Turk						_	lasoi	n Ping	lor							Neutral Go	ood			
NAME							PLAYER		J O1			DEIT	Y			ALIGNMENT	Jou	-		
Clr13 C	Com2	10	0500	00		k	Kercpa		Tir	ny		1' 6"		1 lbs.		Darkvision	(60')	1		
CLASS		E)	KPERI	IENCE		R	RACE		SIZ	Ē		HEIG	НТ	WEIGHT		VISION	, ,	-		
15			2000				15		Ma			Haz		Red, W	'ild	0		_		K
Characte	r Level	N	EXT LI	EVEL		Α	AGE		GE	NDER		EYES	;	HAIR		POINTS				
																				149 149 122
ABILITY NAME	SCORE M	OD S	CORE	ABILITY MOD	TEMP	TEI		VP	400		UNDS/CUF	RRENT HP	SUBE	UAL DAMAGE WP		DAMAGE REDUCT		limh	SPEED	Walk 30
STR Strength	9 -	1	9	-1	9	- 1	1	Vitality	122	<u>' </u>				Wound Point	14				ft.	waik oo
DEX	24 +	-7	26	+8	26	+	.8	AC	34	: 2	26 :	28 = 1	10	+ 6 + 0 + 8	+ 2 + 0	+ 8		0	+0	0
Dexterity	!	_		\vdash		-		armor class	TOTA	11	- 11	1 1	ASE	ARMOR SHIELD STAT	SIZE NATU	RAL MISC	MISS	ARCANE	ARMOR	R SPELL
CON	14 +	-2	14	+2	14	+							- E	BONUS BONUS				SPELL FAILURE	CHECK PENALT	RESIST
INT	15 +	2	15	+2	15	T.	.2	NITIA	TIVE	+10) = +	8 + +2		CKII I A	1 A BAT	SKILLS	SKILL	ABII IT	MAX RAN	IKS 18/9 MISC
Intelligence	!	_	_	\blacksquare		H				TOTA	L MOD	X MISC IFIER MODIFIER	۲	SKILL	NAIVIE		SKILL MODIFIER			S MODIFIER
WIS Wisdom	20 +	-5 2	24	+7	24	+	7		TTACK		+10)/+5] [Appraise		INT DEX		= 2	+	+
CHA	15 +	2	15	+2	15	Τ÷	.2	bon	us					Balance Bluff		CHA	_	= 8 = 2	+	+
Charisma			. •		10		_						,	Climb		STR	4-	- 2 = -1) + 17
SAVII	NG THROW	/S	TOTA	AL BAS	SE A	BILITY	MAGIC	MISC	EPIC TE	MP co	onditional m	nodifiers	7	Concentration		CON		= 2	+ 17.0	
	RTITUD	E	+18	8= +8	8 + 8	+2	+ +2	+ +6+	+0+					Craft (Bowmakin	g)	INT	4	= 2	+ 2.0) +
	(constitution) EFLEX		+20	0= +	4	+8	+ +2	+ +6+	+0+				1	Craft (Untrained)	•	INT	2	= 2	+	+
	(dexterity)				—I	_	l		<u> </u>				1	Diplomacy		CHA	2	= 2	+	+
	WILL (wisdom)		+26	6=+1	1 +	+7	+ +2	+ +6+	+0+					Disable Device		INT	3	= 2	+ 1.0) +
			TOT	AL		BAS	SE ATTACK	BONUS	STAT	SIZE	MISC	EPIC _TEM	IP	Disguise		CHA	_	= 2	+	+
ME	LEE		+11/	′ + 6	[+10/+		+ -1 +	+2 +	+0	+ +0 +		Escape Artist		DEX		= 8	+	+
D A N	IGED				╡ ¦			_			=	=	ľ	Forgery Gather Information	nn.	INT CHA		= 2 = 2	+	+
	bonus	_	+20/+	+15	= [+10/+	-5	+ +8 +	+2 +	+0	+ +0 +		Heal	JII	WIS		= Z = 7	+ 8.0	•
	PPLE		+1/-	-4			+10/+	-5	+ -1 +	-8 +	+0	+ +0 +	/	Intimidate		CHA		= 2	+	+
						ΓΛΙ Λ	ATTACK	DONILIC		AMAGE		CRITICAL	/	Jump		STR	-1	= -1	+	+
	UNARI	MED	•		101		+11/+6			d2-1		20/x2		Knowledge (Arca	na)	INT	8	= 2	+ 6.0) +
	.1.0													Knowledge (Reli	gion)	INT	17	= 2	+ 15.0	0 +
*	Kercpa	a Lo	ngk	oow	+2		CUR	RENT HA		PE S	SIZE	CRITICAL 20/x3	-	Listen		WIS	11	= 7	+	+ 4
To 1114	30 ft.			100 ft.			200 ft.		300 f			400 ft.	×	Nature Ochse		WIS		= 7	+ 5.0	
To Hit Dam	+22/+1		_	+22/+1			+20/+1	_	+18/+		_	16/+11	1,	Open Lock	0 (()	DEX	_	= 8	+ 1.0	
	1d4+1 Properties	_		1d4+1		(+2/1	1d4+ Tinv)), W		1d4+			1d4+1 not burn		Psychic (Mental Psychic (Psychic		CHA WIS	•	= 2 = 7	+ 1.0	
•	•						•	RENT HA			SIZE	CRITICAL]	Ride	i i c ailig)	DEX	_	= <i>/</i>	+ 1.0	+
Oal	ktop Ma	ace	iror	nwo	od (⊦1)		Carried		3	T	20/x2	1	Search		INT	_	- 0 = 2	+	+
	(Heavy/Bo		+1/De	fending									/	Sense Motive		WIS	_	- <u>-</u> = 7		+
1H-P		To Hit -14/+9	`		Dai 1d4		2W-P-(OH)	To +8/			Dam 1d4+2		Sleight of Hand		DEX			+ 1.0	
1H-O		+14/+9 +10/+5			1d4 1d4		2W-P-(+8/			1d4+2 1d4+2	-	Sneak		DEX		= 8		+
2H		14/+9			1d4		2W-0		+10			1d4+2	1	Sneak (Hide)		DEX	16	= 8	+	+ 8
Special	Properties		(M		nwood	(+1)			-1/Tiny)), (Mace Iro		(+1)	11	Spellcraft		INT			+ 10.0	
												nancement apon (ex):+2	1	Spot		WIS		= 7		+ 9
						edired	ct sunde	r damage	to self, ala					Survival		WIS		= 7		+
	is equipped							if weapor					۱ ۲	Swim		STR		= -1		+
	handed, in prin												,	Tumble Use Rope		DEX DEX		= 8	+ 5.0) + +
- 4					,								ĺ	OSC NOPE		DLA		= 0	+	+
	Buckler		MOR Enha		ent t	0		Shield	ас м +2	AXDEX CI	неск s +0	5						=	+	+
S	Shield)/Sa							J			. •	J		√:	can be used u	ntrained. 🗷: exc	lusive ski	ills		
	,						urning Le	evel	. 0		. 0	0			TURI	N UNDEA	D			
		*Belt,	ivior	IK'S					+8		+0	0		TURNING CHECK	UNDEAD	AFFECTED	Turn	ina	1d	120+4
														RESULT	(MAXIMUI	M HIT DICE)	Che		٠.۵	

RESULT	(MAXIMUM HIT DICE)	Turning Check	1d20+4
Up to 0	9	Turn level	13
1 - 3	10	Turn damage	2d6 +15
4 - 6	11	J	
7 - 9	12		by Undead
10 - 12	13	creatures with	n total hit dice
13 - 15	14	up t	o 6.
16 - 18	15		
19 - 21	16		
22+	17		
TURN/DAY			

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	8156.0
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	. 79011.0

	,	WEIGHT ALLO	DWANC	E	
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

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

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 13) (turn damage 2d6+15)

	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 and +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
Persistent Spell	See Text,A persistent spell has a duration of 24 hours.
Quicken Spell	Casting a quickened spell is a free action.
Smiting Spell	
Wild Talent (Psychic (Mental Contact)Psychic (Psychic Healing))	
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, Literacy, Sylvan, Treant

TEMPLATES

Initiate of 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	7+1	5+1	5+1	4+1	3+1	1+1	0

				LEVEL 0					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Amanuesis	17	Will negates [object]	1 standard action	10 minute/level	Close (60 ft.)	V,S	Yes [object]	Transmutation	SPELL CO: Pg.9
Effect: Copies 250 words per minute.					Target: Object or ob	ojects with v	vriting	Caster Level: 15	
Create Water	17	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Conjuration (Creation) [Water]	: SpellsC.rtf
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 gall	ons/level of	water	Caster Level: 15	
Cure Minor Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	: SpellsC.rtf
Effect: Cures 1 point of damage.					Target: Creature to	uched		Caster Level: 15	
Detect Magic	17	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S	No	Divination	: SpellsD-E.rtf
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shape	ed emanatio	on	Caster Level: 15	
Detects spens and magic items within 60 ft.	17	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Divination	: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creatur	re, one obje	ct, or a 5-ft. cube	Caster Level: 15	
Guidance	17	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	: SpellsF-G.rtf
Effect: +1 on one attack roll, saving throw, or skill check.					Target: Creature to	uched		Caster Level: 15	
Inflict Minor Wounds	17	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	: SpellsH-L.rtf
Effect: Touch attack, 1 point of damage.					Target: Creature to	uched		Caster Level: 15	
Light	17	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touc	hed		Caster Level: 15	
□□□□□Long-Range Weapon	17	None	1 standard action	15 minutes or until expended	Touch		Yes (harmless, object)) Transmutation Caster Level: 15	APM: p. 158
Thrown weapon or projectile gains 50% more range.	17	Will negates	1	Instantaneous	same kind and all o each other at the tir 10 ft.	of which mus	st be in contact with		: SpellsM-O.rtf
Effect:		(harmless, object)	standard action		Target: One object			Caster Level: 15	
Makes minor repairs on an object.	17	Will negates (object)	1	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	: SpellsP-R.rtf
□□□□□Purify Food and Drink Effect:	"	vviii riegates (objecti)	standard action	matana reods			ninated food and water		. Opensi Tara
Purifies 1 cu. ft./level of food or water.	17	None	1	10 minutes/level	Personal	V, S, F	No	Divination	: SpellsP-R.rtf
□□□□□ Read Magic	"	None	standard action	TO Minutes/rever	Target: You	v, o, i	140	Caster Level: 15	. Spellor -IV.III
Read scrolls and spellbooks.	17	Will negates	1	1 minute	Touch	V C M/DI	Yes (harmless)	Abjuration	: SpellsP-R.rtf
□□□□□ Resistance	17	(harmless)	standard action	Timilate	Target: Creature to		res (namiess)	Caster Level: 15	. Spellsr-K.Iti
Subject gains +1 on saving throws.	17	Fortitude negates	1	1 min.	Touch		Yes (harmless)	Transmutation	: SpellsT-Z.rtf
□□□□□Virtue	17	(harmless)	standard action	1 min.	Target: Creature to		res (narmiess)		: Spells1-2.rti
Subject gains 1 temporary hp.					, argot. Oreature 10	aondu		Caster Level: 15	
				LEVEL 1					
Name	DC 18	Saving Throw Will negates [object]	Time 1 minute	Duration Instantaneous	Range Touch	Comp. V,S,M	Spell Resistance Yes [object]	School Transmutation	Source SPELL CO: Pg.11
□□□□□□ Anarchic Water Effect: Chaos imbued damages lawful outsiders for 2d4 points.	10	will negates (object)	Tillillate	mstantaneous	Target: Flask of wa		res [object]	[Chaotic] Caster Level: 15	Greek Go. rg.11
Astute Fighting	18	Will negates (harmless)	1 standard action	15 rounds	Touch	V, S, DF	Yes (harmless)	Transmutation	APM: p. 147
Effect: Recipient gains +2 bonus on attack rolls, may be able to r	make an	extra melee attack			Target: Creature to	uched		Caster Level: 15	
Recipient gains +2 bonus on attack rolls, may be able to r	18	Will negates [object]	1 minute	Instantaneous	Touch Target: Flask of wa	V,S,M ter touched	Yes [object]	Transmutation [Lawful] Caster Level: 15	SPELL CO: Pg.22
Water damages chaotic outsiders for 2d4 points of damag	ge. 18	Will negates	1 standard	1 minute/level	50 ft.	V, S, DF	Yes	Enchantment (Compulsion)	: SpellsA-B.rtf
Effect: Enemies take -1 on attack rolls and saves against fear.			action		Target: All enemies	within 50 ft	i.	[Fear, Mind-Affecting] Caster Level: 15	
□□□□ Bless	18	None	1 standard action	1 minute/level	50 ft.		Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	: SpellsA-B.rtf
Effect: Allies gain +1 on attack rolls and +1 on saves against fea		NAPH		A selection of the sele	centered on the cas	ster	s within a 50-ft. burst,	Caster Level: 15	ODELL CO. E
□□□□ Blessed Aim	18	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SPELL CO: Pg.31
Effect: +2 morale bonus on ranged attacks for your allies within t	he sprea	nd.			Target: 50 ft. spread	d, centered	on you	Caster Level: 15	
□□□□□Bless Water Effect:	18		1 minute	Instantaneous	Touch Target: Flask of wa		Yes (object)	Transmutation [Good] Caster Level: 15	: SpellsA-B.rtf
Makes holy water.				* =Domain/Speciality Spell					
				=Domain/opeciality Spell					

				Cleric Spells				
□□□□□Blood Wind	18	Will negates [harmless]	1 swift action	1 round	Close (60 ft.) V,S	Yes [harmless]	Evocation	SPELL CO: Pg.33
Effect: Full attack action allows creature to use natural or unarme			ment; see		Target: A single creature wit			
□□□□□*Camouflage	18	N/A	1 standard action	10 minutes/level	Personal V,S	N/A	Transmutation	SPELL CO: Pg.43
Effect: Gain +10 circumstance bonus on Hide checks.			dollori		Target: You		Caster Level: 15	
Cause Fear	18	Will partial	1 standard	1d4 rounds or 1 round; see text	Close (60 ft.) V, S	Yes	Necromancy [Fea Mind-Affecting]	r,: SpellsC.rtf
Effect: One creature of 5 HD or less flees for 1d4 rounds.			action		Target: One living creature v	vith 5 or fewer HD	Caster Level: 15	
Cold Fire	18	No [fire] or Fortitude half	1 standard	1 minute/level [fire source] or Instantaneous [creature]	Close (60 ft.) V,S,DF	Yes [creature]	Transmutation [Cold]	SPELL CO: Pg.50
Effect:			action		Target: One fire source [up t	o a 20-ft. cube] or one	Caster Level: 15	
Flames deal cold damage; see text Command	18	Will negates	1 standard	1 round	creature; see text Close (60 ft.) V	Yes	Enchantment (Compulsion)	: SpellsC.rtf
			action				[Language-Depen Mind-Affecting]	ident,
Effect: One subject obeys selected command for 1 round.					Target: One living creature		Caster Level: 15	
□□□□□ Comprehend Languages	18	None	1 standard action	10 minutes/level	Personal V, S, M	DF No	Divination	: SpellsC.rtf
Effect: You understand all spoken and written languages.			action		Target: You		Caster Level: 15	
Conviction	18	Will negates [harmless]	1 standard	10 minutes/level	Touch V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
Effect:	-1 1016	lavally and taut	action		Target: Creature touched		Caster Level: 15	
+2 morale bonus to saves, +1 for every six levels [max +5] Cure Light Wounds	18 18	Will half (harmless); see text	1 standard	Instantaneous	Touch V, S	Yes (harmless); see text	Conjuration (Healing)	: SpellsC.rtf
Effect:		-50 10/11	action		Target: Creature touched	· ·	Caster Level: 15	
Cures 1d8 +1/level [max +5] damage.	18	Will negates	1	24 hours	Touch V,S,DF	Yes [harmless]	Conjuration	SPELL CO: Pg.63
Effect:		[harmless]	standard action		Target: Creature touched		(Healing) Caster Level: 15	
Halts any nonmagical disease for the duration of the spell. Detect Chaos	. 18	None	1	Concentration, up to 10 minutes/level [D	<u> </u>	- No	Divination	: SpellsD-E.rtf
			standard action	,				.,
Effect: Reveals creatures, spells, or objects of selected alignment		Nove		0	Target: Cone-shaped emana		Caster Level: 15	0
Detect Evil	18	None	1 standard action	Concentration, up to 10 minutes/level [D)]60 ft. V, S, DI	- No	Divination	: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignmen	ıt.				Target: Cone-shaped emana	ation	Caster Level: 15	
Detect Good	18	None	1 standard	Concentration, up to 10 minutes/level [D)]60 ft. V, S, DI	No	Divination	: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment	.+		action		Target: Cone-shaped emana	ation	Caster Level: 15	
Detect Law	18	None	1 standard	Concentration, up to 10 minutes/level [D)]60 ft. V, S, DI	No	Divination	: SpellsD-E.rtf
Effect:			action		Target: Cone-shaped emana	ation	Caster Level: 15	
Reveals creatures, spells, or objects of selected alignment Detect Undead	ıt. 18	None	1 standard	Concentration, up to 1 minutes/level [D]	60 ft. V, S, M	DF No	Divination	: SpellsD-E.rtf
Effect:			action		Target: Cone-shaped emana	ation	Caster Level: 15	
Reveals undead within 60 ft. Dispel Ward	18	None	1	Instantaneous	Medium (250 ft.) V,S	No	Abjuration	SPELL CO: Pg.67
Effect:			standard action		Target: One warded object of	ur oron	Caster Level: 15	
Functions like dispel magic; see text DDDDDDivine Favor	18	None	1	1 minute	Personal V, S, DI		Evocation	: SpellsD-E.rtf
			standard action					.,
Effect: You gain +1 on attack and damage rolls. [Every three cast		s, MAX +6] Will negates	4	1 minute/level	Target: You	- V	Caster Level: 15	C II-D E -#
Doom	18	vviii negates	standard action	i minute/level	Medium (250 ft.) V, S, DI	- res	Necromancy [Fea Mind-Affecting]	r,: SpelisD-E.rti
Effect: One subject takes -2 on attack rolls, damage rolls, saves,	and che	ecks.			Target: One living creature		Caster Level: 15	
□□□□□ Draw on Faith			4					APM: p. 151
	18		i rouna	Until expended or 1 minute	Personal V, S, DI		Conjuration (Summoning)	
Effect: Gain a +1 bonus on one save, check, or attack roll.		None	1 round		Target: Surge of divine power	er.	(Summoning) Caster Level: 15	SPELL CO: Pa 77
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on Eyes	18	None	1 standard action	Until expended or 1 minute 10 minutes/level	Target: Surge of divine power Touch V,S,M		(Summoning) Caster Level: 15 Transmutation	SPELL CO: Pg.77
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. General Effect: See normally in darkness both magical and natural.	18		1 standard action	10 minutes/level	Target: Surge of divine power Touch V,S,M Target: Creature touched	er. Yes [harmless]	(Summoning) Caster Level: 15 Transmutation Caster Level: 15	
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. General Effect: See normally in darkness both magical and natural.		None Will negates (harmless)	1 standard action 1 standard		Target: Surge of divine power Touch V,S,M	er.	(Summoning) Caster Level: 15 Transmutation	SPELL CO: Pg.77 : SpellsD-E.rtf
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll.	18	Will negates	1 standard action	10 minutes/level	Target: Surge of divine power Touch V,S,M Target: Creature touched	er. Yes [harmless]	(Summoning) Caster Level: 15 Transmutation Caster Level: 15	
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Effect: Exist comfortably in hot or cold environments.	18	Will negates	1 standard action 1 standard action 1 standard action 1 standard	10 minutes/level	Target: Surge of divine power Touch V,S,M Target: Creature touched Touch V,S	er. Yes [harmless]	(Summoning) Caster Level: 15 Transmutation Caster Level: 15 Abjuration	
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1	18	Will negates (harmless)	1 standard action 1 standard action	10 minutes/level 24 hours	Target: Surge of divine power Touch V,S,M Target: Creature touched Touch V, S Target: Creature touched	Yes [harmless] Yes (harmless)	(Summoning) Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15	: SpellsD-E.rtf
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Effect: See normally in darkness both magical and natural. Gain a +1 bonus on one save, check, or attack roll. Effect: Exist comfortably in darkness both magical and natural. Gain a +1 bonus on one save, check, or attack roll. Effect: Ranged attacks against you have 20% miss chance.	18	Will negates (harmless)	1 standard action 1 standard action 1 standard action 1 standard action	10 minutes/level 24 hours	Target: Surge of divine power Touch V,S,M Target: Creature touched Touch V,S Target: Creature touched Personal V,S	Yes [harmless] Yes (harmless)	(Summoning) Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Abjuration	: SpellsD-E.rtf
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1	18 18	Will negates (harmless)	1 standard action 1 standard action 1 standard action	10 minutes/level 24 hours 1 minute/level [D]	Target: Surge of divine power Touch V,S,M Target: Creature touched Touch V, S Target: Creature touched Personal V, S Target: You	Yes [harmless] Yes (harmless) No	(Summoning) Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15	: SpellsD-E.rtf
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus one save, check, or attack roll. Gain a +1 bonus one save, check, or attack roll. Gain a +1 bonus one save, check, or attack roll. Gain a +1 bonus one save, check, or attack roll. Gain a +1 bonus one save, check, or attack roll. Gain a +1 bonus one save, check, or attack roll. Gain a +1 bonus one save, check	18 18	Will negates (harmless) None Will negates	1 standard action	10 minutes/level 24 hours 1 minute/level [D]	Target: Surge of divine power Touch V,S,M Target: Creature touched Touch V,S Target: Creature touched Personal V,S Target: You Personal V,S	Yes [harmless] Yes (harmless) No	(Summoning) Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration	: SpellsD-E.rtf
Effect: Gain a +1 bonus on one save, check, or attack roll.	18 18 18	Will negates (harmless)	1 standard action	10 minutes/level 24 hours 1 minute/level [D] 1 minute/level [D]	Target: Surge of divine power Touch V,S,M Target: Creature touched Touch V,S Target: Creature touched Personal V,S Target: You Personal V,S Target: You Touch V,S	Yes [harmless] Yes (harmless) No No Yes [harmless]	(Summoning) Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing)	: SpellsD-E.rtf : SpellsD-E.rtf
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Effect: See normally in darkness both magical and natural. Gain a House Elements Effect: Exist comfortably in hot or cold environments. Gain a House Elements Effect: Ranged attacks against you have 20% miss chance. Gain a House Elements Effect: Your speed increases by 30 ft. Gain a +1 bonus house roll and roll an	18 18 18	Will negates (harmless) None None Will negates [harmless]	1 standard action	10 minutes/level 24 hours 1 minute/level [D] 1 minute/level [D] Instantaneous	Target: Surge of divine power Touch V,S,M Target: Creature touched Touch V, S Target: Creature touched Personal V, S Target: You Personal V, S Target: You Touch V,S Target: Living creature touched	Yes [harmless] Yes (harmless) No No Yes [harmless]	(Summoning) Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15	: SpellsD-E.ntf : SpellsD-E.ntf : SpellsD-E.ntf SPELL CO: Pg.87
Effect: Gain a +1 bonus on one save, check, or attack roll.	18 18 18	Will negates (harmless) None Will negates	1 standard action	10 minutes/level 24 hours 1 minute/level [D] 1 minute/level [D]	Target: Surge of divine power Touch V,S,M Target: Creature touched Touch V, S Target: Creature touched Personal V, S Target: You Personal V, S Target: You Touch V, S Target: Living creature touch 0 V, S, DI	Yes [harmless] Yes (harmless) No No Yes [harmless]	(Summoning) Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation [Chaos Fire]	: SpellsD-E.rtf : SpellsD-E.rtf : SpellsD-E.rtf SPELL CO: Pg.87
Effect: Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Gain a +1 bonus on one save, check, or attack roll. Effect: See normally in darkness both magical and natural. Gain a House Elements Effect: Exist comfortably in hot or cold environments. Gain a House Elements Effect: Ranged attacks against you have 20% miss chance. Gain a House Elements Effect: Your speed increases by 30 ft. Gain a +1 bonus house roll and roll an	18 18 18 18	Will negates (harmless) None Will negates [harmless]	1 standard action 1 nstandard action 1 nstandard action 1 nstandard action 1 nstandard action	10 minutes/level 24 hours 1 minute/level [D] 1 minute/level [D] Instantaneous 15 rounds [D] or until expended	Target: Surge of divine power Touch V,S,M Target: Creature touched Touch V, S Target: Creature touched Personal V, S Target: You Personal V, S Target: You Touch V,S Target: Living creature touched	Yes [harmless] Yes (harmless) No No Yes [harmless] Hed Yes [harmless]	(Summoning) Caster Level: 15 Transmutation Caster Level: 15 Abjuration Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Healing) Caster Level: 15 Evocation [Chaos	: SpellsD-E.rtf : SpellsD-E.rtf : SpellsD-E.rtf SPELL CO: Pg.87

