level [S v,S burst V, S vel, no two V,S,F	No el No No No Yes of which can be more Yes; see text	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] [Creation] (Creation) [Creation] (Creation) [Creation] (Creation) [Creation] (Creation) (Creation) (Caster Level: 14 Abjuration [Cold] Caster Level: 14 Necromancy Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119 RSRD: SpellsH-L.rtf
Effect: Deals 10 points damage/level to targ Heal Effect: Cures 10 points of damage/level [ma **Heroes' Feast Effect: Food for 1 creature/level cures and g Heroes' Feast Effect: Food for 1 creature/level cures and g Hide the Path Effect: Protects area against divinations; see Ice Flowers Effect: Creates dense rumble and causes 10 Inflict Moderate Wounds, Mass Effect: Deals 2d8 +1/level [max +30] damag Lucent Lance Effect: Ranged touch attack blinds creature Make Manifest, Mass Effect: As make manifest, except all creature	et. 23 x 150], al 123 rants con 23 rants con 23 rants con 23 et et et xt 23 de/caster 23 et e to man; 23 for 1 rour 23 es and ur	Will negates (harmless) Il diseases and mental con None Inbat bonuses. None Inbat bonuses. None Reflex half Ilevel [max 15d6]. No affin Will half Iv creatures. None Ind; see text. N/A Inattended object appear.	action 1 standard action onditions. 10 minutes 10 minutes 10 minutes 1 standard action ect in desertion extendard action 1 standard action	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous Instantaneous Instantaneous 1 round/level	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr Close (60 ft.) Target: Feast for 1 cr Anywhere in the area to be warded Target: Up to 200 sq Long (960 ft.) Target: 20-ftradius I Close (60 ft.) Target: 1 creature/lev than 30 ft. apart Close (60 ft.) Target: Ray Close (60 ft.) Target: Ray Close (60 ft.)	V, S ched V, S, DF reature/lev V, S, DF reature/lev V, S,F t.ft./level [S V, S burst V, S vel, no two V,S,F	No el No No Yes of which can be more Yes; see text N/A centered on a point is	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) (Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation (Light] Caster Level: 14	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119 RSRD: SpellsH-L.rtf SPELL CO: Pg.134 SPELL CO: Pg.137
Effect: Deals 10 points damage/level to targ ##Heroes' Feast ##Heroes' Feast ##Heroes' Feast ##Heroes' Feast ###################################	et. 23 x 150], all 23 23 23 23 23 23 23 24 et to many 23 for 1 rour 23 23 25 25 25 25 25 25 25 25 25 25 25 25 25	Will negates (harmless) Il diseases and mental or None Inbat bonuses. None Reflex half Ievel [max 15d6]. No aff Will half y creatures. None And; see text. N/A	action 1 standard action onditions. 10 minutes 10 minutes 10 minutes 1 standard action ect in desertion extendard action 1 standard action	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous ort or solid stone. Instantaneous	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr. Close (60 ft.) Target: Feast for 1 cr. Anywhere in the area to be warded Target: Up to 200 sq. Long (960 ft.) Target: 20-ftradius (100 ft.) Target: 1 creature/let than 30 ft. apart Close (60 ft.) Target: Ray Close (60 ft.) Target: 25-ftradius (100 ft.)	V, S ched V, S, DF reature/lev V, S, DF reature/lev V,S,F ft./level [S v,S vel, no two V,S,F V,S,M emanation V,S,M	No el No No yes of which can be more Yes; see text	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] [Creation] [Creation] (Creation) [Creation] (Creation) [Creation] (Creation) [Creation] (Creation) [Caster Level: 14 Abjuration [Cold] Caster Level: 14 Necromancy Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation [Cold]	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119 RSRD: SpellsH-L.rtf
Effect: Deals 10 points damage/level to targ	et. 23 x 150], al 123 rants con 23 rants con 23 rants con 23 et et et xt 23 de/caster 23 et e to man; 23 for 1 rour 23 es and ur	Will negates (harmless) Il diseases and mental con None Inbat bonuses. None Inbat bonuses. None Reflex half Ilevel [max 15d6]. No affin Will half Iv creatures. None Ind; see text. N/A Inattended object appear.	action 1 standard action onditions. 10 minutes 10 minutes 10 minutes 1 standard action ect in desertation 1 standard action	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous Instantaneous Instantaneous 1 round/level	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr Close (60 ft.) Target: Feast for 1 cr Anywhere in the area to be warded Target: Up to 200 sq Long (960 ft.) Target: 20-ftradius I Close (60 ft.) Target: 1 creature/lev than 30 ft. apart Close (60 ft.) Target: Ray Close (60 ft.) Target: 25-ftradius (25 ft.)	V, S ched V, S, DF reature/lev V, S, DF reature/lev V,S,F ft./level [S v,S vel, no two V,S,F V,S,M emanation V,S,M	No el No No Yes of which can be more Yes; see text N/A centered on a point is	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) (Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119 RSRD: SpellsH-L.rtf SPELL CO: Pg.134 SPELL CO: Pg.137