				Cleric Spells					
Effect:			action		Target: One fiery au	ra on vour	holy symbol	Caster Level: 15	
Small flame sheds light and deals 1d6+15 fire damage, pl	us dazzl 18	les foes of opposite alig None or Reflex partial	1	fire damage to others. 15 rounds [D] or until expended		V, S, DF		Evocation [Fire,	APM: p. 156
Effect:			standard action		Target: One fiery au	ra on vour l	holy symbol	Caster Level: 15	
Small flame sheds light and deals 1d6+15 fire damage, pl	us dazzl 18	les foes of opposite alig None	nment; 1d4	fire damage to others. 1 round/level	- '	V,M	Yes [harmless]	Transmutation	SPELL CO: Pg.99
			standard action		T		afbiab and mana	[Earth]	
iffect: As long as subjects don't move they gain +2 AC and +4 to □□□□□□Grave Strike	Str aga	inst bull rush. N/A	1 swift	1 round	than 30 ft. apart	V,DF	wo of which are more N/A		SPELL CO: Pg.107
iffect:			action	. round	Target: You	,,,,,		Caster Level: 15	0. 222 00. r g. ror
Allows you to make sneak attacks against undead if you had a Guiding Light	ave the 18	ability. None	1	1 minute/level [D]	Long (1000 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.108
iffect:			standard action		Target: Creatures in	a 5-ft -radi	ue huret	Caster Level: 15	
+2 on ranged attacks Healthful Rest	18	Will negates	10	24 hours	-	V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.111
Effect:		[harmless]	minutes		Target: One creature	e/level, no t		(Healing) Caster Level: 15	-: · · · · · ·
Doubles the natural healing rate. DDDDDDHide from Undead	18	Will negates	1	10 minutes/level [D]	more than 30 feet ap Touch	oart V, S, DF	Yes	Abjuration	: SpellsH-L.rtf
Effect:		(harmless); see text	standard action		Target: One touched	l creature/le	evel	Caster Level: 15	
Undead can't perceive 1 subject/level.	18	N/A	1	1 minute/level [D]	-	V,DF	N/A		SPELL CO: Pg.119
			standard action		Toward Vo			0	
Effect: Attack as if wearing a +1 spiked guantlet. Deals normal da	amage fo	or your size + 1d4 cold of Will negates	damage. 1 swift	1 minute/level	Target: You Close (60 ft.)	V,S	Yes	Caster Level: 15 Enchantment	SPELL CO: Pg.121
lncite	.0		action					(Compulsion) [Mind-Affecting]	
Forces creature to act, it cannot delay or ready an action.	40	MGII bal	4	lastastasassa	Target: Creatures in			Caster Level: 15	. Consilient to the
□□□□ Inflict Light Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	: SpellsH-L.rtf
ffect: Touch deals 1d8 +1/level [max +5] damage.					Target: Creature tou			Caster Level: 15	
Inhibit	18	Will negates	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.123
ffect: Subject is forced to delay; see text.			aciiUi1		Target: One creature	Э		Caster Level: 15	
l Ironguts	18	Will negates	1 standard	10 minutes/level	Touch	V,S,M	Yes	Abjuration	SPELL CO: Pg.126
ffect: Target gains +5 alchemical bonus on Fort saves against a	II noicer	20	action		Target: Creature tou	ched		Caster Level: 15	
Target galls +5 alchemical bonds on Fort saves against a	18	None	1 standard	10 minutes/level [D]	Medium (250 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
Effect:			action		Target: You and up t	to two rays	; see text	Caster Level: 15	
Light radiating 30-ft. and 20-ft further of dim light, next routsiders]; see text	und you	u can use the light as a Will negates		dealing 1d6 [double against undead and 1 hour/level [D]		V, S, F	No	Conjuration	: SpellsM-O.rtf
□□□□*Mage Armor	10	(harmless)	standard action	T Houl/level [D]	Toucii	۷, ۵, ۱	NO	(Creation) [Force]	. Spelisivi-O.rti
Effect: Gives subject +4 armor bonus.					Target: Creature tou		V 4 1 11 11	Caster Level: 15	
□□□□ Magic Stone	18	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object) I ransmutation	: SpellsM-O.rtf
iffect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.					Target: Up to three p	ebbles tou	ched	Caster Level: 15	
□□□□ Magic Weapon	18	Will negates (harmless, object)	standard	1 minute/level	Touch	V, S, DF	Yes (harmless, object	Transmutation	: SpellsM-O.rtf
iffect: Weapon gains +1 bonus.			action		Target: Weapon tou	ched		Caster Level: 15	
Moon Lust	18	Will negates [harmless]	1 standard	1 round/level	Medium (250 ft.)	V,S,F	Yes	Illsion (Pattern) [Mind-Affecting]	SPELL CO: Pg.143
iffect:			action		Target: Creature tou	ched		Caster Level: 15	
Creature becomes fascinated for the duration of the spell. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	18	N/A	1 standard	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.148
iffect:			action		Target: You			Caster Level: 15	
+1 resistance on Saving throws, increases to +2 at caster	level 6th 18	h and +3 at caster level N/A	9th. Negat 1 standard	es magic missiles. 1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SPELL CO: Pg.148
iffect:			action		Target: You			Caster Level: 15	
Creates light 30' Can use as ranged touch attack 30' for 1	d8 plus 18	1 point per round that's None	1	nce casting to max of [1d8 + caster level] 1 minute/level		V, S	No	Conjuration	: SpellsM-O.rtf
:ffect:			standard action		Target: Cloud spread	ds in 2∩-ft	radius from you, 20 ft.	(Creation) Caster Level: 15	
Fog surrounds you.	18	N/A	1 round	Instantaneous	high	V,F	N/A	Divination	SPELL CO: Pg.149
iffect: Brief supplication gives you a vision that hints at how dang	gerous tl	he immediate future is li	ikely to be.	; see text.	Target: You			Caster Level: 15	_
Portal Beacon	18	None	1 standard	1 hour/level	Close (60 ft.)	V,S	No	Transmutation	SPELL CO: Pg.161
ffect: Up to six creatures can be chosen to recieve mental beac	on		action		Target: One interpla	nar gate or	portal	Caster Level: 15	
Op to six creatures can be chosen to recieve mental beac	on. 18	None	1 standard	15 minutes	Touch	V, S	Yes (harmless)	Transmutation	APM: p. 162
iffect:			action		Target: Weapon tou	ched		Caster Level: 15	
Weapon gains bonuses against a specific foe. Precipitate	18	None	1 standard	Concentration, up to 15 rounds [D]	Close (60 ft.)	V, S, M/DF	No	Conjuration	APM: p. 163
: ::ffect:			standard action		Target: Cylinder 40			(Creation) [Air, Water] Caster Level: 15	
Driving rain, sleet, or snow blocks sight and grants concea	alment, p 18	Will negates	1	ement. 1 minute/level [D]		V, S, M/DF	No; see text	Abjuration [Lawful]	: SpellsP-R.rtf
		(harmless)	standard action		Target: Creature 4	chad			
Effect: +2 to AC and saves, counter mind control, hedge out elem	nentals a	and outsiders.		* =Domain/Speciality Spell	Target: Creature tou	cried		Caster Level: 15	
				Opolically Open					

				Cleric Spells					
□□□□□ Protection from Evil	18	Will negates (harmless)	1 standard	1 minute/level [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	: SpellsP-R.rtf
Effect:		(namicss)	action		Target: Creature tou	ıched		Caster Level: 15	
+2 to AC and saves, counter mind control, hedge out eler	nentals a	Will negates		1 minute/level [D]	Touch		No; see text	Abjuration	: SpellsP-R.rtf
Effect:		(harmless)	standard action		Target: Creature tou	uahad		[Chaotic] Caster Level: 15	
+2 to AC and saves, counter mind control, hedge out eler	nentals a	and outsiders. Will negates	1	10 minutes; see text	Close (60 ft.)	V, S	Yes (harmless)	Abjuration	: SpellsP-R.rtf
- Indiana i ear		(harmless)	standard action	To mindles, ede tox	0.000 (00 1)	,, 0	roo (namiooo)	7 ibjurution	. Oponor Tunu
Effect: Suppresses fear or gives +4 on saves against fear for one					more than 30 ft. apa	ırt	two of which can be		
□□□□□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 alignment traits; s	ee text.		action		Target: Creature tou	ıched		Caster Level: 15	
□□□□□ Resurgence	18	Will negates [harmless]	standard	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect:	11 12	1.99	action		Target: Creature tou	ıched		Caster Level: 15	
Allows one retry on a failed save against an ongoing spel Sanctuary	, speil-iii 18	Will negates		1 round/level	Touch	V, S, DF	No	Abjuration	: SpellsS.rtf
Effect:			action		Target: Creature tou	ıched		Caster Level: 15	
Opponents can't attack you, and you can't attack.	18	None	1	Concentration, up to 15 rounds			No	Divination	Custom: Races of
			standard action						Destiny Pg.167
Effect: Absorb the contents of an entire book as if you had read in	t once. N	lot perfect recall and m Will negates			Target: One book/rd		Vac (harmlage)	Caster Level: 15	· SpolleS -#
Shield of Faith	18	(harmless)	1 standard action	1 minute/level	Touch	V, S, M	Yes (harmless)	Abjuration	: SpellsS.rtf
Effect: Aura grants +4 deflection bonus.					Target: Creature tou	iched		Caster Level: 15	
□□□□□Sign	18	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.189
Effect: +4 bonus on your next initiative check.			action		Target: You			Caster Level: 15	
□□□□ Snowshoes	18	Will negates [harmless]	standard	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
Effect:		-d t	action		Target: Creature tou	ıched		Caster Level: 15	
Speed increases by 10 ft. and no Balance checks or Refle	18	N/A	1 standard	1 round/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.198
Effect:			action		Target: You			Caster Level: 15	
Hold the charge of one touch spell per arm; see text. Summon Monster I	18	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration	: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One summo	ned creatur	re	(Summoning) Caster Level: 15	
Updraft	18	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SPELL CO: Pg.228
Effect: Gain 10 ft. per level of altitude, and then gently float back					Target: You			Caster Level: 15	
□□□□ Vigilance	18	Will negates (harmless)	1 standard action	4 hours	Close (60 ft.)	V, S, M	Yes (harmless)	Abjuration	APM: p. 177
Effect: Recipients gain +1 on Listen, Sense Motive, and Spot che	ecks, +1	on saves against sleep			Target: Up to 5 crea		o of which can be	Caster Level: 15	
□□□□□Vigor, Lesser	18	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect:		4 ha automatically and	action		Target: Living create	ure touched		Caster Level: 15	
Grants target fast healing ability for the duration of the spi	18	None None		1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SPELL CO: Pg.231
Effect:			action		Target: Creature tou	ıched		Caster Level: 15	
Grants a +1 morale bonus to a single saving throw [target	's choice 18	Fortitude negates		1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.240
Effect:		[harmless]	standard action		Target: Creature tou	ıched		Caster Level: 15	
Increases creatures swim speed by 30 ft.					rarger. Creature to	iched		Caster Level. 13	
Nama	DO	Soving The	Times	LEVEL 2	Ponge	Corre	Snell Desistant	Sahasi	Sauraa
Name	DC 19	Saving Throw None		Duration 1 minute/level	Range Touch		Spell Resistance Yes (harmless)	School Enchantment (Compulsion)	Source : SpellsA-B.rtf
Effect:			action		Target: Living create	ure touched		[Mind-Affecting] Caster Level: 15	
+1 on attack rolls, +1 against fear, 1d8 +1/level [max +10]	tempora 19	Will negates		1 minute/level	Touch		Yes (harmless, object)		: SpellsA-B.rtf
Effect:		(harmless, object)	standard action		Target: Weapon tou	ched or fift	projectiles [all of which	Caster I evel: 15	
Weapon becomes good, evil, lawful, or chaotic.					must be in contact v casting]	vith each of	her at the time of		
□□□□□Augury Effect:	19	None	1 minute	Instantaneous	Personal Target: You	V, S, M, F	No	Divination Caster Level: 15	: SpellsA-B.rtf
Learns whether an action will be good or bad. Learns whether an action will be good or bad.	19	N/A		1 round/level	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.18
-			standard action		Tamot: Vau			Caster Level: 15	
Effect: Protects against first 10 points of fire damage, it also extir Avoid Planar Effects	nguishes 19	flames; see text. None	1	1 minute/level	Target: You 20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.19
			immediate action						50.1 g.13
					Target: One creatur	e/level in a	20-ft. radius burst	Caster Level: 15	
Effect: Gain temporary respite from the natural effects of a speci				4	centered on you		N1/A	T	ODELL CO. D
	fic plane 19	N/A	standard	1 round/level		V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.24
Gain temporary respite from the natural effects of a speci	19			1 round/level		V,S,M/DF	N/A	Transmutation Caster Level: 15	SPELL CO: Pg.24

				Cleric Spells					
⊒⊒⊒⊒*Barkskin	19	None	standard	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Transmutation	: SpellsA-B.rtf
Effect:	or throo	lovele above 2rd (may	action	ovell.	Target: Living create	ure touched	l	Caster Level: 15	
Grants +2 enhancement to natural armor. Additional +1 pe	19	Will negates (harmless)		1 minute/level	Touch	V, S, DF	Yes	Transmutation	: SpellsA-B.rtf
Effect:			action		Target: Creature tou	uched		Caster Level: 15	
Subject gains +4 to Con for 1 minutes/level. Body Blades	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.35
Effect:		dram en de de de de de		and a small and a	Target: You			Caster Level: 15	
Sprouts dagger blades across your body able to inflict 1d6	19	None		melee attack; see text. 1 round/level	Touch	V,S,M	No	Trasmutation	SPELL CO: Pg.38
iffect: Small magical thorns/spikes protrude from wooden weapo	n: anina	a i 1 to bit anhanaama		la 11/lavel (may 110) damage	Target: Wooden we	apon touch	ed	Caster Level: 15	
Small magical thorns/spires protrude from wooden weapon	19	Will negates (harmless)		s + never (max + ro) damage. 1 minute/level	Touch	V, S, M/DF	Yes (harmless)	Transmutation	: SpellsA-B.rtf
iffect: Subject gains +4 to Str for 1 minutes/level.			dollon		Target: Creature tou	uched		Caster Level: 15	
Calm Emotions	19	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (250 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	: SpellsC.rtf
iffect: Calms creatures, negating emotion effects.					Target: Creatures in	a 20-ftrad	dius spread	Caster Level: 15	
□□□□*Cat's Grace	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M	Yes	Transmutation	: SpellsC.rtf
ffect: Subject gains +4 to Dex for 1 minutes/level.					Target: Creature tou	uched		Caster Level: 15	
□□□□□ Close Wounds	19	Will half [harmless]; see text	1 immediate action	Instantaneous e	Close (60 ft.)	V	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.48
ffect: Cure 1d4 +1/level [max +5].					Target: One creatur	е		Caster Level: 15	
Consecrate	19	None	1 standard action	2 hours/level	Close (60 ft.)	V, S, M, DF	No	Evocation [Good]	: SpellsC.rtf
ffect: Fills area with positive energy, making undead weaker.					Target: 20-ftradius			Caster Level: 15	
Cure Moderate Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	: SpellsC.rtf
ffect: Cures 2d8 +1/level [max +10] damage.					Target: Creature tou			Caster Level: 15	
Curse of III Fortune	19	Will negates	1 standard action	1 minute/level	Medium (250 ft.) Target: One living co		Yes	Necromancy Caster Level: 15	SPELL CO: Pg.56
Cause -3 penalty on attack rolls, saving throws, ability che				40	-		N		0
□□□□ Darkness	19	None	1 standard action	10 minutes/level [D]	Touch Target: Object touch		No	Evocation [Darkness] Caster Level: 15	: SpellsD-E.rtf
20-ft. radius of supernatural shadow.	40	News	_	4 10			W		005U 00 D 50
□□□□□ Dark Way	19	None	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes . wide, 1 in. thick, and	Caster Level: 15	SPELL CO: Pg.58
Create a ribbonlike, weightless, unbreakable bridge.	19	Will half	4	lastastas as a	up to 20 ft./level long	g	Yes		CDELL CO. D- C2
□□□□□ Deific Vegeance	19	vviii naii	1 standard action	Instantaneous	Close (60 ft.) Target: One creatur	,-,	res	Conjuration (Summoning) Caster Level: 15	SPELL CO: Pg.62
Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level in			4	1 hour/level	-		Van (harrelana)		. C
□□□□□Delay Poison	19	Fortitude negates (harmless)	1 standard action	1 nour/level	Touch Target: Creature tou		Yes (harmless)	Conjuration (Healing) Caster Level: 15	: SpellsD-E.rtf
Stops poison from harming subject for 1 hour/level.	40	N/A	4	4 haveflevel as vistil disabassed (D)			N/A		CDELL CO. D. 70
☐☐☐☐ Divine Insight	19	N/A	1 standard action	1 hour/level or until discharged [D]	Personal Target: You	V,S,DF	N/A	Divination Caster Level: 15	SPELL CO: Pg.70
Gain 5 + your caster level [max bonus of 15] to one skill cl	heck dui 19			1 round/level		V	Yes or No [object]; se		SPELL CO: Pg.70
Divine Interdiction	19	[object]; see text	standard action	i round/level	, ,		text centered on a creature		SFELL CO. Fg.70
Temp loss of turning power & domain powers.	19	Will negates	1	1 minute/level	object, or point in sp Medium (250 ft.)	ace	Yes [harmless]	Enchantment	SPELL CO: Pg.70
ffect:		[harmless]	standard action		Target: Allies in a 20			(Compulsion) [Mind-Affecting] Caster Level: 15	0. 222 00.1 g 0
+1 morale bonus to AC and saving throws.	19	Will negates	1	1 minute/level	Touch	V, S, M/DF	Yes	Transmutation	: SpellsD-E.rtf
ffect:		(harmless)	standard action		Target: Creature tou			Caster Level: 15	-
Subject gains +4 to Cha for 1 minutes/level. DDDDEnergized Shield, Lesser	19	None	1	1 round/level	Touch	V,S,DF	No	Abjuration [See	SPELL CO: Pg.79
ffect:			standard action		Target: Touch			text] Caster Level: 15	
		c], you gan 5 resistance Will negates; see text		1 hour or less	Medium (250 ft.)	V, S	Yes	Enchantment	: SpellsD-E.rtf
Protects against on energy type [fire, cold, electricity, acid	19				Target: Any number	of creature	es	(Charm) Caster Level: 15	
Protects against on energy type [fire, cold, electricity, acid								_	
Protects against on energy type [fire, cold, electricity, acid Captivates all within 100 ft. +10 ft./level Captivates all within 100 ft. +10 ft./level	19	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SPELL CO: Pg.86
Protects against on energy type [fire, cold, electricity, acid \textstyle \textstyle \text{Pire, cold, electricity, acid} \text{iffect:} \text{Captivates all within 100 ft. +10 ft./level} \text{Image:} \text{Captivates} \text{Extend Tentacles} \text{Image:} \text{Image:} \text{Extends your tentacles by 5 ft.}	19		standard action		Target: You			Caster Level: 15	·
Protects against on energy type [fire, cold, electricity, acid		N/A Will negates (harmless)	standard action	Instantaneous 150 minutes [D]	Target: You	V, S, M/DF	Yes (harmless)		SPELL CO: Pg.86 APM: p. 153
Protects against on energy type [fire, cold, electricity, acid	19	Will negates	standard action		Target: You Touch Target: Living create	V, S, M/DF	Yes (harmless)	Caster Level: 15 Conjuration (Healing)	_

				Cleric Spells					
□□□□□ Frost Breath	19	Reflex half	1 standard action	Instantaneous	30 ft. V,	S,M	Yes	Evocation [Cold]	SPELL CO: Pg.100
ffect: Breath a cone of cold that deal 1d4/2 caster levels [max 5d	141 and	creatures are also daze		iled the Reflex save	Target: Cone-shaped b	ourst		Caster Level: 15	
Fuse Arms	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch V,	S	Yes [harmless]	Transmutation	SPELL CO: Pg.100
fect: Gain +4 Str for every set of limbs fused to the primary limb.					Target: Creature with a touched	at least tw	o arms or tentacles	Caster Level: 15	
□□□□Gentle Repose	19	Will negates (object)	1 standard	1 day/level		S, M/DF	Yes (object)	Necromancy	: SpellsF-G.rtf
fect:			action		Target: Corpse touched	d		Caster Level: 15	
Preserves one corpse. Ghost Touch Armor	19	Will negates [harmless]	1 standard	1 minute/level	Touch V,	S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.102
ffect: Armor gains Ghost Touch property.			action		Target: Armor of creatu	ure touche	ed	Caster Level: 15	
Hand of Divinity	19	None	1 minute	1 minute/level	Touch V,		No	Evocation [See text] Caster Level: 15	SPELL CO: Pg.109
Grant +2 [Profane or Sacred] bonus to all saving throws.	19	N/A	1 standard	10 minutes/level			N/A	Divination	SPELL CO: Pg.110
ffect:			action		Target: You			Caster Level: 15	
Allows caster with Heal ranks to remove other ailments wh	en usin 19	g Conjuration [Healing] Will negates; see text	1 standard	n also heal more; see text. 1 round/level [D]; see text	Medium (250 ft.) V,	S, F/DF	Yes	Enchantment (Compulsion)	: SpellsH-L.rtf
ffect: Paralyzes one humanoid for 1 round/level.			action		Target: One humanoid	creature		[Mind-Affecting] Caster Level: 15	
Inflict Moderate Wounds	19	Will half	1 standard	Instantaneous	Touch V,	S	Yes	Necromancy	: SpellsH-L.rtf
ffect: Touch attack, 2d8 +1/level [max +10] damage.			action		Target: Creature touch	ied		Caster Level: 15	
Inky Cloud	19	None	1 standard action	10 minutes/level	30 ft. V,	S,M	No	Conjuration (Creation)	SPELL CO: Pg.123
ffect: Inky cloud that works under water.					Target: 30-ftradius sp		*	Caster Level: 15	
□□□□Iron Silence	19	Will negates [harmless,object]	1 standard action	1 hour/level [D]			Yes [harmless,object]		SPELL CO: Pg.125
fect: Hide and Move Silent check ignore the Armor penalty durir	ng the d	luration of the spell.			Target: One suit of arm	nor touche	ed/3 levels	Caster Level: 15	
□□□□ Light of Mercuria	19	None	1 standard action	10 minutes/level [D]	Medium (250 ft.) V,		Yes; see text	Light]	SPELL CO: Pg.132
<i>fect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. un					Target: You and up to t	-		Caster Level: 15	
Compact Control of the Control of th	19	Fortitude negates [harmless]	1 standard action	1 minute/level			Yes [harmless]	Necromancy	SPELL CO: Pg.134
fect: Not subject to sneak attacks or criticals; -4 penalty to Cha s					Target: Creature touch			Caster Level: 15	
l□□□ *Magic Missile	19	None	1 standard action	Instantaneous	Medium (250 ft.) V, Target: Up to five creat		Yes	Evocation [Force] Caster Level: 15	: SpellsM-O.rtf
1 missile/2 levels [max 5] that do 1d4+1 damage each.	19	Will negates (harmless, object)	1 standard	Instantaneous	more than 15 ft. apart Close (60 ft.) V,		Yes (harmless, object)		: SpellsM-O.rtf
fect:		(namicos, object)	action		Target: One object of u	up to 10 ci	u. ft./level	Caster Level: 15	
Repairs an object.	19	Will negates	1	Permanent	Close (60 ft.) V,	S,DF	Yes	Necromancy	SPELL CO: Pg.138
fect:			standard action		Target: One creature			Caster Level: 15	
Creates an indelible mark on the subjects face; see text.	19	Will negates	1	1 minute/level	-	S, M/DF	Vos	Transmutation	: SpellsM-O.rtf
Owl's Wisdom	15	(harmless)	standard action	1 minuto/icvor			103		. оролом оли
ffect: Subject gains +4 to Wis for 1 minutes/level.	10	MPII		40 min traffic at	Target: Creature touch		Var flameta al	Caster Level: 15	ODELL 00 D. 100
□□□□□ Protection from Negative Energy	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch V,		Yes [harmless]	Abjuration	SPELL CO: Pg.163
ffect: Subtract 10 hp worth of damage from each negative energ		c. Will negates	1	10 minutes/level	Target: Creature touch		Yes [harmless]	Caster Level: 15 Abjuration	SPELL CO: Pg.163
□□□□ Protection from Positive Energy	19	[harmless]	standard action	TO minutes/level	Target: Creature touch		res [namiess]	Caster Level: 15	SFELL CO. Fg. 163
Subtract 10 hp worth of damage from each positive energy	attack.	Will negates	1	1 round			Yes [harmless]	Transmutation	SPELL CO: Pg.164
ffect:	15	[harmless]	standard action	Tround	Target: Allies in a 20-ft.			Caster Level: 15	Or EEE 00.1 g.104
Subjects base land speed increased by 30 feet.	19	Will negates	1	Instantaneous	Close (60 ft.) V,		Yes (harmless)	Conjuration	: SpellsP-R.rtf
·		(harmless)	standard action		Towns to the text		to a facility	(Healing)	
ffect: Frees one or more creatures from paralysis or slow effect.	46	Facilities		40	Target: Up to four creamore than 30 ft. apart			Caster Level: 15	. 0
□□□□Resist Energy	19	Fortitude negates (harmless)	1 standard action	10 minutes/level			Yes (harmless)	Abjuration Caster Level: 15	: SpellsP-R.rtf
Ignores first 30 points of damage/attack from specified ene	rgy typ		2 rounds	Instantanoous	Target: Creature touch		Vos (harmlass)		· SpolleD D
I□□□□Restoration, Lesser		Will negates (harmless)	o rounds	Instantaneous	Touch V, Target: Creature touch		Yes (harmless)	Conjuration (Healing) Caster Level: 15	: SpellsP-R.rtf
Dispels magical ability penalty or repairs 1d4 ability damag	e. 19	Will negates (object); Will negates (object) or Fortitude half; see	standard	Instantaneous	-		Yes (object)	Evocation [Sonic]	: SpellsS.rtf
ffect:		text	auduri		Target: 5-ftradius spre	ead; or on	ne solid object or one	Caster Level: 15	
Sonic vibration damages objects or crystalline creatures.	19	Will negates	1	1 hour/level [D]	crystalline creature		Yes (harmless)	Abjuration	: SpellsS.rtf
Shield Other	19	(harmless)	standard						
	19		standard action		Target: One creature			Caster Level: 15	

Cleric Spells

action

Shroud yourself in invisbile negative energy so noninte opposite effect on you as if you were undead.	lligent u	ndead percieve you as	a fellow	undead. Cure and inflict spells have the	rarget: You ne			Caster Level: 15	
□□□□□ Silence	19	Will negates; see text or none (object)	1 standard	1 minute/level [D]	Long (1000 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	: SpellsS.rtf
Effect:		(- -	action		Target: 20 ft. radius e	emanation	centered on a creature	, Caster Level: 15	
Negates sound in 15-ft. radius.	19	Fortitude partial	1	Instantaneous	object, or point in spa			Evocation [Sonic]	: SpellsS.rtf
JJJJJSoulid Buist	13	i ortitude partial	standard action	Instantaneous	Olose (oo ii.)	v, o, i /bi	103	Evocation [conic]	. openso.ru
Effect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ftradius	spread		Caster Level: 15	
□□□□□Spawn Screen	19	Will negates [harmless]	1 standard	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.197
Effect:		(action		Target: One creature	/level		Caster Level: 15	
Subject will not rise as spawn if killed by an undead capa	ble of cre	eating spawn. Will negates	1	10 minutes/level	-	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.199
Spell Immunity, Lesser	13	[harmless]	standard action	To minutes/level	rouch	v,5	res [riamiless]	Abjuration	3r EEE CO. F g. 199
Effect: Protects one creature from a single 1st- or 2nd-level spell	see tex	rt	dollori		Target: Creature tour	ched		Caster Level: 15	
Spiritual Weapon	19	None	1 standard	1 round/level [D]	Medium (250 ft.)	V, S, DF	Yes	Evocation [Force]	: SpellsS.rtf
Effect			action		Target: Magic weeps	n of force		Contar Loval: 15	
Effect: Magical weapon attacks on its own.	40	Mill	4	lastastas as a s	Target: Magic weapo		Van (harrelann)	Caster Level: 15	CDELL CO. D- 204
Stabilize	19	Will negates [harmless]; see text	1 swift action	Instantaneous		V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.204
Effect: Spell designed for battle fields, heals all creatures for 1 h					Target: 50-ftradius		•	Caster Level: 15	
Carlo Status	19	Will negates (harmless)	1 standard	1 hour/level	Touch	V, S	Yes (harmless)	Divination	: SpellsS.rtf
Effect:			action		Target: One/per 3 lev	vels living	creatures touched	Caster Level: 15	
Monitors condition, position of allies. Stone Bones	19	Will negates	1	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.208
		[harmless]	standard action		_				
Effect: Target gains natural armor AC bonus of +3.					Target: Corporeal un			Caster Level: 15	
□□□□□ Summon Elysian Thrush	19	None	10 minutes	8 hours	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning)	SPELL CO: Pg.214
Effect:					Target: One summor	ned Elysiar	n thrush	[Good] Caster Level: 15	
Summons a Elysian thrush [Planar Handbook 118]; see to Summon Monster II	ext 19	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration	: SpellsS.rtf
Effect:						summone	d creatures, no two of	(Summoning) Caster Level: 15	
Calls extraplanar creature to fight for you. Undetectable Alignment	19	Will negates (object)	1	24 hours	which can be more the Close (60 ft.)	han 30 ft. a V, S	apart Yes (object)	Abjuration	: SpellsT-Z.rtf
		• • • • •	standard action		, ,			•	·
Effect: Conceals alignment for 24 hours.					Target: One creature	or object		Caster Level: 15	
UUUUVeil of Shadow	19	N/A	1 standard	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SPELL CO: Pg.228
Effect:			action		Target: You			Caster Level: 15	
Grants you a 20% miss chance from concealment.									
•	19	Will negates	1	1 minute/level	Close (60 ft.)	V. S. DF	Yes	Enchantment	: SpellsT-Z.rtf
Claims you a 20% miss chance from conceanment.	19	Will negates	1 standard action	1 minute/level	Close (60 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	: SpellsT-Z.rtf
•	19	Will negates		1 minute/level	Close (60 ft.) Target: 20-ftradius			(Compulsion)	: SpellsT-Z.rtf
Zone of Truth	19	Will negates						(Compulsion) [Mind-Affecting]	: SpellsT-Z.rtf
Zone of Truth Effect: Subjects within range cannot lie. Name	DC	Saving Throw		LEVEL 3	Target: 20-ftradius	emanation	Spell Resistance	(Compulsion) [Mind-Affecting] Caster Level: 15 School	Source
Zone of Truth Effect: Subjects within range cannot lie.		•	Time 1 standard	LEVEL 3	Target: 20-ftradius	emanation		(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion)	
Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect:	DC 20	Saving Throw None	Time 1 standard action	LEVEL 3	Range Close (60 ft.) Target: One or more	Comp. V,S,DF creatures,	Spell Resistance Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment	Source
Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	DC 20	Saving Throw None r level [max 15] tempore Will negates	Time 1 standard action ary hp.	LEVEL 3	Range Close (60 ft.) Target: One or more more than 30 ft. apar	Comp. V,S,DF creatures,	Spell Resistance Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting]	Source
Carry Cone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	DC 20 +1/caste	Saving Throw None r level [max 15] tempon	Time 1 standard action ary hp.	LEVEL 3 Duration 1 minute/level	Range Close (60 ft.) Target: One or more more than 30 ft. apail	Comp. V,S,DF creatures,	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation	Source SPELL CO: Pg.8
Carlot Creatures the ability to breath air.	DC 20 +1/caste 20	Saving Throw None r level [max 15] tempora Will negates [harmless]	Time 1 standard action ary hp. 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature	Comp. V,S,DF creatures, rt S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15	Source SPELL CO: Pg.8 SPELL CO: Pg.8
Carry Construction of Truth Effect: Subjects within range cannot lie. Name Carry Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Carry	DC 20 +1/caste	Saving Throw None r level [max 15] tempore Will negates	Time 1 standard action ary hp. 1 standard action 1 standard action	LEVEL 3 Duration 1 minute/level	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature	Comp. V,S,DF creatures, rt S,M/DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15	Source SPELL CO: Pg.8
Dame Name Dame Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Dame Aid Breathing Effect: Grants creatures the ability to breath air. Dame Align Weapon, Mass	DC 20 +1/caste 20	Saving Throw None r level [max 15] tempore Will negates [harmless] Will negates [harmless, object]	Time 1 standard action ary hp. 1 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Range Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creatu Close (60 ft.) Target: One weapon	Comp. V,S,DF creatures, rt S,M/DF res touche	Spell Resistance Yes [harmless] no two of which are Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15] Transmutation	Source SPELL CO: Pg.8 SPELL CO: Pg.8
Carats creatures the ability to breath air.	DC 20 +1/caste 20	Saving Throw None r level [max 15] tempore Will negates [harmless] Will negates [harmless, object]	Time 1 standard action ary hp. 1 standard action 1 standard action 1 1 standard action 2 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart	Comp. V,S,DF creatures, rt S,M/DF res touche	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration	Source SPELL CO: Pg.8 SPELL CO: Pg.8
Careatures the ability to breath air.	DC 20 +1/caste 20 20 apons or	Saving Throw None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance	Time 1 standard action ary hp. 1 standard action 1 standard action 2.	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level	Range Close (60 ft.) Target: One or more more than 30 ft. apart Close (60 ft.) Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart N/A	Comp. V,S,DF creatures, tt S,M/DF res touche V,S,DF	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water]	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9
Caracteristics align Weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions like align weapon, except it effects multiple were functions for functions are functionally functions.	DC 20 20 4+1/caste 20 20 20 20	Saving Throw None r level [max 15] tempore Will negates [harmless] Will negates [harmless, object] projectiles at a distance None	Time 1 standard action ary hp. 1 standard action 1 standard action 2. 1 standard action 3. 1 standard action 3.	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D]	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-	Comp. V,S,DF creatures, tt S,M/DF res touche V,S,DF //level, no t V,S,M,DF ft. radius, 2	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object wo of which are more No	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15] Transmutation [See text] Caster Level: 15 Conjuration [Creation) [Chaotic, Water] Caster Level: 15	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
Dame Name Dame Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Dame Aid Breathing Effect: Grants creatures the ability to breath air. Dame Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon Company of the company of th	DC 20 +1/caste 20 20 apons or	Saving Throw None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance	Time 1 standard action ary hp. 1 standard action 1 standard action e. 1 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-	Comp. V,S,DF creatures, tt S,M/DF res touche V,S,DF //level, no t V,S,M,DF ft. radius, 2	Spell Resistance Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water]	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9
Caree of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing Effect: Grants creatures the ability to breath air. Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple were continuous and continu	DC 20 20 20 20 20 20 20 20	Saving Throw None r level [max 15] tempore Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless]	Time 1 standard action ary hp. 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level	Range Close (60 ft.) Target: One or more more than 30 ft. apair Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apair N/A Target: Cylinder [20-Close (60 ft.)	Comp. V.S.DF creatures, rt S.M/DF res touche V.S.DF //evel, no t V.S.M,DF ft. radius, 2 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]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15] Transmutation [See text] Caster Level: 15 Conjuration [Creation) [Chaotic, Water] Caster Level: 15	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
Careet creatures the ability to breath air.	DC 20 20 20 20 20 20 20 20	Saving Throw None r level [max 15] tempore Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless]	Time 1 standard action ary hp. 1 standard action 1 standard action 2. 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.)	Comp. V.S.DF creatures, rt S.M/DF res touche V.S.DF //evel, no t V.S.M,DF ft. radius, 2 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]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Abjuration	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass	DC 20 +1/caste 20 20 20 20 20 20 20 20 20	Saving Throw None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase	Time 1 standard action ary hp. 1 standard action 1 standard action 1 standard action 1 standard action 1 +1 per fou	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creatur 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	Comp. V,S,DF creatures, tt S,M/DF res touche V,S,DF //evel, no t V,S,M,DF ft. radius, 2 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]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) (Creation) (Chaotic, Water] Caster Level: 15 Abjuration Caster Level: 15 Transmutation	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
Zone of Truth Effect: Subjects within range cannot lie. Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing Effect: Grants creatures the ability to breath air. Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon, except it effects multiple weapon, anarchic Storm Effect: Storm imposes penalties and damages lawful creatures. Antidragon Aura Effect: All subjects granted +2 luck bonus to AC, saves against a	DC 20 4+1/caste 20 20 20 20 20 20 20	Saving Throw None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A	Time 1 standard action ary hp. 1 standard action 1 standard action 2. 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature. Close (60 ft.) Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apart N/A Target: One creature more than 30 ft. apart Touch	Comp. V,S,DF creatures, rt S,M/DF res touche V,S,DF /level, no t V,S,M,DF ft. radius, 2 V,S,M,DF rt tV,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	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) Chaotic, Water] Caster Level: 15 Caster Level: 15 Caster Level: 15 Caster Level: 15	Source SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17
### Company of Truth	DC 20 4+1/caste 20 20 20 20 20 20 20	Saving Throw None r level [max 15] tempore Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A	Time 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature. Close (60 ft.) Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apart N/A Target: One creature more than 30 ft. apart Touch	Comp. V,S,DF creatures, tt S,M/DF res touche V,S,DF //evel, no t V,S,M,DF ft. radius, 2 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]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) (Creation) (Creation) Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Enchantment (Compulsion)	Source SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
Zone of Truth Effect: Subjects within range cannot lie. Name	DC 20 +1/caste 20 20 20 20 20 anothly on, n, n	Saving Throw None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A	Time 1 standard action 1 standard action 2 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature more than 30 ft. apart Touch	Comp. V.S.DF creatures, rt S.M/DF res touche V.S.DF //evel, no t V.S.M,DF ft. radius, 2 V.S.M,DF rt t 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	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Inchantment (Compulsion) [Fear, Good, Mind-Affecting]	Source SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17
	DC 20 20 20 20 20 20 20 20 20 20 20 20 20	Saving Throw None r level [max 15] tempora Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A wegating harmful effects Will negates	Time 1 standard action ary hp. 1 standard action standard action 2. 1 standard action +1 per fot 1 standard action 1 sta	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature Touch	Comp. V.S.DF creatures, rt S.M/DF res touche V.S.DF //evel, no t V.S.M,DF ft. radius, 2 V.S.M,DF rt t 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	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Enchantment (Compulsion) [Fear, Good,	Source SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17
	DC 20 20 20 20 20 20 20 20 20 20 20 20 20	Saving Throw None r level [max 15] tempora Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A wegating harmful effects Will negates	Time 1 standard action 1 standard action 2 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature Close (60 ft.) Target: Cylinder [20- Close (60 ft.) Target: One creature more than 30 ft. apart N/A Target: One creature Touch Target: One creature Touch	Comp. V.S.DF creatures, rt S.M/DF res touche V.S.DF //evel, no t V.S.M,DF ft. radius, 2 V.S.M,DF rt t 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	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Conjuration	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
	DC 20 http://www.pc.nc.nc.nc.nc.nc.nc.nc.nc.nc.nc.nc.nc.nc	Saving Throw None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A egating harmful effects. Will negates	Time 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous nned for 1 round. If subject is knocke	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature Touch Target: One evil created N/A	creatures, tt S,M/DF creatures, tt S,M/DF res touche V,S,DF //evel, no t 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 ature with I	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 ntelligence 3+	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Caster Level: 15 Conjuration) [Fear, Good, Mind-Affecting] Caster Level: 15 Conjuration (Creation) [Lawful, Water] Water]	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
	DC 20 4+1/caste 20 20 20 20 20 another in the control of the	Saving Throw None r level [max 15] tempore Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A will negates of nonlethal damage a	Time 1 standard action 1 standard action 2 standard action 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous nned for 1 round. If subject is knocked 1 round/level	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Living creature Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature more than 30 ft. apart Touch Target: One creature more than 30 ft. apart Touch Target: One creature Touch Target: One evil created	creatures, tt S,M/DF creatures, tt S,M/DF res touche V,S,DF //evel, no t 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 ature with I	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 ntelligence 3+	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Transmutation Caster Level: 15 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 15 Conjuration (Creation) [Caster Level: 15 Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 15	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
Name	DC 20 4+1/caste 20 20 20 20 20 another in the control of the	Saving Throw None r level [max 15] tempore Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A will negates of nonlethal damage a	Time 1 standard action 1 standard action 1 standard action 2 standard action 1 nage to ch	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous nned for 1 round. If subject is knocked 1 round/level	Range Close (60 ft.) Target: One or more more than 30 ft. apair Touch Target: Living creature Close (60 ft.) Target: One weapon than 30 ft. apair N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apair Touch Target: One creature more than 30 ft. apair Touch Target: One creature Touch Target: One creature Touch Target: One cylinder [20-dd	creatures, tt S,M/DF creatures, tt S,M/DF res touche V,S,DF //evel, no t 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 ature with I	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 ntelligence 3+	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Caster Level: 15 Conjuration) [Fear, Good, Mind-Affecting] Caster Level: 15 Conjuration (Creation) [Lawful, Water] Water]	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
Name	DC 20 20 20 20 20 20 20 20 20 20 20 20 20	Saving Throw None r level [max 15] tempore Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A viil negates in the same of the sam	Time 1 standard action	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous Instantaneous Ined for 1 round. If subject is knocked 1 round/level actic creature [Double to outsiders] and	Range Close (60 ft.) Target: One or more more than 30 ft. apart N/A Target: Cylinder [20-close (60 ft.) Target: One creature more than 30 ft. apart N/A Target: One creature more than 30 ft. apart Touch Target: One creature more than 30 ft. apart Touch Target: One creature Touch Target: One evil created of N/A Target: Cylinder [20-cld Touch	comp. V,S,DF creatures, rt S,M/DF res touche V,S,DF /level, no t V,S,M,DF ft. radius, 2 V,S,M/DF //2 levels, rt tt V,S,M/DF //3 levels V,S,DF atture with I V,S,M,DF ft. radius, 2 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 ntelligence 3+ No 20 ft. high]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Caster Level: 15 Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 15 Conjuration (Creation) [Lawful, Water] Caster Level: 15	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
Name	DC 20 +1/caste 20 20 20 20 20 appons or 20 20 anything 20 antly on, n 20 1] points 20 20 s; or 50%	Saving Throw None r level [max 15] tempore Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A will negates of nonlethal damage attacks. Deals 2d6 dam Will negates	Time 1 standard action and is stu 1 standard action and is stu 1 standard action action action 1 standard action action action 1 standard action action action.	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous Instantaneous	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Clylinder [20-Close (60 ft.) Target: Clylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature more than 30 ft. apart Touch Target: One creature more than 30 ft. apart Touch Target: One creature Touch Target: One creature Touch Target: Cylinder [20-dd]	creatures, rt S,M/DF creatures, rt S,M/DF res touche V,S,DF /level, no t V,S,M,DF ft. radius, 2 V,S,M/DF sture with I V,S,M,DF ft. radius, 2 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 ntelligence 3+ No 20 ft. high] Yes	(Compulsion) [Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Transmutation Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Conjuration Caster Level: 15 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 15 Conjuration (Creation) [Lawful, Water] Caster Level: 15 Necromancy Caster Level: 15	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 : SpellsA-B.rtf
	DC 20 20 20 20 20 20 20 20 20 20 20 20 20	Saving Throw None r level [max 15] tempore Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A will negates of nonlethal damage a None Will negates Will negates	Time 1 standard action 1 stand	LEVEL 3 Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous Instantaneous Ined for 1 round. If subject is knocked 1 round/level actic creature [Double to outsiders] and	Range Close (60 ft.) Target: One or more more than 30 ft. apart Touch Target: Clylinder [20-Close (60 ft.) Target: Clylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apart Touch Target: One creature more than 30 ft. apart Touch Target: One creature more than 30 ft. apart Touch Target: One creature Touch Target: One creature Touch Target: Cylinder [20-dd]	comp. V,S,DF creatures, rt S,M/DF res touche V,S,DF /level, no t V,S,M,DF ft. radius, 2 V,S,M/DF //2 levels, rt tt V,S,M/DF //3 levels V,S,DF atture with I V,S,M,DF ft. radius, 2 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 ntelligence 3+ No 20 ft. high]	(Compulsion) [Mind-Affecting] Caster Level: 15 School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15 Transmutation [See text] Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Chaotic, Water] Caster Level: 15 Transmutation Caster Level: 15 Conjuration (Creation) [Caster Level: 15 Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 15 Conjuration (Creation) [Lawful, Water] Caster Level: 15	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