Effect: Deals 10 points damage/level to targ	et. 23 x 150], al x 15	Will negates (harmless) Il diseases and mental con None Inbat bonuses. None Inbat bonuses. None Reflex half Ilevel [max 15d6]. No affin Will half Iv creatures. None Ind; see text. In/A Inattended object appear Will negates Will partial; see text	action 1 standard action onditions. 10 minutes 10 minutes 1 standard action ect in desertion action 1 standard action	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous Instantaneous 1 round/level 1 hour/level Instantaneous	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr Close (60 ft.) Target: Feast for 1 cr Anywhere in the area to be warded Target: Up to 200 sq Long (960 ft.) Target: 20-ftradius I Close (60 ft.) Target: 1 creature/lev than 30 ft. apart Close (60 ft.) Target: Ray Close (60 ft.) Target: 25-ftradius (25 ft.)	V, S ched V, S, DF reature/lev V, S, DF reature/lev V,S,F reature/lev V,S,F v,S burst V, S vel, no two V,S,F V,S,M emanation V,S,M ched	No el No el No yes of which can be more Yes; see text N/A centered on a point is	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) (Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation (Light] Caster Level: 14 Transmutation (Caster Level: 14 Transmutation (Caster Level: 14 Transmutation (Caster Level: 14 Transmutation (Cold)	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119 RSRD: SpellsH-L.rtf SPELL CO: Pg.134 SPELL CO: Pg.137 SPELL CO: Pg.138
Effect: Deals 10 points damage/level to targ	et. 23 x 150], al x 15	Will negates (harmless) Il diseases and mental con None Inbat bonuses. None Inbat bonuses. None Reflex half Ilevel [max 15d6]. No affin Will half Iv creatures. None Ind; see text. In/A Inattended object appear Will negates Will partial; see text	action 1 standard action onditions. 10 minutes 10 minutes 10 minutes 1 standard action ect in dese 1 standard action 1 standard sction 1 standard sction	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous Instantaneous 1 round/level 1 hour/level Instantaneous	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr Close (60 ft.) Target: Feast for 1 cr Anywhere in the area to be warded Target: Up to 200 sq Long (960 ft.) Target: 20-ftradius (100 ft.) Target: 1 creature/let than 30 ft. apart Close (60 ft.) Target: 25-ftradius (100 ft.) Target: 25-ftradius (100 ft.) Target: 25-ftradius (100 ft.) Target: 25-ftradius (100 ft.) Target: Creature tour Personal	V, S ched V, S, DF reature/lev V, S, DF reature/lev V,S,F reature/lev V,S,F v,S burst V, S vel, no two V,S,F V,S,M emanation V,S,M ched	No el No No Yes of which can be more Yes; see text N/A centered on a point is Yes	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Conjuration (Creation) [Creation] [Creation] Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation [Cold]	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119 RSRD: SpellsH-L.rtf SPELL CO: Pg.134 SPELL CO: Pg.137 SPELL CO: Pg.138
Effect: Deals 10 points damage/level to targ	et. 23 x 150], al 23 23 23 23 23 23 23 23 23 23 23 23 23	Will negates (harmless) Il diseases and mental c None Inbat bonuses. None Reflex half Ievel [max 15d6]. No aff Will half y creatures. None More Mor	action 1 standard action onditions. 10 minutes 10 minutes 10 minutes 1 standard action ect in deset 1 standard action	1 hour plus 12 hours; see text 1 hour plus 12 hours; see text 24 hours [D] Instantaneous Instantaneous Instantaneous 1 round/level 1 hour/level Instantaneous ss it saves] but is affected as if by fear.	Target: Creature tour Touch Target: Creature tour Close (60 ft.) Target: Feast for 1 cr Anywhere in the area to be warded Target: Up to 200 sq Long (960 ft.) Target: 20-ftradius I Close (60 ft.) Target: 20-ftradius I Close (60 ft.) Target: Ray Close (60 ft.) Target: 25-ftradius I space Touch Target: Creature tour Personal Target: Creature tour Personal	V, S ched V, S, DF reature/lev V, S, DF reature/lev V, S, F reature/lev V, S, F v, S burst V, S vel, no two V, S, F V, S, M ched V, S, DF	No el No No Yes of which can be more Yes; see text N/A centered on a point is Yes	Conjuration (Healing) Caster Level: 14 Conjuration (Creation) [Creation] Caster Level: 14 Conjuration (Creation) [Creation] [Creation] (Creation) [Creation] (Creation) [Creation] Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Light] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Cold] Caster Level: 14 Transmutation [Cold] Caster Level: 14 Necromancy [Death, Good] Caster Level: 14 Transmutation	RSRD: SpellsH-L.rtf RSRD: SpellsH-L.rtf SPELL CO: Pg.114 SPELL CO: Pg.119 RSRD: SpellsH-L.rtf SPELL CO: Pg.134 SPELL CO: Pg.137 SPELL CO: Pg.138 SPELL CO: Pg.150

				Cleric Spells					
□□□□□ Planar Ally	23	None	10	Instantaneous		V, S, DF,	No	Conjuration	RSRD: SpellsP-R.rtf
Effect: As lesser planar ally, but up to 12	HD.		minutes		Target: 1-2 called ele more than 12 HD, wh			(Calling) [See Text] Caster Level: 14	
□□□□□Planar Exchange	23	None	1 round	1 round/level [D]	apart when they appe		No	Conjuration (Calling)	SPELL CO: Pg.159
Effect: Call a celestial creature see list; se	ee text 23	Fortitude negates	1 standard	Instantaneous	Target: One called cr	reature V,S	Yes	Caster Level: 14 Abjuration	SPELL CO: Pg.172
Effect: Creatures in the area must save o	r be pushed 23	away from you to a dist Will negates	action ance of 5 f 1 standard	1 round/level [D]	Target: Cone-shaped Up to 10 ft./level		Yes	Caster Level: 14 Abjuration	RSRD: SpellsP-R.rtf
Effect: Creatures can't approach you.	23	Will negates	action 1	24 hours			ation centered on you Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.174
Effect: As resistance, except you grant th			standard action		Target: Creature touc			Caster Level: 14	
Revive Outsider Effect: As raise dead, except it affects an	23 outsider.	None; see text	1 minute	Instantaneous	Touch \ Target: Touch	√,S,M,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 14	SPELL CO: Pg.175
Sarcophagus of Stone	23	Reflex negates	1 standard action	1 round/level?		V,S,M	No	Conjuration (Creation)	SPELL CO: Pg.180
Effect: Airtight coffin; see text.	23	None	1 round	1 round/level	Target: Creature touc Close (60 ft.)	ched? V,S	No	Caster Level: 14 Conjuration (Summoning) [Seetext]	SPELL CO: Pg.201
Effect: Summon five celestial or fiendish I	Large monst	rous spiders [MM 289]; N/A	see text.	1 minute/level [D]	Target: Five summon		N/A	Caster Level: 14 Transmutation	SPELL CO: Pg.207
Effect: Body becomes stone with DR 10/a			standard action		Target: You			Caster Level: 14	 -
text Strength of Faith	23	Will negates	1	14 minutes	· ·	V, S, DF	Yes (harmless)	Abjuration	APM: p. 172
Effect: Fortifies subject against alignment		(harmless)	standard action		Target: Creature touc		, ,	Caster Level: 14	·
Summon Monster VI Effect: Calls extraplanar creature to fight	23	None	1 round	1 round/level [D]	Close (60 ft.) \ Target: One or more:	V, S, F/DF summone	d creatures, no two of	Conjuration (Summoning) Caster Level: 14	RSRD: SpellsS.rtf
Symbol of Fear	23	Will negates	10	See text	which can be more the 0 ft.; see text		part Yes	Necromancy [Fea	r,RSRD: SpellsS.rtf
Effect: Triggered rune panics nearby crea		-	minutes		Target: One symbol			Mind-Affecting] Caster Level: 14	·
Symbol of Persuasion	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsS.rtf
Effect: Triggered rune charms nearby cre	atures. 23	Will negates	1	Instantaneous	Target: One symbol Medium (240 ft.)	V, S, M/DF	Yes	Caster Level: 14 Necromancy	RSRD: SpellsT-Z.rtf
Effect: Destroys 1d4 [max 20d4] HD of ur	ndead.		standard action		Target: Several unde	ad creatur	es within a 40-ftradius	[Death] Caster Level: 14	
Union Vigorous Circle	23	Will negates	1	10 rounds + 1 round/level [max 40]	burst	V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.229
· ·		[harmless]	standard action					(Healing)	0. 222 00. 1 g.220
Effect: Same as mass lesser vigor except healed per round.					more than 30 ft. apart	t	no two of which can be		
□□□□□ Visage of the Deity	23	N/A	1 standard action			V,S,DF	N/A	Transmutation	SPELL CO: Pg.230
Effect: Your form becomes more like your	r deity's, take 23	on celestial or fiendish No and Will negates (harmless)	qualities; 1 standard action	1 hour/level [D]; see text			No and Yes (harmless)	-	r]RSRD: SpellsT-Z.rtf
Effect: You and your allies turn vaporous Wind Walk	and travel fa 23	nst. No and Will negates (harmless)	1 standard	1 hour/level [D]; see text	Target: You and One Touch	touched c	reature/3 levels No and Yes (harmless)	Caster Level: 14 Transmutation [Ai	r]RSRD: SpellsT-Z.rtf
Effect: You and your allies turn vaporous	and travel fa	sst. None or Will negates	action 1	Instantaneous	Target: You and One Unlimited			Caster Level: 14 Conjuration	RSRD: SpellsT-Z.rtf
Effect: Teleports you back to designated		(harmless, object)	standard action		Target: You and touch	•	object)	(Teleportation) Caster Level: 14	оо. оронот-2.пп
□□□□□Zealot Pact	23	Will negates	10	Permanent until triggered, then 1	creatures		Yes [harmless]	Evocation	SPELL CO: Pg.244
Effect: Gain +4 bonus and deal double da		[harmless]	minutes	round/level s activated by first successful hit; see text				Caster Level: 14	5
				LEVEL 7					
Name Bestow Curse, Greater	DC 24	Saving Throw Will negates	Time 1 standard	Duration Permanent		Comp. V,S	Spell Resistance Yes	School Necromancy	SPELL CO: Pg.27
Effect: See text for details of curse option	s. 24	Fortitude half	action	Instantanopus	Target: Creature touc		Yes	Caster Level: 14	SDELL CO. D. 22
Effect: Deals 2d6 Con damage to subject			1 standard action	Instantaneous	, ,	V,S	Yes es, no two of which are	Necromancy [Water]	SPELL CO: Pg.33
Effect: Deals 206 Con damage to subject	. Save naive	Will negates	1	1 minute/level	more than 30 ft. apart		Yes [harmless,object]		SPELL CO: Pg.40
Effect: Transform weapons into brilliant e		[harmless,object]	standard action		Target: One melee or			Caster Level: 14	Č
Call Kolyarut	nergy. 24	None	10	Instantaneous	projectiles	V,S,DF,XP		Conjuration	SPELL CO: Pg.42
Effect: You recieve the aid of a Kolyarut in Control Weather			minutes t cannot ex 10		Target: One called ko		No	(Calling) [Lawful] Caster Level: 14 Transmutation	RSRD: SpellsC.rtf
Effect: Changes weather in local area.	·		minutes; see text		Target: 2-mile-radius	circle, cen	ntered on you; see text	Caster Level: 14	
□□□□□ Cure Serious Wounds, Mass		Will half (harmless) or		Instantaneous		V, S	Yes (harmless) or Yes see text		RSRD: SpellsC.rtf
	24	Will half; see text	standard action					, ,,	
Effect: Cures 3d8 +1/level [max +35] dam	nage for man	Will half; see text by creatures.	action		than 30 ft. apart		of which can be more	Caster Level: 14	
Effect: Cures 3d8 +1/level [max +35] dam		Will half; see text		Instantaneous	than 30 ft. apart		of which can be more Yes	, ,,	RSRD: SpellsD-E.rtf