				Cleric Spells					
Effect:			action		Target: Swordlike colum	nn of gnashing	g teeth	Caster Level: 15	
Melee touch attack deals 1d6 +1/2 levels [max +10]. Save	e or beco	ome frightened for 1d4 r Fortitude partial		Instantaneous	Medium (250 ft.) V,S	S Yes		Evocation [Force]	SPELL CO: Pg.31
Effect:			standard action					Caster Level: 15	· ·
Blast one target for 1d6/2 levels [max 5d6]. In addition mu					Target: Ray	V.			O Had Dati
Blindness/Deafness	20	Fortitude negates	1 standard action	Permanent [D]	Medium (250 ft.) V	Yes		Necromancy	: SpellsA-B.rtf
Effect: Makes subject blinded or deafened.					Target: One living creat	ure		Caster Level: 15	
DDDD Blindsight	20	Will negates [harmless]	standard	1 minute/level	Touch V,S	S Yes [harmless]	Transmutation	SPELL CO: Pg.32
Effect: Grant blindsight to 30 ft.			action		Target: Creature touche	ed		Caster Level: 15	
DDD *Blur	20	Will negates (harmless)	standard	1 minute/level [D]	Touch V	Yes ((harmless)	Illusion (Glamer)	: SpellsA-B.rtf
Effect: Attacks miss subject 20% of the time.			action		Target: Creature touche	ed		Caster Level: 15	
Chain of Eyes	20	Will negates	standard	1 hour/level	Touch V,S	S Yes		Divination	SPELL CO: Pg.45
Effect: Scrying sensor passed along by touch.			action		Target: Living creature t	touched		Caster Level: 15	
Checkmate's Light	20	None	standard	1 round/level [D]	Touch V,S	S,DF No		Evocation [Lawful]	SPELL CO: Pg.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max	x +5 at 1	5th level] and is Lawful	action aligned. Al	lies gain +1 morale bonus vs. fear in 20	Target: Melee weapon t	touched		Caster Level: 15	
adius of red light.	20	N/A	-	Instantaneous	Personal V,S	S N/A		Divination	SPELL CO: Pg.46
□□□□□ Circle Dance ffect: Get direction and general status of a known target.	20	IN/A	i illilate	mistalitatieous	Target: You	, IN/A		Caster Level: 15	o, ele 60. rg.40
Get direction and general status of a known target. Get direction and general status of a known target.	20	Will negates [harmless]	standard	10 minutes/level	60 ft. V,S	Yes [[harmless]	Abjuration [Mind-Affecting]	SPELL CO: Pg.47
Effect:	ot for	footo ogual ta	action	v (40)	Target: 60-ftradius em	anation cente	red on you	Caster Level: 15	
You and your allies gain a morale bonus on saves agains	st fear eff 20	fects equal to your caste Will negates [harmless,object]	1 standard	x +10]. 1 hour/level [D]	Close (60 ft.) V,S	S No		Illusion (Glamer) [Mind-Affecting]	SPELL CO: Pg.48
iffect: Causes a color pool on the Astral Plane to seemingly cea	ase to exi		action		Target: One color pool			Caster Level: 15	
Continual Flame	20	None	1 standard action	Permanent	Touch V,	S, M No		Evocation [Light]	: SpellsC.rtf
ffect: Makes a permanent, heatless torch.			auduli		Target: Object touched	Magical, heat	less flame	Caster Level: 15	
Conviction, Mass	20	Will negates [harmless]	standard	10 minutes/level	Medium (250 ft.) V,S	S,M Yes [harmless]	Abjuration	SPELL CO: Pg.52
iffect: Same as conviction, except it affects multiple allies at a di	distance.		action		Target: Allies in a 20-ft	-radius burst		Caster Level: 15	
Corona of Cold	20	Fortitude negates	standard	1 round/level [D]	10 ft. V,S	S,DF Yes		Evocation [Cold]	SPELL CO: Pg.52
iffect: Gain fire resistance 10, and deal 1d12 damage to all in yo	our area	of effect. Creatures so	action affected ha	ve -2 to Str & Dex, move at half speed fo	Target: 20-ftradius spr	read		Caster Level: 15	
s ong as they remain in the area.	20	None		24 hours; see text	Close (60 ft.) V, \$	S No		Conjuration	: SpellsC.rtf
ffect:			minutes		Target: Food and water	to sustain 3 h		(Creation) Caster Level: 15	•
Feeds 3 humans or 1 horses/level. Cure Serious Wounds	20	Will half (harmless); see text	standard	Instantaneous	one horse/level for 24 h Touch V, S			Conjuration (Healing)	: SpellsC.rtf
iffect: Cures 3d8 +1/level [max +15] damage.			action		Target: Creature touche	ed		Caster Level: 15	
Cures 308 +1/level [max +15] damage.	20	None		1 round/level [D]	0 ft. V,S	S Yes		Evocation [Fire]	SPELL CO: Pg.59
Effect:			standard action		Target: Flame in your pa	alm		Caster Level: 15	
Produce a flame that can be used for touch attack or rang	ged attac 20	ck [120 ft. no penalty] de None		Plevels [Max 5d6]. 10 minutes/level [D]	Touch V,			Evocation [Light]	: SpellsD-E.rtf
Effect:			action		Target: Object touched			Caster Level: 15	
60-ft. radius of bright light. Duckstand Duck	20	None	1 standard	1 day/level [D]		M/DF No		Evocation [Darkness]	: SpellsD-E.rtf
Effect:			action		Target: Object touched			Caster Level: 15	
Object sheds supernatural shadow in 60-ft. radius.	20	NWill half	1 standard	1d6 rounds; see text	Close (60 ft.) V,S	S,DF Yes		Transmutation	SPELL CO: Pg.63
								Caster Level: 15	
- Effect:	Evil ent	types [No Page 14th	action	Capariri it is also atunand valees it as	Target: Living creature				
Effect: Deals 2d6 damage to any creature with both Chaotic and	d Evil subt 20	otypes [No Save. If the c None or Fortitude partial; see text		Tanar'ri it is also stunned unless it saves. 1d6 rounds		S,DF Yes		Transmutation	SPELL CO: Pg.64
Effect: Deals 2d6 damage to any creature with both Chaotic and	20	None or Fortitude partial; see text	creature is T 1 standard action	1d6 rounds		S,DF Yes		Transmutation Caster Level: 15	SPELL CO: Pg.64
Effect: Deals 2d6 damage to any creature with both Chaotic and	20	None or Fortitude partial; see text	creature is T 1 standard action be Stunne 1 standard	1d6 rounds	Close (60 ft.) V,S				SPELL CO: Pg.64 : SpellsD-E.rtf
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Dispel Magic	20 [no save]	None or Fortitude partial; see text	creature is T 1 standard action be Stunne 1	1d6 rounds d	Close (60 ft.) V,S Target: Living creature Medium (250 ft.) V,S Target: One spellcaster	S No		Caster Level: 15	
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Dispel Magic Effect: Cancels magical spells and effects.	20 [no save]	None or Fortitude partial; see text	standard action to be Stunne standard action to be Stunne standard action standard action	1d6 rounds d	Close (60 ft.) V,S Target: Living creature Medium (250 ft.) V, S Target: One spellcaster 20-ftradius burst	S No	object; or	Caster Level: 15 Abjuration Caster Level: 15	
Effect: Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Deals 2d6 damage to any creature with both Chaotic and Effect: Creatures of Evil and Lawful subtypes take 2d6 damage to any creatures of Evil and Lawful subtypes take 2d6 damage to any creature with both Chaotic and Effect:	20 [no save] 20	None or Fortitude partial; see text]. Baatezu must save or None	streature is T 1 standard action r be Stunne 1 standard action	d Instantaneous	Close (60 ft.) V,S Target: Living creature Medium (250 ft.) V, S Target: One spellcaster 20-ftradius burst	S No , creature, or o S, M Yes (object; or (harmless)	Caster Level: 15 Abjuration Caster Level: 15	: SpellsD-E.rtf
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Dispel Magic Effect: Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score.	20 [no save] 20	None or Fortitude partial; see text]. Baatezu must save or None	treature is T treature is T treature is T treature is T treature treature is T treature treature is T treature treature is T treature trea	d Instantaneous	Close (60 ft.) V,S Target: Living creature Medium (250 ft.) V, S Target: One spellcaster 20-ftradius burst Touch V, S	S No , creature, or o S, M Yes (object; or (harmless)	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15	: SpellsD-E.rtf
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Dispel Magic Effect: Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score.	20 [no save] 20 20	None or Fortitude partial; see text]. Baatezu must save or None Will negates Reflex partial; see text	t 1 standard action to Stunne 1 standard action be Stunne 1 standard action t 1 standard action t 1 standard action	d Instantaneous 150 minutes Instantaneous	Close (60 ft.) V,S Target: Living creature Medium (250 ft.) V,S Target: One spellcaster 20-ftradius burst Touch V,S Target: Creature touche	S No , creature, or o S, M Yes (ed	object; or (harmless)	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15	: SpellsD-E.rtf APM: p. 151
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Dispel Magic Effect: Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score. Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They ta	20 [no save] 20 20	None or Fortitude partial; see text]. Baatezu must save or None Will negates Reflex partial; see text	t 1 standard action to e Stunne 1 standard action to e Stunne 1 standard action t 1 standard action t 1 standard action t 1 standard action t 1 standard action	d Instantaneous 150 minutes Instantaneous	Close (60 ft.) V,S Target: Living creature Medium (250 ft.) V,S Target: One spellcaster 20-ftradius burst Touch V,S Target: Creature touche Long (1000 ft.) V,S Target: Cylinder [20-ft. r	S No , creature, or o S, M Yes (ed	object; or (harmless) high]	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Abjuration [See	: SpellsD-E.rtf APM: p. 151 SPELL CO: Pg.72
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Dispel Magic Effect: Cancels magical spells and effects. Divine Luck Effect: Subject gains temporary bonus to luck score. Divine Luck Effect: Either send a flying creature down 50 ft. or 100 ft. They ta	20 [no save] 20 20 20 ake fall da 20	None or Fortitude partial; see text 1). Baatezu must save or None Will negates Reflex partial; see text lamage if they collide with None	t t standard action	d Instantaneous 150 minutes Instantaneous	Close (60 ft.) V,S Target: Living creature Medium (250 ft.) V,S Target: One spellcaster 20-ftradius burst Touch V,S Target: Creature touche Long (1000 ft.) V,S Target: Cylinder [20-ft. r	S No , creature, or c S, M Yes (ed 6,M Yes radius, 100 ft.	object; or (harmless) high]	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15	: SpellsD-E.rtf APM: p. 151 SPELL CO: Pg.72
Effect: Deals 2d6 damage to any creature with both Chaotic and Devil Blight Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [Diplomation Dispel Magic Effect: Cancels magical spells and effects. Diplomation Divine Luck Effect: Subject gains temporary bonus to luck score. Diplomation Downdraft Effect: Either send a flying creature down 50 ft. or 100 ft. They ta	20 [no save] 20 20 20 ake fall da 20	None or Fortitude partial; see text 1). Baatezu must save or None Will negates Reflex partial; see text lamage if they collide with None	to the standard action to the Stunne to the Standard action to the Stunne to the Stu	d Instantaneous 150 minutes Instantaneous	Close (60 ft.) V,S Target: Living creature Medium (250 ft.) V, S Target: One spellcaster 20-ftradius burst Touch V, S Target: Creature touche Long (1000 ft.) V,S Target: Cylinder [20-ft. r Touch V,S	S No , creature, or o , S, M Yes (ed ed S,M Yes radius, 100 ft.	object; or (harmless) high]	Caster Level: 15 Abjuration Caster Level: 15 Transmutation Caster Level: 15 Evocation [Air] Caster Level: 15 Abjuration [See text]	: SpellsD-E.rtf APM: p. 151 SPELL CO: Pg.72

				Cleric Spells					
Effect:				оложо орожо	Target: All creatures	within a 20)-ftradius burst	Electricity, Sonic] Caster Level: 15	
Choose a energy type and it causes 1d8 +1/caster leve as well.			damage i		ecentered on you				
□□□□□ Favorable Sacrifice	20	Will negates [harmless]	1 standard action	1 hour/level	Touch	/,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.89
Effect: Gain benefit from deity; see text.					Target: Creature touc	ched		Caster Level: 15	
	20	Fortitude negates [harmless]	1 standard	1 round/level	Touch	/,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.90
Effect: Deal 1d6 damage per size category difference.			action		Target: Creature touc	ched		Caster Level: 15	
□□□□□Flame of Chaos	20	None or Reflex partial	1 standard	15 minutes [D] or until expended	0	/, S, DF	Yes	Evocation [Chaos, Fire]	APM: p. 155
Effect:			action		Target: One fiery aur	a on your	holy symbol	Caster Level: 15	
Small flame sheds light and deals 1d8+15 fire damage,	plus blind 20	ls and dazzles foes of op None	posite alig 1 standard	nment; 1d6 fire damage to others. 1 round/level	Touch	/,S,M	No	Evocation	SPELL CO: Pg.95
Effect:			action		Target: Nonmagical v	veapon to	uched	Caster Level: 15	
Normal or masterwork weapon becomes temporary +1 f	laming bu 20	urst weapon. None or Reflex partial		15 rounds [D] or until expended		/, S, DF		Evocation [Fire,	APM: p. 155
			standard action		T		tata a satat	Good]	
Effect: Small flame sheds light and deals 1d8+15 fire damage,	plus blind 20	ls and dazzles foes of op None or Reflex partial		nment; 1d6 fire damage to others. 15 rounds [D] or until expended	Target: One fiery aur	, S, DF		Caster Level: 15 Evocation [Fire,	APM: p. 156
□□□□□Flame of Law	20	None of Nenex partial	standard action	To Tourida [5] of uniti experided		v, o, Di	103	Law]	ж. р. 130
Effect: Small flame sheds light and deals 1d8+15 fire damage,					Target: One fiery aur	•		Caster Level: 15	
□□□□□Ghost Touch Weapon	20	Will negates [harmless,object]	1 standard action	1 minute/level	Close (60 ft.)	/,S	Yes [harmless,object]	Iransmutation	SPELL CO: Pg.102
Effect: Hit incorporeal normally.			aoaon		Target: One weapon time of casting]	or fifty pro	jectiles [all in contact a	t Caster Level: 15	
Girallon's Blessing	20	Fortitude negates [harmless]	1 standard	10 minutes/level		/,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.106
Effect:			action		Target: Creature touc	ched		Caster Level: 15	
Gain an additional pair of arms; see text	20	See text	10 minutes	Permanent until discharged [D]	Touch	/, S, M	No (object) and Yes; see text	Abjuration	: SpellsF-G.rtf
Effect: Inscription harms those who pass it.					Target: Object touche	ed or up to		Caster Level: 15	
□□□□□ Grace	20	N/A	1 swift action	1 round/level	Personal	/	N/A	Transmutation [Good]	SPELL CO: Pg.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft.			4	40	Target: You	/ C M	Van (harmina)	Caster Level: 15	CDELL CO: D- 400
□□□□□ Hamatula Barbs	20	Fortitude negates	1 standard action	10 minutes/level	Touch	/,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.109
Effect: Any creature hitting the subject takes 1d8 damage.					Target: Creature touc			Caster Level: 15	
□□□□□ Helping Hand	20	None	1 standard	1 hour/level	5 miles	/, S, DF	No	Evocation	: SpellsH-L.rtf
Effect: Ghostly hand leads subject to you.			action		Target: Ghostly hand			Caster Level: 15	
□□□□□Holy Storm	20	None	1 standard	1 round/level [D]	20 ft.	/,S,M,DF	No	Conjuration (Creation) [Good,	SPELL CO: Pg.115
Effect:		F. ilt-u t-lu- 040	action		Target: Cylinder [20-f	t. radius, 2	20 ft. high]	Water] Caster Level: 15	
-4 penalty to Listen, Spot, and Search checks, -4 ranged	20	None	1 standard	1 round/level [D]	0 ft.	/,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.118
Effect:			action		Target: Battleaxe-sha	aped weap	on of swirling ice	Caster Level: 15	
Axe deals 2d12 of cold damage +1/2 caster level [max +	·10]. 20	Will half	1	Instantaneous		/, S	Yes	Necromancy	: SpellsH-L.rtf
Effect:			standard action		Target: Creature touc	had.		Caster Level: 15	
Touch attack, 3d8 +1/level [max +15] damage.	20	Will negates	1	24 hours/level		/,S	Yes [harmless]	Evocation	SPELL CO: Pg.124
•		[harmless]	standard action					[Language-Depen	
Effect: Send 25 words or less to the targeted creature; see text.	20	None	1	1 minuto/loval [D]	Target: One creature Personal	/, S	No	Caster Level: 15 Evocation	: SpellsH-L.rtf
□□□□ Invisibility Purge	20	None	1 standard action	1 minute/level [D]	. Gradinal	., 0			. Oponor PE.TU
Effect: Dispels invisibility within 5 ft./level		N/A	4		Target: You	10.55	NVA	Caster Level: 15	ODELL CO. D
Carried Transfer of the Control of t	20	N/A	1 swift action	Instantaneous	5 ft./2 levels; see \text Target: You	/,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 15	SPELL CO: Pg.129
Teleport and end up flanking an opponent. The population of the control of the c	20	Will negates	1	Instantaneous	-	S,DF	Yes	Divination	SPELL CO: Pg.129
орроненt		. g -	standard action						, g., <u>-</u>
					Target: One creature	/,S	V	Caster Level: 15	SDELL CO. D- 100
Effect: Learn strengths or weaknesses of opponent; see text.	00	Will possess	1	Instantancous				Divination	SPELL CO: Pg.129
Learn strengths or weaknesses of opponent; see text.	20	Will negates	1 standard action	Instantaneous	Close (60 ft.)	v,3	Yes		
					Target: One creature		Yes	Caster Level: 15	
Learn strengths or weaknesses of opponent; see text. Carbon Know Vulnerabilities Effect: Learn any vulnerabilities and resistances the target has.	20	Will negates	action 1 standard	Instantaneous 10 minutes/level [D]			Yes; see text		SPELL CO: Pg.132
Learn strengths or weaknesses of opponent; see text. Carn any vulnerabilities Effect: Learn any vulnerabilities and resistances the target has. Carn any vulnerabilities and resistances the target has.	20	None	action		Target: One creature	/,S	Yes; see text	Evocation [Good,	
Learn strengths or weaknesses of opponent; see text. Comparison Vulnerabilities Effect: Learn any vulnerabilities and resistances the target has. Comparison Venya	20	None	action 1 standard action 1 standard		Target: One creature Medium (250 ft.) Target: You and up to	/,S	Yes; see text	Evocation [Good, Light]	
Learn strengths or weaknesses of opponent; see text. Carn any vulnerabilities Effect: Learn any vulnerabilities and resistances the target has. Carn any vulnerabilities and resistances the target has.	20 undead (None or outsiders; see text	action 1 standard action	10 minutes/level [D]	Target: One creature Medium (250 ft.) Target: You and up to Long (1000 ft.) Target: Circle, center	V,S o two rays V, S, F/DF	Yes; see text	Evocation [Good, Light] Caster Level: 15 Divination	SPELL CO: Pg.132
Learn strengths or weaknesses of opponent; see text. Comparison of the comparison o	20 undead (None or outsiders; see text None Will negates	action 1 standard action 1 standard action	10 minutes/level [D]	Target: One creature Medium (250 ft.) Target: You and up to Long (1000 ft.) Target: Circle, center 40 ft. per level	/,S o two rays /, S, F/DF ed on you	Yes; see text see text	Evocation [Good, Light] Caster Level: 15 Divination	SPELL CO: Pg.132 : SpellsH-L.rtf
Learn strengths or weaknesses of opponent; see text. Comparison of the comparison o	20 undead o 20	None or outsiders; see text None	1 standard action 1 standard action	10 minutes/level [D] 1 minute/level	Target: One creature Medium (250 ft.) Target: You and up to Long (1000 ft.) Target: Circle, center 40 ft. per level Touch	/,S o two rays /, S, F/DF ed on you	Yes; see text see text No with a radius of 400 +	Evocation [Good, Light] Caster Level: 15 Divination Caster Level: 15 Abjuration [Lawful]	SPELL CO: Pg.132 : SpellsH-L.rtf
Learn strengths or weaknesses of opponent; see text. Carn any vulnerabilities Effect: Learn any vulnerabilities and resistances the target has. Carn any vulnerabilities and resistances the target has. Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs. Carn any vulnerabilities and resistances the target has. Carn any vulnerabilities and resistances the target has. Carn any vulnerabilities Effect: Senses direction toward object [specific or type]. Carn any vulnerabilities	20 undead o 20	None or outsiders; see text None Will negates (harmless) and outsiders in 10-ft. ra Will negates	1 standard action 1 standard action 1 standard action 1 standard action dius and 1	10 minutes/level [D] 1 minute/level 10 minutes/level	Target: One creature Medium (250 ft.) Target: You and up to Long (1000 ft.) Target: Circle, center 40 ft. per level Touch Target: 10-ftradius e	o two rays /, S, F/DF ed on you /, S, M/DF emanation	Yes; see text see text No with a radius of 400 +	Evocation [Good, Light] Caster Level: 15 Divination Caster Level: 15 Abjuration [Lawful]	SPELL CO: Pg.132 : SpellsH-L.rtf
Learn strengths or weaknesses of opponent; see text. Carn any vulnerabilities Effect: Learn any vulnerabilities and resistances the target has. Carn any vulnerabilities Carn any vu	20 undead o 20 20	None or outsiders; see text None Will negates (harmless) and outsiders in 10-ft. ra	1 standard action 1 standard action 1 standard action 1 standard action dius and 1	10 minutes/level [D] 1 minute/level 10 minutes/level 0 minutes/level.	Target: One creature Medium (250 ft.) Target: You and up to Long (1000 ft.) Target: Circle, center 40 ft. per level Touch Target: 10-ftradius of	o two rays /, S, F/DF ed on you /, S, M/DF emanation /, S, M/DF	Yes; see text No with a radius of 400 + No; see text from touched creature	Evocation [Good, Light] Caster Level: 15 Divination Caster Level: 15 Abjuration [Lawful Caster Level: 15 Abjuration [Good]	SPELL CO: Pg.132 : SpellsH-L.rtf