				Cleric Spells					
Dictum	24	None or Will negates; see text	1 standard	Instantaneous	40 ft. V	′	Yes	Evocation [Lawful Sonic]	RSRD: SpellsD-E.rtf
Effect: Kills, paralyzes, slows, or deafens no	nlawful si		action		Target: Nonlawful crea	atures in	a 40-ftradius spread	Caster Level: 14	
Ethereal Jaunt	24	None	1 standard action	1 round/level [D]	centered on you Personal V	/, S	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: You become ethereal for 1 round/lev	el. 24	None	1 standard	2 hours/level [D]	Target: You Close (60 ft.)	/, S, M	No	Caster Level: 14 Evocation [Force]	RSRD: SpellsF-G.rtf
Effect: Cube or cage of force imprisons all in	nside. 24	None [harmless]	action 1 minute	10 minutes/level or until discharged	Target: Barred cage 2 Touch	0 or wind	owless cell 10 Yes [harmless]	Caster Level: 14 Conjuration	SPELL CO: Pg.99
Effect: If an attack would kill target she is he	aled as if	by a heal spell.	1	3 rounds [D]	Target: Living creature 0 t. V	e touched	N/A	(Healing) Caster Level: 14 Abjuration	SPELL CO: Pg.115
Effect: Creates light and has three functions		IVA	standard action	3 Tourids [D]	Target: Protective star			Caster Level: 14	SPELL CO. Fg. 115
Holy Word	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft. V		Yes	Evocation [Good, Sonic]	RSRD: SpellsH-L.rtf
Effect: Kills, paralyzes, blinds, or deafens no	ongood su	bjects.			Target: Nongood crea centered on you	tures in a	40-ftradius spread	Caster Level: 14	
□□□□□Inflict Serious Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (60 ft.) V	/, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 3d8 +1/level [max +35] damag	e to many	creatures.			Target: 1 creature/leventhan 30 ft. apart	el, no two	of which can be more	Caster Level: 14	
*Phantasmal Disorientation	24	Will negates; see text	1 standard action	1 minute/level [D]	, ,	,s	Yes	Illusion (Phantasm) [Mind-Affecting]	SPELL CO: Pg.155
Effect: Need to make a Will save to discern Planar Bubble	true landa 24	rks; see text Will negates [harmless]	1 standard action	10 minutes/level	Target: One living cre Touch V		No; see text	Caster Level: 14 Abjuration	SPELL CO: Pg.158
Effect: Area around creature emulates it's n	ative pland 24	e [gravity, temperature, Will partial; see text]. 14 rounds			from touched creature Yes	Caster Level: 14 Abjuration	RSRD: PsionicSpells.rtf
Effect: [see text]			action		Target: 40-ft-radius er	manation	centered on point in	Caster Level: 14	
Radiant Assault	24	Will partial	1 standard action	Instantaneous		/,S,F	Yes	Evocation [Light]	SPELL CO: Pg.164
Effect: Deals 1d6 damage per caster level [i	nax 15d6 24	and dazes creatures. None	1 standard	Permanent until discharged	Target: 20-ftradius b Touch V	urst /, S, M	No	Caster Level: 14 Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
Effect: Alters item to transport its possessor	24	Fortitude negates (harmless)	3 full rounds	Instantaneous		, S, DF	Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Subject's severed limbs grow back, o	24	+ +1/level [max +35]. Will negates [harmless]	10 minutes	Permanent until triggered		,S,DF	Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.173
Effect: Reverses certain effects when contra	cted. 24	Will negates	1 standard	1 round/level [D]	Target: Willing living of Up to 10 ft./level V			Caster Level: 14 Abjuration	RSRD: SpellsP-R.rtf
Effect: Creatures can't approach you.	24	Will negates (harmless)	action 10 minutes	Instantaneous			ation centered on you Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: As restoration, plus restores all level	24	Will negates [harmless]	1 round	Instantaneous		/,S,M	Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.174
Effect: Restores level and ability score drain Resurrection	s to each 24	None; see text	10 minutes	Instantaneous			Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Fully restore dead subject. Scrying, Greater	24	Will negates	1 standard	1 hour/level	Target: Dead creature		Yes	Caster Level: 14 Divination (Scrying)	RSRD: SpellsS.rtf
Effect: As scrying, but faster and longer.			action		Target: Magical senso	or		Caster Level: 14	
□□□□ Slime Wave	24	Reflex negates	1 standard action	1 round/level	Close (60 ft.)	,S,M	No	Conjuration (Summoning)	SPELL CO: Pg.192
Effect: Green slime covers everything in are	a, dealing 24	damage to everything; Will negates [harmless]	see text. 1 standard action	1 round/level	Target: 15 ftradius s Close (60 ft.)	pread /,S,DF	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.199
Effect: Each target gains Spell Resistance 1	2 + caste	r level.	action		Target: Up to One cre be more than 30 ft. ap		el, no two of which can	Caster Level: 14	
Summon Monster VII Effect: Calls extraplanar creature to fight for	24 you.	None	1 round	1 round/level [D]	Close (60 ft.)	/, S, F/DF	No d creatures, no two of	Conjuration (Summoning) Caster Level: 14	RSRD: SpellsS.rtf
Symbol of Stunning	24	Will negates	10 minutes	See text	which can be more the	an 30 ft. a		Enchantment (Compulsion)	RSRD: SpellsS.rtf
Effect: Triggered rune stuns nearby creature	es. 24	Fortitude negates	10	See text	Target: One symbol 0 ft.; see text V	/, S, M	Yes	[Mind-Affecting] Caster Level: 14 Necromancy [Death]	RSRD: SpellsS.rtf
Effect: Triggered rune weakens nearby crea	tures. 24	Will negates	minutes 1	24 hours/level [D]	Target: One symbol Touch; see text V	/,S,F	Yes	[Death] Caster Level: 14 Enchantment	SPELL CO: Pg.218
Effect: Causes creature not to be able to res	st; see tex		standard action	14 minutes ID	Target: Living creature			(Compulsion) [Mind-Affecting] Caster Level: 14	APM: p. 477
Wall of Swords Effect: Ghostly arms attack all that come wit		None	1 standard action	14 minutes [D]	Medium (240 ft.) V Target: Vertical wall o	f blades 2	Yes; see text 280 ft. long, or a ringed	Evocation [Force] Caster Level: 14	л-IVI. р. 1 <i>11</i>
□□□□□Withering Palm	24	Fortitude negates	1	Instantaneous	wall of blades with a r 20 ft. high	adius of u	p to 35 ft.; either form Yes	Necromancy	SPELL CO: Pg.241
Effect: Your touch deals 1 pt of damage to b	oth Stren	gth & Constitution per to	standard action vo caster le	evels.	Target: Living creature	e touched		Caster Level: 14	
Word of Chaos	24	None or Will negates; see text		Instantaneous	40 ft. V		Yes	Evocation [Chaotic, Sonic]	RSRD: SpellsT-Z.rtf
Effect: Kills, confuses, stuns, or deafens not	nchaotic s	ubjects.		* _Domoin/Consistit . C= -!!	Target: Nonchaotic cr centered on you	eatures ir	a 40-ft radius spread	Caster Level: 14	
				* =Domain/Speciality Spell					