				Cleric Spells					
Magic Circle against Law	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch V,	S, M/DF No; se		Abjuration [Chaotic]	: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind control, hedge out eler	mentals a	and outsiders in 10-ft. r	adius and 1	0 minutes/level.	Target: 10-ftradius em	nanation from to	touched creature	Caster Level: 15	
Magic Vestment	20	Will negates (harmless, object)	1 standard action	1 hour/level	Touch V,	S, DF Yes (I	harmless, object)	Transmutation	: SpellsM-O.rtf
ffect: Armor or shield gains +1/4 levels [max +5] enhancement			dollori		Target: Armor or shield	I touched		Caster Level: 15	
Mantle of Chaos	20	N/A	1 standard action	10 minutes/level [D]	Personal V,	S,M N/A		Abjuration [Chaos]	SPELL CO: Pg.137
ffect:		***	action		Target: You			Caster Level: 15	
Gain SR 12 + your caster level against spells with the law	7ui desci 20	N/A	1 standard action	10 minutes/level [D]	Personal V,	S,M N/A		Abjuration [Law]	SPELL CO: Pg.138
ffect:			action		Target: You			Caster Level: 15	
Gain SR 12 + your caster level against spells with the cha	20	None	1 standard action	10 minutes/level	Personal V,	S, DF No		Transmutation [Earth]	: SpellsM-O.rtf
ffect:			aotion		Target: You			Caster Level: 15	
You and your gear merge with stone. Nauseating Breath	20	Fortitude negates	1 standard action	Instantaneous	30 ft. V,	S,M No		Conjuration (Creation)	SPELL CO: Pg.146
ffect:			action		Target: Cone-shaped b	ourst		Caster Level: 15	
Creatures in area must save or be nauseated for 1d6 roun Obscure Object	nds. 20	Will negates (object)	1	8 hours [D]	Touch V,	S, M/DF Yes (c	object)	Abjuration	: SpellsM-O.rtf
ffect:			standard action		Target: One object touc	ched of up to 1	00 lbs/level	Caster Level: 15	
Masks object against scrying.	20	None	1	1 round/level	- '	S, DF Yes			: SpellsP-R.rtf
Effect:			standard action		Target: All allies and fo			(Compulsion) [Mind-Affecting] Caster Level: 15	,
Allies +1 bonus on most rolls, enemies -1 penalty. Protection from Energy	20	Fortitude negates	1	10 minutes/level or until discharged	centered on you	S, DF Yes (f			: SpellsP-R.rtf
Effect:	20	(harmless)	standard action	To minute on or or units about a god	Target: Creature touch	•	,	Caster Level: 15	. Сропол тапа
Absorb 12 points of damage/level [max 120] from one kin	d of ener	rgy. Fortitude negates	1	Instantaneous	Touch V,				: SpellsP-R.rtf
☐☐☐☐ Remove Blindness/Deafness	20	(harmless)	standard action	motaniano de	Target: Creature touch	,		(Healing) Caster Level: 15	. Openor Taru
Cures normal or magical conditions.	20	Mail acceptan	4	lastastas acua	-				. Co allaD D at
□□□□ Remove Curse	20	Will negates (harmless)	1 standard action	Instantaneous	Touch V, Target: Creature or item	,			: SpellsP-R.rtf
Frees object or person from curse.					-			Caster Level: 15	
□□□□ Remove Disease	20	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch V,	,		(Healing)	: SpellsP-R.rtf
ffect: Cures all diseases affecting subject.					Target: Creature touch			Caster Level: 15	
□□□□□ Resist Energy, Mass	20	Fortitude negates [harmless]	1 standard action	10 minutes/level			-		SPELL CO: Pg.174
ffect: As resist energy, except that it affects all targeted creature					Target: One creature/le more than 30 ft. apart		which can be	Caster Level: 15	
□□□□ Resurgence, Mass	20	Will negates [harmless]	1 standard action	Instantaneous					SPELL CO: Pg.175
ffect: Same as resurgence, except it affects multiple targets.	Allows	one retry on a failed	save agair	ast an ongoing spell, spell-like ability, o	Target: One creature/le ormore than 30 ft. apart	evel, no two of v	which can be	Caster Level: 15	
upernatural ability.	20	N/A	1 standard action	1 minute/level	Personal V,	S,M N/A		Conjuration (Creation)	SPELL CO: Pg.177
ffect: Deals 1d6 +1 per caster level [max +10] points of damage		diament annual DD de		4	Target: You			Caster Level: 15	
Deals 106 +1 per caster level [max +10] points of damage	20 20	None or Will negates [harmless]		damage. 10 minutes/level	Touch V,	S No or	r Yes [harmless]	Abjuration	SPELL CO: Pg.179
ffect:			action		Target: Creature touch	ed		Caster Level: 15	
Subject can find the shortest, most direct route to safety; Graph Searing Light	20	None	1 standard action	Instantaneous	Medium (250 ft.) V,	S Yes		Evocation	: SpellsS.rtf
ffect: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level animate object only takes 5d6 damage.	[max 10	0d6] against undead;		ad vulnerable to bright light; construct o	Target: Ray or			Caster Level: 15	
Sheltered Vitality	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch V,	S,DF Yes [h	harmless]	Abjuration	SPELL CO: Pg.188
Effect: Subject gains immunity to fatigue, exhaustion, and ability	damaga	or drain			Target: Living creature	touched		Caster Level: 15	
Course gains infiniting to largue, exhaustion, and ability	20	Will negates [object,harmless]	1 standard action	1 minute/level	Touch V,	S No		Abjuration [Good]	SPELL CO: Pg.188
iffect: Grants +1 sacred bonus to Armor Class and Reflex Save:	c ±1 nc-	five caster levels In			Target: One shield or b	uckler touched	i	Caster Level: 15	
Glains +1 Sacred boilds to Affilia Class and Reliex Save	20 20	Will negates	1 standard action	1 round	Close (60 ft.) V,	S,DF Yes		Transmutation	SPELL CO: Pg.190
ffect:					Target: One creature/le	evel, no two of v	which are more	Caster Level: 15	
Affect creatures sink 100 ft./round; see text.	20	See text	1 standard action	Permanent	than 30 ft. apart Touch V,s	S,F No		Necromancy	SPELL CO: Pg.191
					Target: One humaniod	skull		Caster Level: 15	
								Evocation	SPELL CO: Pg.191
Alarm affect; see text	20	None	1 standard	Instantaneous	Medium (250 ft.) V,	S Yes			
□□□□ Slashing Darkness				Instantaneous	Medium (250 ft.) V,s	S Yes		Caster Level: 15	
Alarm affect; see text			standard action	Instantaneous 1 hour/level [D]				Caster Level: 15	SPELL CO: Pg.194
Alarm affect; see text Control of the seed of the see	equal da	amage. Will negates	standard action		Target: Ray	S Yes [ł	harmless]	Caster Level: 15 Transmutation	SPELL CO: Pg.194

				Cleric Spells					
□□□□□Sonorous Hum	20	N/A	1 standard	1 minute/level [D]	Personal	V,S	N/A	Evocation [Sonic]	SPELL CO: Pg.196
Effect:			action		Target: You			Caster Level: 15	
The next spell you cast during the effect of sonorous hum	that req 20	uires concentration to n Will negates	1	maintained for you. 1 round/level	-	V,S	Yes	Necromancy	SPELL CO: Pg.196
Effect:			standard action		Target: Undead crea			Caster Level: 15	
Undead touched temporarily acts as if it were alive and vu	Inerable	e as if it weren't undead. Will negates; see text	10	1 minute/level	-		No	Necromancy	: SpellsS.rtf
Effect:	20	viii nogatoo, ooo toxt	minutes		Target: One dead cr			[Language-Dependance Caster Level: 15	
Corpse answers one question/2 levels.	20	None	1	1 hour/level	-	V,S,M	No	Transmutation	SPELL CO: Pg.202
·			standard action		T			0	
Effect: As brambles, except affected weapon gains +2 enhancem	ent bon	us and threat range dou Will negates	ıbled.	15 minutes	Target: Wooden wea		ed Yes (harmless)	Caster Level: 15 Abjuration	APM: p. 172
Steely Will	20	(harmless)	standard action	13 minutes	Touch	v, 3, IV/DI	res (namiess)	[Mind-Affecting]	Ar W. p. 172
iffect: Recipient gains defenses against charms compulsions, an					Target: Creature tou			Caster Level: 15	
⊒□□□□Stone Shape	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	: SpellsS.rtf
Effect: Sculpts stone into any shape.			action		Target: Stone or store	ne object to	ouched, up to 10 cu. ft.	Caster Level: 15	
□□□□□ Summon Monster III	20	None	1 round	1 round/level [D]		V, S, F/DF	No	Conjuration (Summoning)	: SpellsS.rtf
ffect: Calls extraplanar creature to fight for you.					Target: One or more which can be more to		d creatures, no two of apart	Caster Level: 15	
□□□□ Suppress Glyph	20	Will negates [object]	standard	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SPELL CO: Pg.216
ffect: Gain enhanced awareness of magical writing such as a glv	vph of w	varding: see text	action		Target: 100-ftradius	s emanatio	n centered on you	Caster Level: 15	
Gain enhanced awareness of magical writing such as a given as a gi	20	See text	1 standard	1 round/3 levels	Medium (250 ft.)	V,S,DF	No	Evocation [Earth]	SPELL CO: Pg.223
ffect:			action		Target: 40-ftradius	spread		Caster Level: 15	
Disrupts concentration; see text.	20	Will negates	1 standard	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.229
ffect:		[harmless]	standard action		Target: Living creatu	ire touched	ı	(Healing) Caster Level: 15	
Same as lesser vigor except it grants target fast healing at	bility for 20	the duration of the spel Will negates	l at 2 hp au 1	tomatically healed per round. 10 rounds + 1 round/level [max 25]		V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.229
5 .		[harmless]	standard action					(Healing)	,
ffect: Same as lesser vigor except it grants all targets fast healing					more than 30 ft. apa	rt	no two of which can be		00EU 00 B 004
UDDD Visage of the Deity, Lesser	20	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.231
iffect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 15	
□□□□ Wall of Light	20	None	1 standard	1 minute/level [D]	Close (60 ft.)	V,S,M	Yes; see text	Evocation [Light]	SPELL CO: Pg.234
iffect: Any creature passing through the wall becomes dazzled. Y	Vou can	see through the wall: s	action		Target: A straight was	all whose a	rea is up to one 10-ft.	Caster Level: 15	
Water Breathing	20	Will negates (harmless)	1 standard	2 hours/level; see text			Yes (harmless)	Transmutation	: SpellsT-Z.rtf
ffect:			action		Target: Living creatu	ires touche	ed	Caster Level: 15	
Subjects can breathe underwater. Durant Water Walk	20	Will negates (harmless)	1 standard	10 minutes/level [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	: SpellsT-Z.rtf
ffect:		(Halliless)	action		Target: One touched	d creature/l	evel	Caster Level: 15	
Subject treads on water as if solid.	20	Fortitude negates		1 round/level	-	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.236
-		[harmless,object]	standard action					[See text]	
Adds additional damage; see text.	20	Will negates	1	10 minutes/level	Target: One weapor	v,s	Yes [harmless,object]	Caster Level: 15	SPELL CO: Pg.237
□□□□□ Weapon of Impact	20	[harmless,object]	standard action	To minutes/level	Touch	v,3	res [namiess,object]	Hansmutation	SPELL CO. Pg.237
Effect:					Target: One bludged	ning weap	on or fifty blunt	Caster Level: 15	
Double threat range of weapon.					projectiles [all of whi			Transmutation	SPELL CO: Pg.237
	20	Fortitude negates [harmless,object]	1 standard	1 round/level	projectiles [all of whi	ch must be V,DF	Yes [harmless,object]	ranomatation	SPELL CO. Fg.237
□□□□□Weapon of the Deity		[harmless,object]		1 round/level	projectiles [all of whi	V,DF		Caster Level: 15	SPELL 60. Fg.237
□□□□ Weapon of the Deity ###################################		[harmless,object]	standard	1 round/level 1 round/level	projectiles [all of whi Touch	V,DF ched	Yes [harmless,object]		: SpellsT-Z.rtf
□□□□□Weapon of the Deity iffect: Imbue a weapon favored by your deity with special enhance □□□□□Wind Wall iffect:	cements	[harmless,object] s and abilities. See text.	standard action		projectiles [all of whit Touch Target: Weapon tout Medium (250 ft.) Target: Wall up to 10	V,DF ched V, S, M/DF	Yes [harmless,object]	Caster Level: 15	-
□□□□□Weapon of the Deity ###################################	cements	[harmless,object] s and abilities. See text.	standard action	1 round/level	projectiles (all of whith Touch Target: Weapon tout Medium (250 ft.)	V,DF ched V, S, M/DF	Yes [harmless,object]	Caster Level: 15 Evocation [Air]	_
☐☐☐☐☐ Weapon of the Deity ffect: Imbue a weapon favored by your deity with special enhance ☐☐☐☐☐☐ Wind Wall ffect:	cements	[harmless,object] s and abilities. See text.	standard action		projectiles [all of whith Touch Target: Weapon touth Medium (250 ft.) Target: Wall up to 10 [S]	V,DF ched V, S, M/DF	Yes [harmless,object]	Caster Level: 15 Evocation [Air]	_
### Weapon of the Deity ###################################	cements 20	[harmless,object] s and abilities. See text. None; see text	standard action 1 standard action Time 1 standard	1 round/level LEVEL 4	projectiles [all of whith Touch Target: Weapon tour Medium (250 ft.) Target: Wall up to 10 [S] Range	V,DF ched V, S, M/DF D ft./level lo	Yes [harmless,object] FYes and 5 ft./level high	Caster Level: 15 Evocation [Air] Caster Level: 15	: SpellsT-Z.rtf
Weapon of the Deity Hetect: Imbue a weapon favored by your deity with special enhance Wind Wall Hetect: Deflects arrows, smaller creatures, and gases.	DC 21	[harmless,object] and abilities. See text. None; see text Saving Throw	standard action 1 standard action Time 1	1 round/level LEVEL 4 Duration	projectiles [all of whith Touch Target: Weapon tour Medium (250 ft.) Target: Wall up to 10 [S] Range	V,DF ched V, S, M/DF Oft./level lo Comp. V, S, DF	Yes [harmless,object] F Yes Ing and 5 ft./level high Spell Resistance Yes (harmless)	Caster Level: 15 Evocation [Air] Caster Level: 15 School	: SpellsT-Z.rtf
Weapon of the Deity Control of the Deity C	DC 21	[harmless,object] and abilities. See text. None; see text Saving Throw	standard action 1 standard action Time 1 standard action 1 swift	1 round/level LEVEL 4 Duration	projectiles [all of whith Touch Target: Weapon tour Medium (250 ft.) Target: Wall up to 10 [S] Range Touch Target: Creature [Gat	V,DF ched V, S, M/DF Oft./level lo Comp. V, S, DF	Yes [harmless,object] F Yes Ing and 5 ft./level high Spell Resistance Yes (harmless)	Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air]	: SpellsT-Z.rtf
Weapon of the Deity Grect: Imbue a weapon favored by your deity with special enhance Wind Wall Grect: Deflects arrows, smaller creatures, and gases. Name Air Walk Grect: Subject treads on air as if solid [climb at 45-degree angle].	DC 21	[harmless,object] s and abilities. See text. None; see text Saving Throw None	standard action 1 standard action Time 1 standard action	1 round/level LEVEL 4 Duration 10 minutes/level	projectiles [all of whith Touch Target: Weapon tour Medium (250 ft.) Target: Wall up to 10 [S] Range Touch Target: Creature [Gat	V,DF ched V, S, M/DF D ft./level lo Comp. V, S, DF argantuan o	Yes [harmless,object] F Yes Ing and 5 ft./level high Spell Resistance Yes (harmless) Or smaller] touched	Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15	: SpellsT-Z.rtf Source]: SpellsA-B.rtf
Weapon of the Deity Weapon of the Deity Weapon favored by your deity with special enhance Wiffect: Deflects arrows, smaller creatures, and gases. Name Name Name Air Walk Wiffect: Subject treads on air as if solid [climb at 45-degree angle]. Name Resistance Weapon favored by your deity with special enhance Reflect: Subject treads on air as if solid [climb at 45-degree angle].	DC 21	[harmless,object] s and abilities. See text. None; see text Saving Throw None	standard action 1 standard action Time 1 standard action 1 swift action 1 standard action	1 round/level LEVEL 4 Duration 10 minutes/level	projectiles [all of whit Touch Target: Weapon tout Medium (250 ft.) Target: Wall up to 10 [S] Range Touch Target: Creature [Ga Personal Target: You	V,DF ched V, S, M/DF D ft./level lo Comp. V, S, DF argantuan o	Yes [harmless,object] F Yes Ing and 5 ft./level high Spell Resistance Yes (harmless) Or smaller] touched	Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15 Divination	: SpellsT-Z.rtf Source]: SpellsA-B.rtf
Weapon of the Deity Grect: Imbue a weapon favored by your deity with special enhance Wiffect: Deflects arrows, smaller creatures, and gases. Name Air Walk Grect: Subject treads on air as if solid [climb at 45-degree angle]. Assay Spell Resistance Grect: Gives a +10 bonus on caster level to overcome spell resis	DC 21 21 tance of 21	[harmless,object] s and abilities. See text. None; see text Saving Throw None N/A one specific creature. N/A	standard action 1 standard action Time 1 standard action 1 swift action 1 standard action	1 round/level LEVEL 4 Duration 10 minutes/level 1 round/level	projectiles [all of whit Touch Target: Weapon tout Medium (250 ft.) Target: Wall up to 10 [S] Range Touch Target: Creature [Ga Personal Target: You	V,DF ched V, S, M/DF Oft./level lo Comp. V, S, DF argantuan o V,S	Yes [harmless,object]	Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15 Divination Caster Level: 15 Conjuration	: SpellsT-Z.rtf Source]: SpellsA-B.rtf SPELL CO: Pg.17
Weapon of the Deity Fifect: Imbue a weapon favored by your deity with special enhance Wind Wall Fifect: Deflects arrows, smaller creatures, and gases. Name Air Walk Fifect: Subject treads on air as if solid [climb at 45-degree angle]. Assay Spell Resistance Fifect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice Fifect: On the Astral Plane this spell opens a portal to a demiplan	DC 21 21 tance of 21	[harmless,object] a and abilities. See text. None; see text Saving Throw None N/A one specific creature. N/A e natural healing can oc Will negates	standard action 1 standard action Time 1 standard action 1 swift action 1 standard action	1 round/level LEVEL 4 Duration 10 minutes/level 1 round/level	projectiles [all of whit Touch Target: Weapon tout Medium (250 ft.) Target: Wall up to 10 [S] Range Touch Target: Creature [Ga Personal Target: You Close (60 ft.) Target: See text	V,DF ched V, S, M/DF Oft./level lo Comp. V, S, DF argantuan o V,S	Yes [harmless,object]	Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15 Divination Caster Level: 15 Conjuration (Teleportation)	: SpellsT-Z.rtf Source]: SpellsA-B.rtf SPELL CO: Pg.17
Weapon of the Deity Effect: Imbue a weapon favored by your deity with special enhance Wind Wall Effect: Deflects arrows, smaller creatures, and gases. Name Air Walk Effect: Subject treads on air as if solid [climb at 45-degree angle]. Assay Spell Resistance Effect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice Effect: On the Astral Plane this spell opens a portal to a demiplan Blindsight, Greater	DC 21	[harmless,object] s and abilities. See text. None; see text Saving Throw None N/A f one specific creature. N/A e natural healing can oc	standard action 1 standard action Time 1 standard action 1 swift action 1 swift action cur.	1 round/level LEVEL 4 Duration 10 minutes/level 1 round/level 24 hours/level	projectiles [all of whit Touch Target: Weapon tout Medium (250 ft.) Target: Wall up to 10 [S] Range Touch Target: Creature [Garen Personal Target: You Close (60 ft.) Target: See text Touch	V,DF ched V, S, M/DF Oft./level lo Comp. V, S, DF argantuan C V,S V,S,M	Yes [harmless,object]	Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15 Divination Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Transmutation	: SpellsT-Z.rtf Source]: SpellsA-B.rtf SPELL CO: Pg.17
Weapon of the Deity Fifect: Imbue a weapon favored by your deity with special enhance Wind Wall Fifect: Deflects arrows, smaller creatures, and gases. Name Air Walk Fifect: Subject treads on air as if solid [climb at 45-degree angle]. Assay Spell Resistance Fifect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice Fifect: On the Astral Plane this spell opens a portal to a demiplan Blindsight, Greater	DC 21	[harmless,object] a and abilities. See text. None; see text Saving Throw None N/A one specific creature. N/A e natural healing can oc Will negates	standard action 1 standard action Time 1 standard action 1 swift action 1 standard action cur. 1 standard action	1 round/level LEVEL 4 Duration 10 minutes/level 1 round/level 24 hours/level	projectiles [all of whit Touch Target: Weapon tout Medium (250 ft.) Target: Wall up to 10 [S] Range Touch Target: Creature [Garget: You Close (60 ft.) Target: See text Touch Target: Creature tout	V,DF ched V, S, M/DF Oft./level lo Comp. V, S, DF argantuan C V,S V,S,M	Yes [harmless,object]	Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15 Divination Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Transmutation Caster Level: 15 Caster Level: 15	: SpellsT-Z.rtf Source]: SpellsA-B.rtf SPELL CO: Pg.17
Weapon of the Deity Fifect: Imbue a weapon favored by your deity with special enhance Wind Wall Fifect: Deflects arrows, smaller creatures, and gases. Name Name Name Air Walk Fifect: Gives a +10 bonus on caster level to overcome spell resis Astral Hospice Fifect: On the Astral Plane this spell opens a portal to a demiplan Blindsight, Greater	DC 21 21 Lance of 21 21 Lance where 21	[harmless,object] s and abilities. See text. None; see text Saving Throw None N/A f one specific creature. N/A e natural healing can oc Will negates [harmless]	standard action 1 standard action Time 1 standard action 1 swift action 1 swift action cur. 1 standard action	1 round/level LEVEL 4 Duration 10 minutes/level 1 round/level 24 hours/level	projectiles [all of whit Touch Target: Weapon tout Medium (250 ft.) Target: Wall up to 10 [S] Range Touch Target: Creature [Garget: You Close (60 ft.) Target: See text Touch Target: Creature tout	V,DF ched V, S, M/DF Comp. V, S, DF argantuan o V,S,M V,S,M	Yes [harmless,object] F Yes Ing and 5 ft./level high Spell Resistance Yes (harmless) Or smaller] touched N/A N/A Yes [harmless] Yes	Caster Level: 15 Evocation [Air] Caster Level: 15 School Transmutation [Air Caster Level: 15 Divination Caster Level: 15 Conjuration (Teleportation) Caster Level: 15 Transmutation Caster Level: 15	: SpellsT-Z.rtf Source]: SpellsA-B.rtf SPELL CO: Pg.17 SPELL CO: Pg.17