					LEVEL 8					
Name		DC :	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
⊒□□□ Antima	agic Field		None		10 minutes/level [D]	10 ft.	V, S, M/DF	See text	Abjuration	RSRD: SpellsA-B.rtf
Effect: Ne	egates magic within 10 ft. It Aura			1 standard action	1 round/level	Target: 10-ftradius Close (60 ft.)	emanation, V,S	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.39
Effect: Fu	unctions as brilliant blade, except all su	ubject cr			ergy special ability.	Target: Weapons ca		e creature/2 levels, no t. apart	Caster Level: 14	
⊒□□□Cloak o	of Chaos	25		1 standard action	1 round/level [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]	RSRD: SpellsC.rtf
Effect: +4	to AC, +4 resistance, and SR 25 aga					Target: 1 creature/le centered on you	vel in a 20-	ftradius burst	Caster Level: 14	
	mical Wouldo, Maco		. ,	1 standard action	Instantaneous	, ,	V, S	Yes (harmless) or Yes see text	(Healing)	RSRD: SpellsC.rtf
	ures 4d8 +1/level [max +40] damage for	·		40	D	than 30 ft. apart		of which can be more		00EU 00 B 00
Death I				10 minutes	Permanent until triggered		V,S,M/DF		Necromancy Caster Level: 14	SPELL CO: Pg.60
Death \	ings target back to life but with a price Ward, Mass	25	Will negates [harmless]	1 standard action	1 minute/level	Target: Willing living Close (60 ft.)		Yes [harmless]	Necromancy	SPELL CO: Pg.61
Effect: Gra	rants immunity to death spells and neg	jative en	nergy effects to targete	d creatures	i.	Target: One creature more than 30 ft. apa		wo of which can be	Caster Level: 14	
Dimens	olonar Edok			1 standard action	1 day/level	, ,		Yes	Abjuration	RSRD: SpellsD-E.rtf
	eleportation and interplanar travel bloc		·			space		centered on a point in		
Discerr Discerr	n Location eveals exact location of creature or obj			10 minutes	Instantaneous	Unlimited Target: One creature	V, S, DF	ONI	Divination Caster Level: 14	RSRD: SpellsD-E.rtf
⊒□□□ Earthqı	uake			1 standard action	1 round	Long (960 ft.)	V, S, DF	No	Evocation [Earth]	RSRD: SpellsD-E.rtf
	tense tremor shakes 80-ftradius. Pride of the Beastlands	25		10 minutes	10 minutes/level [D]	Target: 80-ftradius Medium (240 ft.)		No	Caster Level: 14 Conjuration (Summoning) [Chaotic, Good]	SPELL CO: Pg.91
Effect: Su	ummons 2d4 celestial lions with maxim	num hit p	points; see text.			Target: Two or more which are more than		d creatures, no two of	Caster Level: 14	
Fire Sto	OIIII		Reflex half	1 round	Instantaneous	Medium (240 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
Effect: De	eals 1d6/level [max 20d6] fire damage Prain			1 standard action	Instantaneous	Target: 2 10-ft. cube 20 ft.		Yes	Caster Level: 14 Necromancy [Cold	IJSPELL CO: Pg.112
Effect: De	eals 1d6/caster level [max 20d6] cold o ura		, for every living creatu See text	re affected	you gain 2 temporary HP. 1 round/level [D]	Target: 20-ftradius 20 ft.		red on you Yes (harmless)	Caster Level: 14 Abjuration [Good]	RSRD: SpellsH-L.rtf
Effect: +4	to AC, +4 resistance, and SR 25 aga	inst evil		action		Target: 1 creature/le	vel in a 20-	ftradius burst	Caster Level: 14	
□□□□ Inflict C	Critical Wounds, Mass	25		1 standard action	Instantaneous		V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: De	eals 4d8 +1/level [max +40] damage to	-				than 30 ft. apart		of which can be more		
Lion's F	Roar eals 1d8/caster level [max 10d8] sonic	1		standard action	Instantaneous or 1 minute/level	120 ft. Target: 120-ftradiu		Yes or Yes [harmless] see text		SPELL CO: Pg.133
temporary Planar	y hp.		. •		Instantaneous	Close (60 ft.)	V, S, DF,		Caster Level: 14 Conjuration	RSRD: SpellsP-R.rtf
	s lesser planar ally, but up to 18 HD.			minutes		Target: Up to three	XP called element	entals or outsiders,	(Calling) [See Text] Caster Level: 14	
	5	25	None	1 round	1 round/level [D]	more than 30 ft. apa	rt when the	two of which can be y appear. No	Conjugation	SPELL CO: Pg.159
	Exchange, Greater all a celestial creature see list: see text		None	i rouna	i round/ievei [b]	Target: One called o		NO	Conjuration (Calling) Caster Level: 14	SPELL CO: Pg. 159
□□□□ Plane S	Shift, Greater	25		1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	SPELL CO: Pg.159
Effect: As	s many as eight subjects travel to anot	her plan	e.			T		to eight willing	Caster Level: 14	
						creatures joining ha				
□□□□ Shield				1 standard action	1 round/level [D]	creatures joining had 20 ft.	V, S, F	Yes (harmless)		RSRD: SpellsS.rtf
Shield	to AC, +4 resistance, and SR 25 aga	inst cha	otic spells.	standard action	1 round/level [D] 10 minutes/level	creatures joining has 20 ft. Target: 1 creature/lecentered on you	V, S, F		Caster Level: 14	
Effect: +4	to AC, +4 resistance, and SR 25 aga	ainst chac	otic spells. Will negates (harmless)	standard action 1 standard action	10 minutes/level	creatures joining has 20 ft. Target: 1 creature/lecentered on you	V, S, F evel in a 20- V, S, DF	ftradius burst		RSRD: SpellsS.rtf
Effect: +4	to AC, +4 resistance, and SR 25 aga mmunity, Greater ubject is immune to 3 spells, up to 8th- rage	25 -level spe 25	otic spells. Will negates (harmless) ells, N/A	standard action 1 standard action		creatures joining has 20 ft. Target: 1 creature/lecentered on you Touch Target: Creature tou. Personal	V, S, F evel in a 20- V, S, DF	ftradius burst	Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Electricity]	