				Cleric Spells					
Contingent Energy Resistance	21	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SPELL CO: Pg.52
Effect: Same as Contigency, except it is more limited.					Target: You			Caster Level: 15	
□□□□□Control Water Effect:	21	None; see text	1 standard action	10 minutes/level [D]		V, S, M/Di	F No 0-ft. by 10-ft. by 2-ft. pe	Transmutation [Water] r Caster Level: 15	: SpellsC.rtf
Raises or lowers bodies of water. Crown of Terror Effect:	21	None	1 standard action	15 rounds [D]	level [S] 10 ft. Target: A fiery halo	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting] Caster Level: 15	APM: p. 150
Enemies within 10 feet become shaken or frightened whe	en you at 21	ttack. Will negates (harmless)	1 standard action	15 minutes [D]	10 ft.	V, S, M/DI	F Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150
Effect: You and allies within 10 feet gain +1 on attacks and chec CIC Cure Critical Wounds	ks, +2 o	n saves against fear. Will half (harmless); see text	1 standard	Instantaneous	Target: A silver half	v, s	Yes (harmless); see text	Caster Level: 15 Conjuration (Healing)	: SpellsC.rtf
Effect: Cures 4d8 +1/level [max +20] damage.			action		Target: Creature to	uched		Caster Level: 15	
□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	21	Will negates (harmless)	1 standard action	1 minute/level	Touch Target: Living creat		Yes (harmless)	Necromancy Caster Level: 15	: SpellsD-E.rtf
Grants immunity to death spells and negative energy effe	ects. 21	Will negates [harmless]	1 immediate	1 round/level e	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.63
Effect: Target cannot die from hit point damage during the durati					Target: One creatu			Caster Level: 15	
Dimensional Anchor	21	None	standard action	1 minute/level	Medium (250 ft.) Target: Ray	V, S	Yes (object)	Abjuration Caster Level: 15	: SpellsD-E.rtf
Bars extradimensional movement. Discern Lies	21	Will negates	1 standard	Concentration, up to 1 round/level	Close (60 ft.)	V, S, DF	No	Divination	: SpellsD-E.rtf
Effect: Reveals deliberate falsehoods.			action		Target: 1 creature/l than 30 ft. apart	evel, no two	o of which can be more	Caster Level: 15	
Dismissal	21	Will negates; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S, DF	Yes	Abjuration	: SpellsD-E.rtf
Effect: Forces a creature to return to native plane.					Target: One extrap			Caster Level: 15	
□□□□□ Divination Effect:	21	None	10 minutes	Instantaneous	Personal Target: You	V, S, M	No	Divination Caster Level: 15	: SpellsD-E.rtf
Provides useful advice for specific proposed actions.	21	None	1 standard action	1 round/level	Personal	V, S, DF	No	Evocation	: SpellsD-E.rtf
Effect: You gain attack bonus, +6 to Str, and 1 hp/level.					Target: You			Caster Level: 15	
□□□□□Freedom of Movement	21	Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch Target: You or crea	DF	Yes (harmless)	Abjuration Caster Level: 15	: SpellsF-G.rtf
Subject moves normally despite impediments.	21	None	1	1 minute/level	Close (60 ft.)	V, S, DF		Transmutation	: SpellsF-G.rtf
Effect:			standard action		Target: Up to three more than 30 ft. ap	vermin, no	two of which can be	Caster Level: 15	
Turns centipedes, scorpions, or spiders into giant vermin	21	None	1 standard action	Permanent	Touch	V,S,F	No		SPELL CO: Pg.106
Effect: Makes a light source in a globe; see text	21	Fortitude negates	1 minute	1 hour/level	Target: Magical, co	v,S,DF	yes		SPELL CO: Pg.109
Effect: Immobile zone of warding that is permeable to those of y	our relig	gion, all creature must w	ear the sa	me holy symbol or be of the same faith t		s emanation	centered on a point in	text] Caster Level: 15	
enter or exit.	21	Fortitude negates (harmless)	1 standard action	1 round/level	Close (60 ft.)	V, S, M	Yes (harmless)	Transmutation	: SpellsH-L.rtf
Effect: 1 creature/level moves faster, +1 on attack rolls, AC, and	Reflex s	saves. N/A	1	1 round/level [D]	Target: 1 creature/l than 30 ft. apart Personal		of which can be more N/A	Caster Level: 15 Transmutation	SPELL CO: Pg.116
□□□□□Holy Transformation Effect:		· wr v	standard action		Target: You	.,0,01		[Good] Caster Level: 15	00.1 g.110
Change to good lawful outsider, size medium, gain abiliti Sacred Bonus to Saves, DR:5/evil; see text	es and a	appearance of a hound	archon [mr	n pg.16]. +4 Str & Con, Darkvision 60', +-				340.07 E0 VOI. 13	
□□□□□Holy Transformation, Lesser	21	N/A	1 standard action	1 round/level [D]	Personal Target: You	V,S,DF	N/A	Transmutation [Good] Caster Level: 15	SPELL CO: Pg.116
Change to good outsider, gain abilities of protectar [minal	tures pg. 21	.66]. Fortitude partial	1 standard	Instantaneous	Close (60 ft.)	V,S	Yes		SPELL CO: Pg.118
Effect:	od 0	vo bolvos deservicios	action	imus	Target: One creatu	re		Caster Level: 15	
Deals 1d6 per caster level [max 10d6] and becomes fatig	jued. Sav 21	ve halves damage and r Will negates (harmless)	negates fat 10 minutes	igue. Permanent until discharged [D]	Touch		Yes (harmless)	Evocation	: SpellsH-L.rtf
Effect: Transfer spells to subject. DDDDDINflict Critical Wounds	21	Will half	1	Instantaneous	Target: Creature to	uched; see V, S	text Yes	Caster Level: 15 Necromancy	: SpellsH-L.rtf
Effect:			standard action		Target: Creature to			Caster Level: 15	
Touch attack, 4d8 +1/level [max +20] damage	21	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.125
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.		,	action		Target: Corporeal u	undead crea	iture touched	Caster Level: 15	
Skeleton changes to from grants +5 to natural armor AC.	21	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration	SPELL CO: Pg.131
Effect: Subject becomes immune to the effects of positive energ	y; See te	ext.	auduil		Target: Creature to	uched		Caster Level: 15	
				* =Domain/Speciality Spell					

				Cleric Spells					
□□□□□Magic Weapon, Greater	21	Will negates (harmless, object)	1 standard	1 hour/level	Close (60 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	: SpellsM-O.rtf
ffect: Weapon gains +1/4 levels [max +5] bonus.			action		Target: One weapon must be in contact w			Caster Level: 15	
Make Manifest	21	Will negates	1	1 round/level	casting] Close (60 ft.)	V,S,M	Yes	Transmutation	SPELL CO: Pg.137
fect:			standard action		Target: One creature	9		Caster Level: 15	
Cause one creature on a coexistant plane to appear on you	ur plane 21	e; see text. Will negates	1	15 hours [D]	Close (60 ft.)	V, S, DF	Yes	Transmutation	APM: p. 160
ect:			standard action		Target: One living cr			Caster Level: 15	
Subject is marked as an enemy, takes a -1 penalty on attack		saves, and checks. Fortitude half[living]	1	Instantaneous	ů ů	V,S	Van		SPELL CO: Pa.143
□□□□Moon Bolt	21		1 standard action	Instantaneous	,		Yes	Evocation	SPELL CO: Pg.143
<i>fect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three ca			instead fal		undead creatures, th	at are <15			
□□□□*Nature's Balance	21	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.145
fect: Take -4 to one ability score [Str, Dex, Con] and target gain	ıs like ar	mount.			Target: Creature tou	ched		Caster Level: 15	
□□□□Negative Energy Aura	21	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SPELL CO: Pg.146
fect: Living creatures within 10 ft. lose 1 hp/3 caster level [max !	El acab	round	dollon		Target: 10-ftradius	emanation		Caster Level: 15	
Neutralize Poison	21	Will negates (harmless, object)	1 standard	10 minutes/level	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	: SpellsM-O.rtf
fect:			action		Target: Creature or o	object of up	to 1 cu. ft./level.	Caster Level: 15	
Immunizes subject against poison, detoxifies venom in or o	on subje 21	ct. Reflex negates	1	15 minutes [D]	touched		Yes	Evocation [Force]	Named: PHB 3.5
·		-9	standard action						
fect: Force globe protects but traps one subject.					Target: 15 ft. diamet creature			Caster Level: 15	
□□□□ Panacea	21	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.152
fect: Removes most conditions; see text.					Target: Creature tou			Caster Level: 15	
□□□□ Planar Ally, Lesser	21	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	: SpellsP-R.rtf
<i>fect:</i> Your deity sends you an elemental or outsider of the deity':	s choice	of 6 HD or less.			Target: One called e	lemental o	r outsider of 6 HD or	Caster Level: 15	
Planar Exchange, Lesser	21	None	1 round	1 round/level [D]		V,S,DF	No	Conjuration (Calling) Caster Level: 15	SPELL CO: Pg.159
Call a celestial creature see list; see text	0.4	Maria		A Landon al	-		Van flander 1		ODELL 00 D. 450
□□□ Planar Tolerance	21	None	1 immediate action	1 hour/level		V	Yes [harmless]	Abjuration	SPELL CO: Pg.159
fect: Gain temporary respite from the natural effects of a specifi	ic plane.				Target: One creature centered on you			Caster Level: 15	
□□□□ Poison	21	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	: SpellsP-R.rtf
fect: Touch deals 1d10 Con damage, repeats in 1 minute.					Target: Living creatu	re touched	l	Caster Level: 15	
□□□□ Positive Energy Aura	21	None	1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing)	SPELL CO: Pg.161
<i>fect:</i> Each round all living creatures within 10 ft. gain 1 hp per th	nree cas	ter levels [max 5]. Unde	ead take do	ouble the amount in damage.	Target: 10-ftradius	emanation	centered on you	Caster Level: 15	
				1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SPELL CO: Pg.170
fect: Allies gain +2 [or +3 for worshipers] on attacks and saves,	and end	emies suffer -2			Target: All allies and centered on you.	foes within	a 60 ftradius burst	Caster Level: 15	
Repel Vermin	21		1 standard	10 minutes/level [D]		V, S, DF	Yes	Abjuration	: SpellsP-R.rtf
fect:			action		Target: 10 ft. radius	emanation	centered on you	Caster Level: 15	
Insects, spiders, and other vermin stay 10 ft. away. Resistance, Greater	21	Will negates [harmless]	1 standard	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
fect:			action		Target: Creature tou	ched		Caster Level: 15	
As resistance, except you grant the subject +3 resistance t	bonus. 21	Will negates	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration	: SpellsP-R.rtf
fect: Restores level and ability score drains.		(harmless)			Target: Creature tou		,	(Healing) Caster Level: 15	
Revenance	21	None; see text	1 standard	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
fect:			action		Target: Dead ally too	uched		Caster Level: 15	
Brings an ally back to life for duration of spell; see text. Sanctum	21		1 standard	15 rounds [D]	Personal	V, S, DF		Conjuration (Teleportation)	APM: p. 166
fect: See text			action		Target: You			Caster Level: 15	
□□□□ Sending	21	None	10 minutes	1 round/level; see text	See text	V, S, M/DF	No	Evocation	: SpellsS.rtf
fect:			minues		Target: One creature	•		Caster Level: 15	
Delivers short message anywhere, instantly. Graph Shadowblast	21	Fort negates	1 standard	Insta	Long (1000 ft.)	V,S,M	Yes	Evocation [Light]	SPELL CO: Pg.186
fect:			action		Target: 20-ftradius	spread		Caster Level: 15	
		ake damage; see text. Will negates	1	1 minute/level		V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.188
	21								
Creatures stunned for 1d6 rounds; natives of shadow vulni	21	[harmless]	standard action		Target: One	/lovel '	wo of which are	Captor Lovel: 45	
☐☐☐☐ Shield of Faith, Mass ffect: As shield of faith, except it affects multiple creatures.		[harmless]	action		than 30 ft. apart			Caster Level: 15	ADM
□□□□Shield of Faith, Mass	21			Instantaneous; see text	than 30 ft. apart	e/level, no t			APM: p. 169

				Cleric Spells					
Sound Lance	21	Fortitude half	1 standard	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Sonic]	SPELL CO: Pg.19
ect:			action		Target: One creatur	e or object		Caster Level: 15	
Deals 1d8 per caster level [max 10d8]. Deals 1d8 per caster level [max 10d8].	21	Will negates (harmless)	1 standard	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Abjuration	: SpellsS.rtf
iect: Subject is immune to 3 spells, up to 4th-level spells.			action		Target: Creature to	uched		Caster Level: 15	
□□□□Spell Vulnerability	21	Fortitude negates	1 round	1 minute/level	Close (60 ft.) Target: One creatur	V,S	No	Transmutation Caster Level: 15	SPELL CO: Pg.20
Reduces subject's spell resistance by 1 per caster level	[max red 21	uction 15]. Reduction ca None		below 0. Concentration, up to 1 round/level + 1	Close (60 ft.)	V,S,DF	No	Conjuration	SPELL CO: Pg.21
fect:				round	Target: One summo	oned archor	n hound	(Summoning) [Good, Lawful] Caster Level: 15	
Summons a hound archon [MM 16]; see text	21	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	: SpellsS.rtf
ffect: Calls extraplanar creature to fight for you.	0.4	Mell	10	2	which can be more	than 30 ft. a		Caster Level: 15	ADM - 470
l□□□□ Symbol of Despair	21	Will negates	10 minutes	See text	0 ft.; see text Target: One symbol		Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	APM: p. 173
Triggered rune fills nearby creatures with utter despair. Tongues	21	Will negates	1	10 minutes/level	Touch	V, M/DF	No	Divination	: SpellsT-Z.rtf
fect:		(harmless)	standard action		Target: Creature to	uched		Caster Level: 15	
Speak any language.	21	Will negates	1	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.22
fect:	•	[harmless,object]	standard action				y projectiles [all of which		g
Give weapon touched undead bane special ability; add	+2 enhan 21	cement bonus and deals	s +2d6 of b	oonus damage. 10 minutes/level	must be touching at Close (60 ft.)		casting]	Abjuration	SPELL CO: Pg.23
fect:		COC LOAN	standard action	TO THINKING FOR				[Chaotic]	0. 222 00. r g.20
+2 to AC and saves, counter mind control, hedge out stile side.					edsquare/level or hem	i/sphere 5 f	t./2 levels	Caster Level: 15	
□□□□Wall of Good	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF		Abjuration [Good]	SPELL CO: Pg.23
fect: +2 to AC and saves, counter mind control, hedge out estile side.	elementa	als and outsiders in 10-	ft. radius a	and 10 minutes/level from the designate			rea is up to one 10-ft. t./2 levels	Caster Level: 15	
□□□□ Wall of Law	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF		Abjuration [Law]	SPELL CO: Pg.23
fect: +2 to AC and saves, counter mind control, hedge out estile side.	elementa	als and outsiders in 10-	ft. radius a	and 10 minutes/level from the designate			rea is up to one 10-ft. t./2 levels	Caster Level: 15	
diffe dide.									
I□□□□Wall of Sand	21	None	1 standard	Concentration +1 round/level	Medium (250 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SPELL CO: Pg.23
ffect:	21	None	1 standard action	Concentration +1 round/level			No rea is up to one 10-ft.		SPELL CO: Pg.23
ffect:	21	None		Concentration +1 round/level	Target: A straight w			(Creation) [Earth]	SPELL CO: Pg.23
ffect:	DC	Saving Throw	action	LEVEL 5	Target: A straight w square/level [S]	all whose a	rea is up to one 10-ft. Spell Resistance	(Creation) [Earth] Caster Level: 15 School	Source
ffect: Creates a chuming wall of sand. Name Atonement			action	LEVEL 5	Target: A straight w square/level [S] Range Touch	Comp. V, S, M, F, DF, XP	rea is up to one 10-ft. Spell Resistance Yes	(Creation) [Earth] Caster Level: 15 School Abjuration	SPELL CO: Pg.23 Source : SpellsA-B.rtf
rect: Creates a churning wall of sand. Name Atonement fect: Removes burden of misdeeds from subject.	DC 22	Saving Throw None	action	LEVEL 5	Target: A straight w square/level [S] Range Touch Target: Living creat	Comp. V, S, M, F, DF, XP ure touched	rea is up to one 10-ft. Spell Resistance Yes	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15	Source : SpellsA-B.rtf
Name Name Atonement fect: Removes burden of misdeeds from subject.	DC	Saving Throw	Time 1 hour	LEVEL 5 Duration Instantaneous	Target: A straight w square/level [S] Range Touch Target: Living creat	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF	Spell Resistance Yes No	(Creation) [Earth] Caster Level: 15 School Abjuration	Source : SpellsA-B.rtf
Name Atonement Fect: Removes burden of misdeeds from subject. Aura of Evasion Fect: You and all creatures within the area gain evasion but of the content of	DC 22	Saving Throw None No	Time 1 hour 1 standard action	LEVEL 5 Duration Instantaneous 1 minute/level	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF	Spell Resistance Yes No	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15	Source : SpellsA-B.rtf
Name Name Atonement ffect: Creates a chuming wall of sand. Name Atonement ffect: Aura of Evasion Aura of Evasion ffect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons.	DC 22	Saving Throw None No	Time 1 hour 1 standard action	LEVEL 5 Duration Instantaneous 1 minute/level	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF	Spell Resistance Yes No	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15	Source : SpellsA-B.rtf SPELL CO: Pg.18
Name Name Atonement Fect: Creates a churning wall of sand. Name Atonement Fect: Aura of Evasion Fect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons.	DC 22 22 22 only again 22 take 2d6	Saving Throw None No not breath weapons, tho None and Fortitude partial; see text fire damage each round	Time 1 hour 1 standard action see who ha 1 standard action I.	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a 4 1 round/level	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF emanation V,S,M	Spell Resistance Yes No centered on you Yes	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15	Source: SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33
Name Name Atonement Fect: Removes burden of misdeeds from subject. Aura of Evasion Fect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC 22 22 22 22 22 22 take 2d6 22	Saving Throw None No No Note and Fortitude partial; see text fire damage each round See text	Time 1 hour 1 standard action see who ha 1 standard action I.	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a 4	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creat	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF emanation V,S,M	Spell Resistance Yes No centered on you Yes	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light]	Source : SpellsA-B.rtf SPELL CO: Pg.18
Name Name Name Atonement ffect: Removes burden of misdeeds from subject. Aura of Evasion ffect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC 22 22 22 22 22 22 take 2d6 22	Saving Throw None No No Note and Fortitude partial; see text fire damage each round See text	Time 1 hour 1 standard action se who ha 1 standard action 1 minute	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a 4 1 round/level	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.)	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF emanation V,S,M	Spell Resistance Yes No centered on you Yes No all within 30 ft. of each	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33
Name Name Atonement fect: Removes burden of misdeeds from subject. Aura of Evasion fect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons. Diddlighted creatures in area are dazzled [no save], and lighted creatures in area are dazzled [no save], and lighted creatures in area are dazzled [no save]. Break Enchantment fect: Frees subjects from enchantments, alterations, curses, in a call Zelekhut fect:	DC 22 22 22 only agair 22 take 2d6 22 and petrif 22	Saving Throw None No not breath weapons, tho None and Fortitude partial; see text fire damage each round See text ication. None	Time 1 hour 1 standard action se who ha 1 standard action I. 1 minute 10 minutes	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a 4 1 round/level Instantaneous	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF emanation V,S,M s spread V, S atture/level, a V,S,DF,XF	Spell Resistance Yes No centered on you Yes No all within 30 ft. of each	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Caster Level: 15	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33
Name Name Atonement ffect: Creates a churning wall of sand. Name Charles a churning wall of sa	DC 22 22 22 only agair 22 take 2d6 22 and petrif 22	Saving Throw None No Note the state of the	Time 1 hour 1 standard action se who ha 1 standard action I. 1 minute 10 minutes hour.	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a 4 1 round/level Instantaneous	Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creater Close (60 ft.)	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF emanation V,S,M spread V, S ature/level, a V,S,DF,XF	Spell Resistance Yes No centered on you Yes No all within 30 ft. of each	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Light] Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Light] Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Light] Caster Level: 15 Evocation [Fear, Light]	Source: SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33 : SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149
Name Name Atonement ffect: Removes burden of misdeeds from subject. Name Aura of Evasion ffect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons. Name Name Aura of Evasion ffect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons. Name Name Name Name Name Name Name Name	DC 22 22 22 22 only agair 22 take 2d6 22 and petrif 22 and one tas 22	Saving Throw None No No None and Fortitude partial; see text fire damage each round See text ication. None kit that cannot exceed 1 Will partial; see text	Time 1 hour 1 standard action se who ha 1 standard action i. 1 minute 10 minutes hour. 1 round	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a and 1 round/level Instantaneous Instantaneous Concentration, up to 15 rounds	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather Close (60 ft.) Target: One called: 30 ft. Target: 1 or more h	Comp. V, S, M, F, DF, XP ure touchec V,S,M,DF emanation V,S,M s spread V, S ature/level, 1 V,S,DF,XF zelekhut V, S, DF	Spell Resistance Yes No centered on you Yes No No Ves No Yes No Ves No V	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Language-Dependent Mind-Affecting)	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33 : SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149
Name Name Atonement ffect: Removes burden of misdeeds from subject. Aura of Evasion ffect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC 22 22 22 22 only agair 22 take 2d6 22 and petrif 22 and one tas 22	Saving Throw None No No None and Fortitude partial; see text fire damage each round See text ication. None kit that cannot exceed 1 Will partial; see text	Time 1 hour 1 standard action se who ha 1 standard action i. 1 minute 10 minutes hour. 1 round	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a and 1 round/level Instantaneous Instantaneous Concentration, up to 15 rounds	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creather Close (60 ft.) Target: One called: 30 ft.	Comp. V, S, M, F, DF, XP ure touchec V,S,M,DF emanation V,S,M s spread V, S ature/level, 1 V,S,DF,XF zelekhut V, S, DF	Spell Resistance Yes No centered on you Yes No No Ves No Yes No Ves No V	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) (Language-Depend) (Language-Depend) (Language-Depend) (Language-Depend) (Language-Depend) (Language-Depend) (Language-Depend) (Language-Depend)	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33 : SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 lant, : SpellsC.rtf
Name Name Atonement Fect: Removes burden of misdeeds from subject. Aura of Evasion Fect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons. Description Blistering Radiance Fect: All sighted creatures in area are dazzled [no save], and Description Break Enchantment Fect: Frees subjects from enchantments, alterations, curses, Description Call Zelekhut Fect: You recieve the aid of a Zelekhut inevitable in performing Chastise Person Fect: You cause pain and damage to one or more humanoids Description Fect: You cause pain and damage to one or more humanoids Description Fect: You cause pain and damage to one or more humanoids	DC 22 22 22 22 take 2d6 22 and petrif 22 and petrif 22 and petrif 22	Saving Throw None No Note and Fortitude partial; see text fire damage each round See text ication. None kit that cannot exceed 1 Will partial; see text	Time 1 hour 1 standard action se who ha 1 standard action 1 minutes 10 minutes hour. 1 round rolls, skill of 1 standard	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a 4 1 round/level Instantaneous Instantaneous Concentration, up to 15 rounds hecks, and ability checks.	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creater Close (60 ft.) Target: One called: 30 ft. Target: 1 or more h more than 30 feet a Close (60 ft.)	Comp. V, S, M, F, V, S, M, F, V, S, M, F, V, S, M, F, V, S, M, DF emanation V, S, M s spread V, S ature/level, a V, S, DF, XF zelekhut V, S, DF umanoids, t part; see te V	Spell Resistance Yes No centered on you Yes No No Ves No	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion)	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33 : SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 lant, : SpellsC.rtf
Name Name Atonement fect: Removes burden of misdeeds from subject. Aura of Evasion fect: You and all creatures within the area gain evasion but or Reflex saves against breath weapons. Blistering Radiance fect: All sighted creatures in area are dazzled [no save], and Reflex saves against breath weapons. Call Zelekhut fect: You recieve the aid of a Zelekhut inevitable in performing Chastise Person fect: You cause pain and damage to one or more humanoids Command, Greater fect: As command, but affects 1 subject/level.	DC 22 22 22 22 take 2d6 22 and petrif 22 and petrif 22 and petrif 22	Saving Throw None No Note and Fortitude partial; see text fire damage each round See text ication. None kit that cannot exceed 1 Will partial; see text	Time 1 hour 1 standard action se who ha 1 standard action 1 minutes 10 minutes hour. 1 round rolls, skill of 1 standard	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a 4 1 round/level Instantaneous Instantaneous Concentration, up to 15 rounds hecks, and ability checks.	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creater Close (60 ft.) Target: 1 or more h more than 30 feet a Close (60 ft.) Target: 1 creature/le	Comp. V, S, M, F, V, S, M, F, V, S, M, F, V, S, M, F, V, S, M, DF emanation V, S, M s spread V, S ature/level, a V, S, DF, XF zelekhut V, S, DF umanoids, t part; see te V	Spell Resistance Yes I No centered on you Yes No all within 30 ft. of each No Yes no two of which can be xt Yes	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) [Language-Dependind-Affecting]	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33 : SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 lant, : SpellsC.rtf
Name	DC 22 22 22 22 22 take 2d6 22 and petrif 22 and petrif 22 s, who suf 22	Saving Throw None No No Sat breath weapons, tho None and Fortitude partial; see text fire damage each round See text ication. None sk that cannot exceed 1 Will partial; see text Will negates None	Time 1 hour 1 standard action see who ha 1 standard action 1 minute 10 minutes hour. 1 round 1 standard action 1 minutes	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a 4 1 round/level Instantaneous Concentration, up to 15 rounds hecks, and ability checks. 1 round/level	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creatother Close (60 ft.) Target: 1 or more h more than 30 ft. Target: 1 creature/lethan 30 ft. apart Personal Target: You	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF emanation V,S,M s spread V, S atture/level, is V,S,DF,XF zelekhut V, S, DF umanoids, i part; see te V V, S, M, DF, XP	Spell Resistance Yes No centered on you Yes No all within 30 ft. of each No Yes no two of which can be xt Yes of which can be more No	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] Caster Level: 15 Divination Caster Level: 15	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33 : SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 ant, : SpellsC.rtf dent, : SpellsC.rtf
Name	DC 22 22 22 conly again 22 take 2d6 22 and petrif 22 and petrif 22 and system 22 22 22	Saving Throw None No No None and Fortitude partial; see text fire damage each round See text ication. None kit that cannot exceed 1 Will partial; see text Will negates None	Time 1 hour 1 standard action see who ha 1 standard action i. 1 minute 10 minutes hour. 1 round 1 standard action 1 round	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a and 1 round/level Instantaneous Instantaneous Concentration, up to 15 rounds thecks, and ability checks. 1 round/level 1 round/level 1 minute/level [D]	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: One called: 30 ft. Target: 1 or more h more than 30 feet a Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Personal Target: You Personal Target: You	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF emanation V,S,M spread V, S ature/level, a V,S,DF,XF zelekhut V, S, DF umanoids, t part; see te V	Spell Resistance Yes No centered on you Yes No No all within 30 ft. of each No Yes no two of which can be xt Yes of which can be more	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Language-Dependent Compulsion) (Campulsion) (Candind-Affecting) Caster Level: 15 Enchantment (Compulsion) Caster Level: 15 Divination	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33 : SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 lant, : SpellsC.rtf dent, : SpellsC.rtf
Name	DC 22 22 22 22 and petrif 22 and petrif 22 and system to compare the compare t	Saving Throw None No No St breath weapons, tho St breath weapons, tho None and Fortitude partial; see text fire damage each round See text see text see text will partial; see text will partial; see text will negates None N/A Casting. They provide of ff you are attack the text see text will negate see the see text will negate see text will negate see the see text will negate see text will negate see the see text will negate s	Time 1 hour 1 standard action se who ha 1 standard action i. 1 minute 10 minutes hour. 1 round 1 standard action 1 round 1 tround 1 trou	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a and 1 round/level Instantaneous Instantaneous Concentration, up to 15 rounds thecks, and ability checks. 1 round/level 1 minute/level [D] and completely hide your features. A like back [Your BAB + Wis] dealing 1dd	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creater other Close (60 ft.) Target: One called: 30 ft. Target: 1 or more h more than 30 feet a Close (60 ft.) Target: 1 creature/lithan 30 ft. apart Personal Target: You Personal Target: You	Comp. V, S, M, F, V, S, M, F, V, S, M, F, V, S, M, E, V, S, M, DF emanation V, S, M s spread V, S ature/level, a V, S, DF, XF zelekhut V, S, DF umanoids, t, part; see te V V, S, M, DF, XP V, S, DF	Spell Resistance Yes I No centered on you Yes No all within 30 ft. of each No Yes on two of which can be xt Yes of which can be more No NIA	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Creation) Caster Level: 15	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33 : SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 lant, : SpellsC.rtf dent, : SpellsC.rtf
Name Name Atonement ffect: Removes burden of misdeeds from subject. Aura of Evasion ffect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons. Diddle Blistering Radiance ffect: All sighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area are dazzled [no save], and blighted creatures in area area dazzled [no save], and blighted creatures in area area dazzled [no save], and blighted creatures in area area dazzled [no save], and blighted creatures in area area dazzled [no save], and blighted creatures in area area dazzled [no save], and blighted creatures in area area area area area area area are	DC 22 22 22 22 take 2d6 22 and petrif 22 and petrif 22 22 22 22 ment or or	Saving Throw None No No Sast breath weapons, tho Sast breath weapons, thou Sast sast sast sast sast sast sast sast	Time 1 hour 1 standard action se who ha 1 standard action i. 1 minute 10 minutes hour. 1 round 1 standard action 1 round 1 tround 1 trou	LEVEL 5 Duration Instantaneous 1 minute/level we evasion or improved evasion gain a destruction of the service	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creative Close (60 ft.) Target: 1 or more h more than 30 feet a Close (60 ft.) Target: 1 creature/let than 30 ft. apant Personal Target: You Personal Target: You 4 2 Close (60 ft.)	Comp. V, S, M, F, DF, XP ure touched V,S,M,DF emanation V,S,M spread V,S ature/level, a V,S,DF,XF zelekhut V,S,DF,XF zelekhut V,S,DF umanoids, i parit; see te V V,S,M,DF,XP V,S,DF	Spell Resistance Yes No centered on you Yes No all within 30 ft. of each No Yes or two of which can be xt Yes of which can be more No N/A Yes (harmless) or Yes see text	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Calling) [Lawful] Caster Level: 15 Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) [Language-Depend Mind-Affecting] Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Conjuration (Creation) Caster Level: 15 Scionjuration (Creation) Caster Level: 15	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33 : SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 lant, : SpellsC.rtf dent, : SpellsC.rtf
Name Name Atonement ffect: Removes burden of misdeeds from subject. Aura of Evasion ffect: You and all creatures within the area gain evasion but of Reflex saves against breath weapons. Blistering Radiance ffect: All sighted creatures in area are dazzled [no save], and blistering Radiance ffect: All sighted creatures in area are dazzled [no save], and blistering Radiance ffect: Call Zelekhut ffect: You recieve the aid of a Zelekhut inevitable in performing the company of	DC 22 22 22 22 and petrif 22 and petrif 22 and petrif 22 and petrif 22 and contact and con	Saving Throw None No None and Fortitude partial; see text fire damage each round See text dication. None k that cannot exceed 11 Will partial; see text fer -4 penalty on attack to Will negates None N/A casting. They provide of If you are attack the te Will half (harmless) or Will half; see text	Time 1 hour 1 standard action se who ha 1 standard action i. 1 minute 10 minutes hour. 1 round 1 standard action 1 round 1 standard action 1 standard action 1 standard action 1 standard action	LEVEL 5 Duration Instantaneous 1 minute/level ve evasion or improved evasion gain a + 1 round/level Instantaneous Concentration, up to 15 rounds thecks, and ability checks. 1 round/level 1 minute/level [D] nt and completely hide your features. 4 like back [Your BAB + Wis] dealing 1df Instantaneous	Target: A straight w square/level [S] Range Touch Target: Living creat 10 ft. Target: 10-ft. radius 4 Long (1000 ft.) Target: 50-ftradius Close (60 ft.) Target: Up to 1 creative Close (60 ft.) Target: One called: 30 ft. Target: 1 or more h more than 30 feet a Close (60 ft.) Target: 1 creature/lt than 30 ft. apart Personal Target: You Personal Target: You 4 2 Close (60 ft.) Target: 1 creature/lt than 30 ft. apart	Comp. V, S, M, F, DF, XP urre touchec V,S,M,DF emanation V,S,M spread V, S ature/level, a V,S,DF,XF zelekhut V, S, DF umanoids, part; see te V V,S,M V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF	Spell Resistance Yes No centered on you Yes No all within 30 ft. of each No Yes of which can be more No N/A Yes (harmless) or Yes see text of which can be more	(Creation) [Earth] Caster Level: 15 School Abjuration Caster Level: 15 Abjuration Caster Level: 15 Evocation [Fire, Light] Caster Level: 15 Abjuration Caster Level: 15 Conjuration (Calling) [Lawful] Evocation [Fear, Language-Depend Mind-Affecting] Caster Level: 15 Enchantment (Compulsion) (Language-Depend Mind-Affecting) Caster Level: 15 Divination Caster Level: 15 Divination Caster Level: 15 Conjuration (Creation) Caster Level: 15 Conjuration (Healing) Caster Level: 15	Source : SpellsA-B.rtf SPELL CO: Pg.18 SPELL CO: Pg.33 : SpellsA-B.rtf SPELL CO: Pg.42 APM: p. 149 lant, : SpellsC.rtf dent, SPELL CO: Pg.55 : SpellsC.rtf
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				Cleric Spells					
□□□□*Dance of the Unicorn	22	None	1 standard	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SPELL CO: Pg.58
Effect:			action		Target: 5 ft./level-ra	dius emana	tion centered on you	Caster Level: 15	
Purifies surrounding area; see text. Death Throes	22	None	1 standard	1 hour/level or until you are killed	Personal	V,S	No	Necromancy [Force]	SPELL CO: Pg.60
Effect:			action		Target: You			Caster Level: 15	
If you are killed, your body is destroyed by an explosion tha		1d8/level to everyone v See text	1	1 round/level or until discharged,	Touch	V, S, DF	See text	Abjuration [Lawful]	: SpellsD-E.rtf
Effect: +4 bonus against attacks.			standard action	whichever comes first	Target: You and a to	ouched cha	otic creature from	Caster Level: 15	
	22	See text	1	1 round/level or until discharged,	spell on a touched of		bject	Abjuration [Good]	: SpellsD-E.rtf
Effect:			standard action	whichever comes first			creature from another	Caster Level: 15	
+4 bonus against attacks.	22	See text	1	1 round/level or until discharged,	plane; or you and a touched creature or Touch		·	Abjuration	: SpellsD-E.rtf
		000 10/11		whichever comes first	Target: You and a to			[Chaotic] Caster Level: 15	. Opoliob Liiu
+4 bonus against attacks.						ou and an er creature or c	nchantment or lawful object		
Jaja Dierapung Weapon	22	Will negates (harmless, object); see text	1 estandard action	1 round/level	Touch	V, S	Yes (harmless, object)		: SpellsD-E.rtf
iffect: Melee weapon destroys undead.	22	Will negates	1	1 round/level	Target: One melee	weapon V,S	No	Caster Level: 15 Transmutation	SPELL CO: Pg.69
□□□□□ Divine Agility Effect:		[harmless]	standard action		Target: Living creati			Caster Level: 15	00. i g.us
Grants +10 enhancement to Dex.	22	Will negates	1	1 round/level	80 ft.		Yes		SPELL CO: Pg.70
		<u>.</u>	standard action					, ,	3 ,
Effect: Creatures must save or be dazed for 1 round. Mist obscure		to 5 ft. See text	1	1 round/level	Target: Eight 10-ft.	cubes exten	ding straight from you	Caster Level: 15 Evocation	SPELL CO: Pg.72
JDragonbream		COO IOAL	standard action			v,O,IVI/DP			o. LLC 00. Fg.72
Gain a true dragons breath weapon attack; see text	22	Reflex partial	1	Instantaneous	Target: You Medium (250 ft.)	V,S	Yes	Caster Level: 15 Transmutation	SPELL CO: Pg.75
Jaja Lann Neaver		partial	standard action				. 50	[Fire]	00.1 g./0
iffect: Deals 4d6 from impact and 3d6 fire [no save], must make a					Target: 20-ftradius	•		Caster Level: 15	
]□□□□ Fastheal ffect: As lesser fastheal, but 15 hours.	22	Will negates (harmless)	1 round	15 hours [D]	Touch Target: Living create		Yes (harmless)	Conjuration (Healing) Caster Level: 15	APM: p. 153
	22	Reflex half	1 standard action	Instantaneous	Medium (250 ft.)	V, S, DF	Yes	Evocation [Fire]	: SpellsF-G.rtf
Effect: Smite foes with divine fire for 1d6/level [max 15d6] damage	э.				Target: Cylinder 10			Caster Level: 15	
Jagar unous Assault	22	Will negates (harmless)	1 standard action	15 rounds	Close (60 ft.)		Yes (harmless)		APM: p. 157
Effect: Subjects gain an extra attack with the full attack action, +2					30 ft. apart		hich can be more than		. Co allal I I at
□□□□□ Hallow ##################################	22	See text	24 nours	Instantaneous	Touch Target: 40-ft, radius	V, S, M, DF emanating	from the touched point	Evocation [Good] Caster Level: 15	: Spelish-L.rtf
Designates location as holy.	22	Will negates	1	Instantaneous	,	V,S	Yes	Necromancy	SPELL CO: Pg.121
· ::ffect:			standard action		Target: 50-ftradius	hurst		[Death] Caster Level: 15	
The spell destroys 1d4/caster level [max 20d4] HD worth of	f creatu 22	res. Will half	1	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	: SpellsH-L.rtf
iffect:			standard action			evel. no two	of which can be more	Caster Level: 15	
Deals 1d8 +1/level damage to many creatures.	22	None	1 round	1 minute/level	than 30 ft. apart Long (1000 ft.)	V, S, DF		Conjuration	: SpellsH-L.rtf
Effect: Locust swarms attack creatures.					Target: One swarm	of locust/pe		(Summoning) Caster Level: 15	
	22	Will negates [harmless]	1 standard action	1 minute/level	Touch		Yes [harmless]	Abjuration	SPELL CO: Pg.131
Effect: Subjects become immune to all death spells, magical death	h effects	s, energy drain, and any	/ negative	energy effects; see text	Target: Living create			Caster Level: 15	
Mark of Justice	22	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy Caster Level: 15	: SpellsM-O.rtf
Designates action that will trigger curse on subject.	22	Will negates	1 standard	Instantaneous	Target: Creature tou Touch		Yes	Caster Level: 15 Conjuration (Teleportation)	: SpellsP-R.rtf
Effect:			action		Target: Creature to		to eight willing	Caster Level: 15	
Jajan Kaise Dead	22	None; see text	1 minute	Instantaneous	creatures joining ha Touch	v, S, M, DF	Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
Effect: Restores life to subject who died as long as 1 day/level ago	o. 22	None: see toyt	1	Instantaneous	Target: Dead creatu	re touched V,S,M	Yes [harmless]	Caster Level: 15 Conjuration	SPELL CO: Pg.176
adda Kowiiiy	~~	None; see text	standard action	Instantaneous			i eo [namile58]	(Healing)	5, LLL 60. Pg.176
iffect: If cast within one round of death, this spell restores the sub				4 accord/level (D)	Target: Dead creatu		Ne	Caster Level: 15	· Coolled D · ·
Jaja Riginosus Migin	22	None	1 standard action	1 round/level [D]	Personal	V, S, DF	NO	Transmutation	: SpellsP-R.rtf
Fifect: Your size increases, and you gain combat bonuses.	22	None	1	1 round/level	Target: You 30 ft.	V,S,DF	Yes	Caster Level: 15 Enchantment	SPELL CO: Pg.177
□□□□□Righteous Wrath of the Faithful	22	INOTIC	standard action	i rodniwiever			Yes dius burst centered on	(Compulsion) [Mind-Affecting]	G. ELE CO. Pg.177
Effect: Allies gain one additional melee attack each round at their norale bonus to attack and damage.	highest	attack bonus [not cum	ulative with	other effects that grant extra attacks]. +		ımı əv-iliai	aras parsi centered on	Gaster Level: 13	
□□□□□Sanctuary, Mass	22	Will negates	1	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.179