Effect: Land	I to AC, +4 resistance, and SR 25 aga mmunity, Greater ubject is immune to 3 spells, up to 8th- rage nunch lightning bolts 1d6 per level; see on Monster VIII	25 elevel spe 25 e text. 25	otic spells. Will negates (harmless) ells. N/A	standard action 1 standard action 1 standard action	10 minutes/level	creatures joining has 20 ft. Target: 1 creature/lecentered on you Touch Target: Creature tou Personal Target: You Close (60 ft.)	V, S, F evel in a 20- V, S, DF ached V,S,DF V, S, F/DF	ftradius burst Yes (harmless) N/A	Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Electricity] Caster Level: 14 Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Lar Effect: Lar Effect: Car	to AC, +4 resistance, and SR 25 aga mmunity, Greater ubject is immune to 3 spells, up to 8th- age unnch lightning bolts 1d6 per level; see on Monster VIII	25	otic spells. Will negates (harmless) ells. N/A	standard action 1 standard action 1 standard action 1 standard action 1 round	10 minutes/level 1 minute/level [D] 1 round/level [D]	creatures joining hai 20 ft. Target: 1 creature/lecentered on you Touch Target: Creature tou. Personal Target: You Close (60 ft.) Target: One or more which can be more to	V, S, F evel in a 20- V, S, DF ched V, S, DF V, S, F/DF e summone chan 30 ft. a	ftradius burst Yes (harmless) N/A No d creatures, no two of part	Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Electricity] Caster Level: 14 Conjuration (Summoning) Caster Level: 14	RSRD: SpellsS.rtf SPELL CO: Pg.210 RSRD: SpellsS.rtf
Effect: 44 Spell Ir Effect: Su Effect: La Summo Effect: Ca	to AC, +4 resistance, and SR 25 aga mmunity, Greater ubject is immune to 3 spells, up to 8th- age unnch lightning bolts 1d6 per level; see on Monster VIII	25	otic spells. Will negates (harmless) ells. N/A None Fortitude negates	standard action 1 standard action 1 standard action 1 standard action 1 round	10 minutes/level 1 minute/level [D]	creatures joining hai 20 ft. Target: 1 creature/lecentered on you Touch Target: Creature tou. Personal Target: You Close (60 ft.) Target: One or more which can be more to	V, S, F evel in a 20- V, S, DF ched V, S, DF V, S, F/DF e summone chan 30 ft. a	ftradius burst Yes (harmless) N/A No d creatures, no two of	Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Electricity] Caster Level: 14 Conjuration (Summoning)	RSRD: SpellsS.rtf SPELL CO: Pg.210
Effect: Lai Symbo Effect: Ca Symbo Effect: Ca Symbo	to AC, +4 resistance, and SR 25 aga mmunity, Greater ubject is immune to 3 spells, up to 8th- age nunch lightning bolts 1d6 per level; see on Monster VIII alls extraplanar creature to fight for you of Of Death iggered rune slays nearby creatures.	25	otic spells. Will negates (harmless) ells. N/A None Fortitude negates Will negates	standard action 1 standard action 1 standard action 1 round 1 round	10 minutes/level 1 minute/level [D] 1 round/level [D]	creatures joining hai 20 ft. Target: 1 creature/le centered on you Touch Target: Creature tou Personal Target: You Close (60 ft.) Target: One or more which can be more to 0 ft.; see text Target: One symbol 0 ft.; see text	V, S, F evel in a 20- V, S, DF tched V, S, DF V, S, F/DF e summonechan 30 ft. a V, S, M	ftradius burst Yes (harmless) N/A No d creatures, no two of part	Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Electricity] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Necromancy [Death] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf SPELL CO: Pg.210 RSRD: SpellsS.rtf
Effect: 44 Spell Ir Effect: Su Stormri Effect: Lai Summo Effect: Cai Symbo Effect: Tri Symbo	to AC, +4 resistance, and SR 25 aga mmunity, Greater ubject is immune to 3 spells, up to 8th- age nunch lightning bolts 1d6 per level; see on Monster VIII alls extraplanar creature to fight for you ol of Death iggered rune slays nearby creatures. ol of Insanity	25 -level species text. 25 - text. 25	otic spells. Will negates (harmless) ells. N/A None Fortitude negates Will negates	standard action 1 standard action 1 standard action 1 round 1 round 10 minutes 10 minutes	10 minutes/level 1 minute/level [D] 1 round/level [D] See text	creatures joining hai 20 ft. Target: 1 creature/le centered on you Touch Target: Creature tou Personal Target: You Close (60 ft.) Target: One or more which can be more to ft.; see text Target: One symbol of t.; see text	V, S, F evel in a 20- V, S, DF ched V, S, DF V, S, F/DF summone than 30 ft. a V, S, M V, S, M	ftradius burst Yes (harmless) N/A No d creatures, no two of part Yes	Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Electricity] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Necromancy [Death] Caster Level: 14 Enchantment (Compulsion)	RSRD: SpellsS.rtf SPELL CO: Pg.210 RSRD: SpellsS.rtf RSRD: SpellsS.rtf
Effect: +4 Spell Ir Effect: Su Stormra Effect: Lar Summo Effect: Ca Symbo Effect: Tright Symbo	to AC, +4 resistance, and SR 25 aga mmunity, Greater ubject is immune to 3 spells, up to 8th- age unch lightning bolts 1d6 per level; see on Monster VIII alls extraplanar creature to fight for you of Opeath iggered rune slays nearby creatures. ol of Insanity	25 -level specific 25 -e text. 25 -u. 25 -s insane 25	otic spells. Will negates (harmless) ells. N/A None Fortitude negates Will negates	standard action 1 standard action 1 standard action 1 round 1 round 1 minutes 1 standard action	10 minutes/level 1 minute/level [D] 1 round/level [D] See text See text 1 minute/level	creatures joining hai 20 ft. Target: 1 creature/le centered on you Touch Target: Creature tou Personal Target: You Close (60 ft.) Target: One or more which can be more to 0 ft.; see text Target: One symbol 0 ft.; see text Target: One symbol Close (60 ft.)	V, S, F evel in a 20- V, S, DF evel de de V, S, DF V, S, F/DF V, S, F/DF e summoner han 30 ft. a V, S, M V, S, M	ftradius burst Yes (harmless) N/A No d creatures, no two of part Yes No	Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Electricity] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Necromancy [Death] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	RSRD: SpellsS.rtf SPELL CO: Pg.210 RSRD: SpellsS.rtf RSRD: SpellsS.rtf RSRD: SpellsS.rtf
Effect: +4 Spell Ir Effect: Su Stormra Effect: Lar Summo Effect: Ca Symbo Effect: Trig Wall of Effect: As	to AC, +4 resistance, and SR 25 aga mmunity, Greater ubject is immune to 3 spells, up to 8th- rage nunch lightning bolts 1d6 per level; see on Monster VIII alls extraplanar creature to fight for you of Death riggered rune slays nearby creatures. of of Insanity riggered rune renders nearby creatures of Greater Dispel Magic s wall of dispel magic, but is like great	level spiral spi	otic spells. Will negates (harmless) ells. N/A None Fortitude negates Will negates None	standard action 1 standard action 1 standard action 1 round 1 round 10 minutes 10 minutes 1 standard action	10 minutes/level 1 minute/level [D] 1 round/level [D] See text See text 1 minute/level	creatures joining hai 20 ft. Target: 1 creature/lecentered on you Touch Target: Creature tou Personal Target: You Close (60 ft.) Target: One or more which can be more to ft.; see text Target: One symbol of ft.; see text Target: One symbol Close (60 ft.) Target: A straight was square/level	V, S, F evel in a 20- V, S, DF exched V, S, DF V, S, F/DF exched V, S, F/DF V, S, F/DF exched V, S, M V, S, M V, S, M	ftradius burst Yes (harmless) N/A No d creatures, no two of part Yes No ea is up to one 10-ft.	Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Electricity] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Necromancy [Death] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Abjuration Caster Level: 14	RSRD: SpellsS.rtf SPELL CO: Pg.210 RSRD: SpellsS.rtf RSRD: SpellsS.rtf RSRD: SpellsS.rtf SPELL CO: Pg.234
Effect: +4 Spell Ir Effect: Su Stormra Effect: Lan Effect: Ca Symbo Effect: Tri Symbo Effect: Tri Wall of	to AC, +4 resistance, and SR 25 aga mmunity, Greater ubject is immune to 3 spells, up to 8th- age nunch lightning bolts 1d6 per level; see on Monster VIII alls extraplanar creature to fight for you ol of Death iggered rune slays nearby creatures. ol of Insanity iggered rune renders nearby creatures if Greater Dispel Magic s wall of dispel magic, but is like great	25 level spire text. 25 u.u. 25 25 dispel m	otic spells. Will negates (harmless) ells. N/A None Fortitude negates Will negates None aggic. Saving Throw None	standard action 1 standard action 1 standard action 1 round 1 round 10 minutes 10 minutes 1 standard action 1 round	10 minutes/level 1 minute/level [D] 1 round/level [D] See text See text 1 minute/level	creatures joining hai 20 ft. Target: 1 creature/le centered on you Touch Target: Creature tou Personal Target: You Close (60 ft.) Target: One or more which can be more to ft.; see text Target: One symbol Close (60 ft.) Target: A straight was quare/level	V, S, F evel in a 20- V, S, DF tiched V, S, DF V, S, F/DF e summoner han 30 ft. a V, S, M V, S, DF all whose at	ftradius burst Yes (harmless) N/A No d creatures, no two of part Yes No	Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Electricity] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Necromancy [Death] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Abjuration	RSRD: SpellsS.rtf SPELL CO: Pg.210 RSRD: SpellsS.rtf RSRD: SpellsS.rtf RSRD: SpellsS.rtf
Effect: +4 Spell Ir Effect: Su Effect: Ca Symbo Effect: Tri Symbo Effect: Tri Wall of Effect: As	to AC, +4 resistance, and SR 25 aga mmunity, Greater ubject is immune to 3 spells, up to 8th- age nunch lightning bolts 1d6 per level; see on Monster VIII alls extraplanar creature to fight for you ol of Death iggered rune slays nearby creatures. ol of Insanity iggered rune renders nearby creatures if Greater Dispel Magic s wall of dispel magic, but is like great	linst chard 25 25 25 25 25 25 25 dispel m	will negates (harmless) ells. N/A None Fortitude negates Will negates None Saving Throw None	standard action 1 standard action 1 standard action 1 round 10 minutes 10 minutes 1 standard action	10 minutes/level 1 minute/level [D] 1 round/level [D] See text See text 1 minute/level LEVEL 9 Duration	creatures joining hai 20 ft. Target: 1 creature/le centered on you Touch Target: Creature tou Personal Target: You Close (60 ft.) Target: One or more which can be more to ft.; see text Target: One symbol Close (60 ft.) Target: A straight was quare/level	V, S, F evel in a 20- V, S, DF evel in a 20- V, S, DF evel in a 20- V, S, F/DF V, S, F/DF V, S, F/DF v, S, M V, S, M V, S, M Comp. V, S, M	ftradius burst Yes (harmless) N/A No d creatures, no two of part Yes No ea is up to one 10-ft. Spell Resistance Yes	Caster Level: 14 Abjuration Caster Level: 14 Transmutation [Electricity] Caster Level: 14 Conjuration (Summoning) Caster Level: 14 Necromancy [Death] Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Abjuration Caster Level: 14 School	RSRD: SpellsS.rtf SPELL CO: Pg.210 RSRD: SpellsS.rtf RSRD: SpellsS.rtf RSRD: SpellsS.rtf SPELL CO: Pg.234

Cleric Spells

				Cleric Spells					
□□□□□Call Marut	26	None	10 minutes	Instantaneous	Close (60 ft.)	V,S,DF,XF	P No	Conjuration (Calling) [Lawful]	SPELL CO: Pg.42
Effect: You recieve the aid of a Marut inevitable in performing one task that ca			annot exce	ed 1 hour.	Target: One called	marut		Caster Level: 14	
⊒□□□□ Energy Drain	26	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
Effect: Subject gains 2d4 negative levels.					Target: Ray of nega	ative energy	,	Caster Level: 14	
□□□□ Etherealness	26	None	1 standard action	1 minute/level [D]	Touch; see text	V, S	Yes	Transmutation	RSRD: SpellsD-E.rti
Effect: Travel to Ethereal Plane with compani	ons		action		Target: You and on	e other tour	ched creature/3 levels	Caster Level: 14	
Gate	26	None	1 standard action	Instantaneous or concentration 0; see text	Medium (240 ft.)	V, S, XP; see text		Conjuration (Calling, Creation)	RSRD: SpellsF-G.rti
Effect: Connects two planes for travel or sum	moning.				Target: See text			Caster Level: 14	
□□□□□Heal, Mass	26	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
Effect: As heal, but with several subjects.					Target: One or mor more than 30 ft. ap		, no two of which can b	e Caster Level: 14	
□□□□ Heavenly Host	26	None	10 minutes	10 minutes/level	Medium (240 ft.)		No	Conjuration (Summoning) [Good, Lawful]	SPELL CO: Pg.113
Effect: Summons multiple creatures; see text					Target: Two or more summoned creatures, no two of which are more than 30 ft. apart			Caster Level: 14	
□□□□ Implosion	26	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (60 ft.)	V, S	Yes	Evocation	RSRD: SpellsH-L.rtf
Effect: Kills one creature/round.					Target: One corpor			Caster Level: 14	
Miracle	26	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation	RSRD: SpellsM-O.rt
Effect: Requests a deity's intercession.	00	MCH		D	Target: See text	V 0 F	N1.	Caster Level: 14	0000 0 1100 11
□□□□Soul Bind	26	Will negates	1 standard action	Permanent	Close (60 ft.)	V, S, F	No	Necromancy	RSRD: SpellsS.rtf
Effect: Traps newly dead soul to prevent resu					Target: Corpse			Caster Level: 14	
Storm of Vengeance	26	See text	1 round	Concentration [maximum 10 rounds] [D]		V, S	Yes	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Storm rains acid, lightning, and hail.	26	None	1 round	Concentration, up to 1 round/level	Target: 360-ftradio Medium (240 ft.)	us storm cid V.S.M	No.	Caster Level: 14 Conjuration	SPELL CO: Pg.214
□□□□Summon Elemental Monolith	20	None	i rouna	Concentration, up to 1 round/level	` '	, - ,		(Summoning) [see text]	SPELL CO: Pg.214
Effect: Summon monolith to do your bidding.					Target: One summe			Caster Level: 14	
Summon Monster IX	26	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF		Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for y	ou. 26	None; see text	10	Instantaneous	Target: One or more which can be more Touch	than 30 ft. a	ed creatures, no two of apart Yes (harmless)	Caster Level: 14 Conjuration	RSRD: SpellsT-Z.rtf
True Resurrection Effect: As resurrection, plus remains aren't ne		NOTIE, SEE IEXI	minutes	mstaritatieuus	Target: Dead create	DF		(Healing) Caster Level: 14	Nonu. opens 1-2.m
DDDDDUndeath's Eternal Foe	26	None	1	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]		SPELL CO: Pg.226
			standard action	Tround/level	, ,		res (nanniess)		SFELL CO. Fg.220
Effect: Grant subjects special abilities agains				4 10 1	Target: One creatu		N1/A	Caster Level: 14	ODELL 00 D
□□□□□ Visage of the Deity, Greater	26	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.231
Effect: Your form becomes more like your de	ty's - be	come half-celestial or ha	alf-fiend; se	ee text	Target: You			Caster Level: 14	

lurk	
	Kercpa
	RACE
	15
	ĀGE
	Male
	GENDER
	Darkvision (60')
	VISION
	Neutral Good
	ALIGNMENT
	Right
	DOMINANT HAND
	1' 6"
	HEIGHT
	1 lbs.
	WEIGHT
	Hazel
	EYE COLOUR
	Red
	SKIN COLOUR
	Red, Wild
	HAIR
	PHOBIAS
	,
	PERSONALITY TRAITS
	INTERESTS
	, SPOKEN STYLE
	DEGIDENCE
	RESIDENCE
	LOCATION
	None
	REGION

Description:You are 18 inches tall and look like a Red Squirrel. You wear Forest Garb to easily blend into the background

Biography:15 years old is an Adult. Kercpas live to be about 60 years old. You'll reach Mid life at 30.

Notes:

Character Sheet Notes:

Lu - Phil Jessabelle - Rebekah Gian - Dan Fox - Nick Lo - Cody FAITH: 137 (157 w/ Helm) 15 4 4 5 7 7 9 7

Quests:

In-progress:

Defeat four elemental temples

Prevent Tharizdun's return

Completed:

Clear Brightstone Keep

Figure out dream (Eye behind gate)

Defeat Belak the Druid and stop the gulthias tree

Recover Wyrmling for Kobolds - Aquired key to Dragon Priest Tomb

Find Siblings in Sunless Citadel - Monentary Reward

NPCs:

Friend indicates friendly or favorable response to your presence/requests, does not denote a true friendship.

Enemy is self explanatory - Unfriendly intentions at time of meeting

Duke Borba Drefus - Emplorer/Friend - Gave Brightstone keep to party, if they secure it against others.

Current Mission for Duke: Clear Brightstone Keep; party may

keep it and property it resides on. No taxable interest

Tom - Friend - Messenger from Duke Borba Drefus The Hunter - ENEMY - An agent of the drow after Lu.

Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.

SUNLESS CITADEL Contacts:

Yesdryl - Friend - Kobold Sorceress and Leader of Sunless Citadel Tribe

Calcryx - Friend - White Wyrmling