				Cleric Spells					
Effect:			action		Target: One creature	e/level. no	two of which are more	Caster Level: 15	
Opponents can't attack you, and you can't attack; see text	22	Fortitude partial	1	Instantaneous	than 30 ft. apart	V, S, DF		Evocation [Sonic]	APM: p. 166
Effect:			standard action		Target: Cone-shaped	d burst		Caster Level: 15	
Blast of divine power deals 7d8 damage, deafens foes for Scrying Effect:	2d4 roi 22	Will negates		und. 1 minute/level		V, S, M/DF, F	Yes	Divination (Scrying) Caster Level: 15	: SpellsS.rtf
Spies on subject from a distance.	22	None; see text	1 standard	15 minutes		V, S	Yes (harmless)	Illusion (Glamer) [Language-Depen	
Effect:			action		Target: You and 7 wi	illing creat	ures, no two of which	Caster Level: 15	
You and creatures you select conceal hidden messages in Slay Living	22	Fortitude partial	1 standard action	Instantaneous		V, S	Yes	Necromancy [Death]	: SpellsS.rtf
Effect: Touch attack kills subject. Spell Resistance	22	Will negates	1	1 minute/level	Target: Living creatu Touch		Yes (harmless)	Caster Level: 15 Abjuration	: SpellsS.rtf
Effect:		(harmless)	standard action		Target: Creature tour		roc (nannocc)	Caster Level: 15	· oponocina
Subject gains SR 12 +1/level. Stalwart Pact	22	Will negates [harmless]	10	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 caster levels [max 35 l	nol. DR				Target: Willing living	creature t	ouched	Caster Level: 15	
Stone Shape, Greater	22	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SPELL CO: Pg.208
Effect: Sculpts stone into any shape.			action		Target: Stone or stor + 10 cu. ft./level	ne object t	ouched, up to 10 cu. ft.	Caster Level: 15	
□□□□□Subvert Planar Essence	22	Fortitude negates	1 standard action	1 round/level		V,S,M/DF	Yes	Transmutation	SPELL CO: Pg.211
Effect: Outsiders that fail their save have their damage reduction	and sp				space		n centered on a point in	Caster Level: 15	
Summon Bralani Eladrin	22	None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.) Target: One summor	V,S,DF	No ni eladrin	Conjuration (Summoning) [Chaotic, Good] Caster Level: 15	SPELL CO: Pg.213
Summons a bralani eladrin [MM 93]; see text	22	None	1 round	1 round/level [D]	-	V, S, F/DF		Conjuration	: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more the		ed creatures, no two of	(Summoning) Caster Level: 15	
Symbol of Sleep	22	Will negates	10 minutes	See text		V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 15	: SpellsS.rtf
Triggered rune puts nearby creatures into catatonic slumb	er. 22	Will negates	10 minutes	See text		V,S	No	Universal Caster Level: 15	SPELL CO: Pg.218
Symbol causes spellcasters within 60 ft. to lose their higher	est leve 22	each round until the sy None	mbol absor	rbs 30 levels. 1 hour/level or until expended; see text	- '	V, S, DF	No	Conjuration	: SpellsT-Z.rtf
Effect:			standard action		Target: You	., -, -		(Teleportation) Caster Level: 15	
Step from one tree to another far away.	22	N/A	1 standard action	Instantaneous		V,S	N/A	Transmutation	SPELL CO: Pg.224
Effect: Cast one 3rd or lower spell an additional two times.	22	Will negates	1	1 minute/level	Target: You Touch	V, S, M	Yes (harmless)	Caster Level: 15 Divination	: SpellsT-Z.rtf
True Seeing	22	(harmless)	standard action	1 minute/level	Target: Creature tou		res (namiess)	Caster Level: 15	. Spells 1-2.ru
Lets you see all things as they really are.	22	Will negates	1	10 rounds + 1 round/level [max 35]	-	V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.229
5 .		[harmless]	standard action					(Healing)	Ç
Effect: Same as lesser vigor except it grants target fast healing a	bility for	the duration of the spe Will negates	l at 4 hp au	utomatically healed per round.	Target: Living creatu	re touched	d Yes	Caster Level: 15 Transmutation	SPELL CO: Pa.232
□□□□ Vulnerability		oguico	standard action				.00		00.1 g.202
Effect: Lowers subject's damage reduction by 5 [to a minimum 5]	. 22	None	1	1 minute/level	Close (60 ft.)	ched V,S,DF	No	Caster Level: 15 Abjuration	SPELL CO: Pg.233
Wall of Dispel Magic		TOTIC	standard action	·····Idio/iovoi					O. LLL OO. 1 g.233
Effect: Anyone crossing is subject to dispel magic; see text.	22	None	1	1 round/level [D]	square/level	all whose a	area is up to one 10-ft	Caster Level: 15 Evocation [Force]	· SnellsT _c 7 rtf
□□□□*Wall of Force		TOTIC	standard action	sanunovoi [D]					. Openo i Z.iti
Effect: Wall is immune to damage.	22	Reflex negates; see	1 round	1 round/level [D]	Target: Wall whose a square/level Medium (250 ft.)		to one 10-ft.	Caster Level: 15 Evocation	SPELL CO: Pg.234
□□□□□Wall of Limbs Effect:		text					up to 20 ft. long/level,	Caster Level: 15	o. LLL 00. r g.234
A creature attempting to move through the wall takes 5d6 Wall of Stone	and mu 22	st make Str check or be See text	1 standard	k in the wall; see text. Instantaneous	or ring with radius up Medium (250 ft.)	to 5-ft./2	levels	Conjuration (Creation) [Earth]	: SpellsT-Z.rtf
Effect: Creates a stone wall that can be shaped.			action		Target: Stone wall wisquare/level [S]	hose area	is up to one 5-ft.	Caster Level: 15	
□□□□Zone of Respite Effect:	22	None	2 rounds	1 minute/level		V,S,M emanatior	Yes n centered on you	Abjuration Caster Level: 15	SPELL CO: Pg.244
Creates a region that is temporarily protected from interplation	anar inti 22	rusion; see text. 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 relevation are ma	de visib	le; see text.	201011		Target: 5-ftradius/le in space	evel emana	ation centered on a poir	nt Caster Level: 15	
				LEVEL 6					
Name	DC 23	Saving Throw None	Time	Duration 1 round/level		Comp. V, S	Spell Resistance	School Transmutation	Source : SpellsA-B.rtf
Animate Objects	20	NOTIC	standard action	canwievei					. Openon-D.III
Effect: Objects attack your foes.				* =Domain/Speciality Spell	Target: One Small of	bject/level	; see text	Caster Level: 15	
Mar 4, 2007 1:49:34 PM		PCGon Characte	r Tomplato	by Frugal, based on work by ROG, Arca	ndy Borok Dimrill & D	okkor			Page 18

				Cleric Spells				
Antilife Shell	23	None	1 round	10 minutes/level [D]	10 ft. V, S, DI		Abjuration Caster Level: 15	: SpellsA-B.rtf
10-ft. field hedges out living creatures. Banishment	23	Will negates	1	Instantaneous	Close (60 ft.) V, S, F	Yes	Abjuration	: SpellsA-B.rtf
Effect:			standard action		Target: One or more extrapla	anar creatures, no two of	Caster Level: 15	
Banishes 2 HD/level of extraplanar creatures. Battlelink	23	None	1 standard	15 minutes	which can be more than 30 t Close (60 ft.) V, S, DI	t. apart Yes (harmless)	Divination	APM: p. 147
Effect:			action		Target: You plus 5 willing cre	eatures	Caster Level: 15	
Allies can coordinate attack and defense. DDDDDBear's Endurance, Mass	23	Will negates (harmless)	1 standard	1 minute/level	Close (60 ft.) V, S, DI	Yes	Transmutation	: SpellsA-B.rtf
Effect:		(action		Target: 1 creature/level, no t	wo of which can be more	Caster Level: 15	
As bear's endurance, affects 1 subject/level. Blade Barrier	23	Reflex half or Reflex negates; see text	1 standard	1 minute/level [D]	than 30 ft. apart Medium (250 ft.) V, S	Yes	Evocation [Force]	: SpellsA-B.rtf
Effect: Wall of blades deals 1d6/level [max 15d6] damage.		-	action		Target: Wall of whirling blad a ringed wall of whirling blad	es up to 20 ft./level long, ones with a radius of up to	or Caster Level: 15	
Bolt of Glory	23	None	1 standard	Instantaneous	37 ft; either form 20 ft. high Close (60 ft.) V,S,DF	Yes	Evocation [Good]	SPELL CO: Pg.35
Effect: Ranged touch attack with the ray deals positive energy d	amage	1d12/caster level to und	action	15d121 1d12/2 caster levels [max 7d12]	Target: Ray		Caster Level: 15	
Bull's Strength, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (60 ft.) V, S, M	DF Yes (harmless)	Transmutation	: SpellsA-B.rtf
Effect: As bull's strength, affects one subject/ level.					Target: 1 creature/level, no t than 30 ft. apart			
Cloak of Gloom	23	Will partial; see text	1 standard action	150 minutes [D]	Personal or Close V, S, M		Conjuration (Creation) [Darkness, Fear, Mind-Affecting]	APM: p. 149
Barrier or personal effect grans concealment, dims light,	and sap 23	s your enemies' will. None	1 minute	2d4 hours	Target: You; or a barrier, up 1 mile V,S	to 15 10-π. cubes [5]	Caster Level: 15 Transmutation	SPELL CO: Pg.50
Effect: Lowers temperature by 5 degrees per level [Max 50 degr	eesl				Target: 1-mile-radius circle of	entered on you	[Cold] Caster Level: 15	
Cometfall	23	Reflex half	1 standard action	Instantaneous	Medium (250 ft.) V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50
Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to	everyth	ning in the area. Creature		their Reflex are prone; see text	Target: 400-pound ball of ro	ck and ice	Caster Level: 15	
Crown of Terror, Greater	23	None	1 standard action	15 rounds [D]	30 ft. V, S, DI	F Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
Effect: Enemies within 30 feet become frightened or panicked.	23	Will negates	1	15 minutes [D]	Target: A fiery halo 30 ft. V, S, M.	DF Yes (harmless)	Caster Level: 15 Conjuration	APM: p. 150
Effect:	20	(harmless)	standard action		Target: A silver halo	Dr. roc (namiloco)	(Creation) [Mind-Affecting] Caster Level: 15	7.1. III. p. 100
You and allies within 30 feet gain +2 on attacks and chec	23	Will half (harmless) or	1	une to fear. Instantaneous	Close (60 ft.) V, S	Yes (harmless) or Yes	s;Conjuration	: SpellsC.rtf
Effect:		Will half; see text	standard action		Target: 1 creature/level, no t	see text wo of which can be more	(Healing) Caster Level: 15	
Cures 2d8 +1/level [max +30] damage for many creature Dispel Magic, Greater	s. 23	None	1 standard	Instantaneous	than 30 ft. apart Medium (250 ft.) V, S	No	Abjuration	: SpellsD-E.rtf
Effect:			action		Target: One spellcaster, cres	ature, or object; or	Caster Level: 15	
As dispel magic, but +20 on check. Barbara 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	: SpellsD-E.rtf
Effect:		(action		Target: 1 creature/level, no t	wo of which can be more	Caster Level: 15	
As eagle's splendor, affects 1 subject/level.	23	None	1 standard	24 hours	than 30 ft. apart Touch V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80
Effect:			action		Target: Creature touched		Caster Level: 15	
Become immune to one energy type. The Path	23	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch V, S, F	No or Yes (harmless)	Divination	: SpellsF-G.rtf
Effect: Shows most direct way to a location.					Target: You or creature touc		Caster Level: 15	
□□□□□Flame of Chaos, Greater	23	None or Reflex partial	1 standard action	15 minutes [D] or until expended	0 V, S, DI	- Yes	Evocation [Chaos Fire]	APM: p. 155
Effect: Small flame sheds light and deals 2d6+15 fire damage others.	e, plus b	olinds, dazes, and dazz	les foes o	f opposite alignment; 1d8 fire damage t	Target: One fiery aura on yo to	ur holy symbol	Caster Level: 15	
☐☐☐☐☐Flame of Good, Greater	23	None or Reflex partial	standard	15 rounds [D] or until expended	0 V, S, DI	Yes	Evocation [Fire, Good]	APM: p. 155
Effect: Small flame sheds light and deals 2d6+15 fire damage	e, plus b	olinds, dazes, and dazz	action les foes o	f opposite alignment; 1d8 fire damage t	Target: One fiery aura on yo	ur holy symbol	Caster Level: 15	
others.	23	None or Reflex partial	standard	15 rounds [D] or until expended	0 V, S, DI	Yes	Evocation [Fire, Law]	APM: p. 156
Effect: Small flame sheds light and deals 2d6+15 fire damage	e, plus b	olinds, dazes, and dazz	action les foes o	f opposite alignment; 1d8 fire damage t	Target: One fiery aura on yo	ur holy symbol	Caster Level: 15	
others. Forbiddance	23	See text	6 rounds	Permanent	Medium (250 ft.) V, S, M	Yes	Abjuration	: SpellsF-G.rtf
Effect: Blocks planar travel, damages creatures of different align					Target: 60-ft. cubes/level [S]		Caster Level: 15	
Geas/Quest	23	None	10 minutes	1 day/level or until discharged [D]	Close (60 ft.) V Target: One living creature	Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 15	: SpellsF-G.rtf dent,
As lesser geas, plus it affects any creature.	23	None	1	1 minute/level [D]	5 ft./level V,S	No	Abjuration	SPELL CO: Pg.103
Effect:			standard action	(-)	Target: 5 ft./level-radius ema		Caster Level: 15	22 300
Field of energy negates incorporealness within a 5 ft./cas	ster level	radius. See text	10	Permanent until discharged [D]	Touch V, S, M	No (object) and Yes;		: SpellsF-G.rtf
Effect: As glyph of warding, but up to 10d8 damage or 6th-level	spell.		minutes		Target: Object touched or up	see text to 5 sq. ft/level	Caster Level: 15	
. 3-7F	-F 2			* =Domain/Speciality Spell				

				Cleric Spells					
□□□□ Harm	23	Will half; see text	1 standard	Instantaneous	Touch V,	S	Yes	Necromancy	: SpellsH-L.rtf
Effect:			action		Target: Creature touch	ed		Caster Level: 15	
Deals 10 points damage/level to target.	23	Will negates (harmless)	1 standard	Instantaneous	Touch V,	S	Yes (harmless)	Conjuration (Healing)	: SpellsH-L.rtf
Effect:			action		Target: Creature touch	ed		Caster Level: 15	
Cures 10 points of damage/level [max 150], all diseases """ """ "**Heroes' Feast	and me	ntal conditions. None	10	1 hour plus 12 hours; see text	Close (60 ft.) V,	S, DF	No	Conjuration	: SpellsH-L.rtf
Effect:			minutes		Target: Feast for 1 crea	ature/lev	al	(Creation) [Creation] Caster Level: 15	
Food for 1 creature/level cures and grants combat bonus Heroes' Feast	es. 23	None	10	1 hour plus 12 hours; see text	-	S, DF		Conjuration	: SpellsH-L.rtf
			minutes		T	-4· //	-1	(Creation) [Creation]	
Effect: Food for 1 creature/level cures and grants combat bonus	ses. 23	None	10	24 hours [D]	Target: Feast for 1 created Anywhere in the V,	S,F	No	Caster Level: 15 Abjuration	SPELL CO: Pg.114
Effect:			minutes		area to be warded Target: Up to 200 sq.ft.			Caster Level: 15	
Protects area against divinations; see text	23	Reflex half	1	Instantaneous	Long (1000 ft.) V,	S	No	Transmutation	SPELL CO: Pg.119
Effect:			standard action		Target: 20-ftradius bu	ıret		[Cold] Caster Level: 15	
Creates dense rumble and causes 1d6/caster level [max	15d6]. I 23	No affect in desert or sol Will half	id stone.	Instantaneous	Close (60 ft.) V,		Yes	Necromancy	: SpellsH-L.rtf
,,,			standard action						
Effect: Deals 2d8 +1/level [max +30] damage to many creatures	s. 23	None	1	Instantaneous	Target: 1 creature/level than 30 ft. apart Close (60 ft.) V,	l, no two S,F	of which can be more Yes; see text	Caster Level: 15 Transmutation	SPELL CO: Pg.134
Lucent Lance	23	710110	standard action		51050 (00 IL) V,	٠,١	. 55, 565 IGAL	[Light]	J. LLL 50. r g. 154
Effect: Ranged touch attack blinds creature for 1 round; see tex		N/A		4	Target: Ray	0.1:	N/A	Caster Level: 15	ODELL CO. D
□□□□ Make Manifest, Mass	23	N/A	1 standard action	1 round/level	Close (60 ft.) V,	S,M	N/A	Transmutation	SPELL CO: Pg.137
Effect: As make manifest, except all creatures and unattended of					Target: 25-ftradius en space				
□□□□ Mantle of the Icy Soul	23	Will negates	1 standard action	1 hour/level	Touch V,	S,M	Yes	Transmutation [Cold]	SPELL CO: Pg.138
Effect: Grants Cold Subtype to target.			action		Target: Creature touch	ed		Caster Level: 15	
Opalescent Glare	23	Will partial; see text	1 standard	Instantaneous	Personal V,	S,DF	Yes	Necromancy [Death, Good]	SPELL CO: Pg.150
Effect:		14 1 14 14	action		Target: You			Caster Level: 15	
Gain gaze attack, evil creatures of 5 or less hit dice mee	23	Will negates (harmless)	1 standard	1 minute/level	Close (60 ft.) V,	S, M/DF	Yes	Transmutation	: SpellsM-O.rtf
Effect:		(action		Target: 1 creature/leve	l, no two	of which can be more	Caster Level: 15	
As owl's wisdom, affects one subject/ level. Planar Ally	23	None	10	Instantaneous	than 30 ft. apart Close (60 ft.) V,	S, DF,	No	Conjuration	: SpellsP-R.rtf
Effect:			minutes		Target: 1-2 called elem		r outsiders totaling no	(Calling) [See Text] Caster Level: 15	
As lesser planar ally, but up to 12 HD.					more than 12 HD, whice apart when they appear	h canno			
Planar Exchange	23	None	1 round	1 round/level [D]		S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
Call a celestial creature see list; see text	23	Fortitude negates	1	Instantaneous	Target: One called creation 60 ft. V,		Yes	Caster Level: 15 Abjuration	SPELL CO: Pg.172
ŕ		,	standard action					·	· · · · · ·
Effect: Creatures in the area must save or be pushed away from				4 accord/fever(ID)	Target: Cone-shaped b		V	Caster Level: 15	. Co allaD D at
□□□□*Repulsion	23	Will negates	1 standard action	1 round/level [D]	Up to 10 ft./level V,	S, F/DF	res	Abjuration	: SpellsP-R.rtf
Effect: Creatures can't approach you.					Target: 10 ft. radius/lev		·		
Resistance, Superior	23	Will negates [harmless]	1 standard action	24 hours	Touch V,	S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: As resistance, except you grant the subject +6 resistance	e bonus.		dollon		Target: Creature touch	ed		Caster Level: 15	
Revive Outsider	23	None; see text	1 minute	Instantaneous		S,M,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
As raise dead, except it affects an outsider.	23	Reflex negates	1	1 round/level?	Target: Touch Touch V,	S,M	No	Caster Level: 15 Conjuration	SPELL CO: Pg.180
□□□□□Sarcophagus of Stone	23	Action Heyales	standard action	culturovoi:				(Creation)	J. ELE 50. F g. 100
Effect: Airtight coffin; see text.		Maria		A constitution of	Target: Creature touch		N	Caster Level: 15	ODELL CO. S
□□□□□ Spider Plague	23	None	1 round	1 round/level	Close (60 ft.) V,	5	No	Conjuration (Summoning) [See text]	SPELL CO: Pg.201
Effect: Summon five celestial or fiendish Large monstrous spide					Target: Five summone	-		Caster Level: 15	
Stone Body	23	N/A	1 standard action	1 minute/level [D]	Personal V,	S,M	N/A	Transmutation	SPELL CO: Pg.207
Effect: Body becomes stone with DR 10/adamantine and a +4 e	nhance	ment to Strength, but tak		alty to Dexterity; see text	Target: You			Caster Level: 15	
Strength of Faith	23	Will negates (harmless)	1 standard	15 minutes	Touch V,	S, DF	Yes (harmless)	Abjuration	APM: p. 172
Effect:			action		Target: Creature touch	ed		Caster Level: 15	
Fortifies subject against alignment effects. Summon Monster VI	23	None	1 round	1 round/level [D]	Close (60 ft.) V,	S, F/DF	No	Conjuration (Summoning)	: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more su which can be more tha	n 30 ft. a		Caster Level: 15	
Symbol of Fear	23	Will negates	10 minutes	See text	0 ft.; see text V,		Yes	Necromancy [Feat Mind-Affecting]	;: SpellsS.rtf
Effect: Triggered rune panics nearby creatures.	22	Will pegatos	10	Son tout	Target: One symbol	C M	Vos	Caster Level: 15	· SpolleS +#
Symbol of Persuasion	23	Will negates	10 minutes	See text	0 ft.; see text V,	S, M	Yes	Enchantment (Charm) [Mind-Affecting]	: SpellsS.rtf
Effect: Triggered rune charms nearby creatures.					Target: One symbol			Caster Level: 15	
Mar 4, 2007 1:49:34 PM		PCGen Characte	r Template	* =Domain/Speciality Spell by Frugal, based on work by ROG, Arca	adv Barak Dimrill & Dek	kor			Page 2

				Cleric Spells				
Undeath to Death	23	Will negates	1	Instantaneous	Medium (250 ft.) V, S	M/DF Yes	Necromancy	: SpellsT-Z.rtf
			standard action				[Death]	
Effect: Destroys 1d4 [max 20d4] HD of undead.					burst	reatures within a 40-ftradius		
□□□□□Vigorous Circle	23	Will negates [harmless]	standard action	10 rounds + 1 round/level [max 40]	20 ft. V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect: Same as mass lesser vigor except it grants all targets fast	healing	ability for the duration	of the spell	at 3 hp automatically healed per round.	Target: One creature/2 le more than 30 ft. apart	vels, no two of which can be	Caster Level: 15	
□□□□□Visage of the Deity	23	N/A	1 standard	1 round/level	Personal V,S,	DF N/A	Transmutation	SPELL CO: Pg.230
iffect: Your form becomes more like your deity's, take on celestia	-1 £	diah awalisian asa sans	action		Target: You		Caster Level: 15	
"Tour form becomes more like your delty's, take on celestic	23	No and Will negates (harmless)	1 standard	1 hour/level [D]; see text	Touch V, S	DF No and Yes (harmless)	Transmutation [Air]: SpellsT-Z.rtf
Effect:		(namioos)	action		Target: You and One tou	(Caster Level: 15	
You and your allies turn vaporous and travel fast.	23	No and Will negates	1	1 hour/level [D]; see text	Touch V, S		Transmutation [Air]: SpellsT-Z.rtf
		(harmless)	standard action		T	(harmless)	0	
You and your allies turn vaporous and travel fast.	23	Nana ar Will pagetos	1	Instantaneous	Target: You and One tou Unlimited V		Caster Level: 15	: SpolleT 7 eff
□□□□ Word of Recall	23	None or Will negates (harmless, object)	standard action	Instantaneous	Onlimited V	No or Yes (harmless, object)	Conjuration (Teleportation)	: SpellsT-Z.rtf
ffect: Teleports you back to designated place.					Target: You and touched creatures	objects or other willing	Caster Level: 15	
☑□□□□Zealot Pact	23	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch V,S,	DF,XP Yes [harmless]	Evocation	SPELL CO: Pg.244
Effect: Gain +4 bonus and deal double damage against opposite	alignme	ent once spell is activate	d by first s	uccessful hit; see text.	Target: Willing living crea	ture touched	Caster Level: 15	
				LEVEL 7				
Name	DC 24	Saving Throw Will negates	Time	Duration Permanent	Range Com Touch V,S	p. Spell Resistance Yes	School Necromancy	Source SPELL CO: Pg.27
JULIU Desiow Curse, Greater	~~	nogatos	standard action				,	00.1 y.21
ffect: See text for details of curse options.					Target: Creature touched		Caster Level: 15	
Blood to Water	24	Fortitude half	1 standard action	Instantaneous	Close (60 ft.) V,S	Yes	Necromancy [Water]	SPELL CO: Pg.33
ffect: Deals 2d6 Con damage to subject. Save halves damage.			aciiUi1		Target: Up to five living c	reatures, no two of which are	Caster Level: 15	
□□□□□ Brain Spider	24	Will negates	1 round	1 minute/level		M,DF Yes	Divination [Mind-Affecting]	SPELL CO: Pg.38
ffect: Eavesdrop on thoughts of up to eight other creatures.					Target: Up to eight living	creatures within range.	Caster Level: 15	
DDDBrilliant Blade	24	Will negates [harmless,object]	1 standard	1 minute/level	Close (60 ft.) V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.40
ffect:			action		Target: One melee or thr	own weapon, or fifty	Caster Level: 15	
Transform weapons into brilliant energy. Call Kolyarut	24	None	10 minutes	Instantaneous	projectiles Close (60 ft.) V,S,	DF,XP No	Conjuration (Calling) [Lawful]	SPELL CO: Pg.42
ffect: You recieve the aid of a Kolyarut inevitable in performing o	one task	that cannot exceed 1 h			Target: One called kolyar	ut	Caster Level: 15	
Control Weather	24	None	10 minutes;	4d12 hours; see text	2 miles V, S	No	Transmutation	: SpellsC.rtf
ffect: Changes weather in local area.			see text		Target: 2-mile-radius circ	le, centered on you; see text	Caster Level: 15	
Changes weather in local area.	24	Will half (harmless) or Will half; see text	1 standard	Instantaneous	Close (60 ft.) V, S	Yes (harmless) or Yes	;Conjuration (Healing)	: SpellsC.rtf
ffect:			action		Target: 1 creature/level, i	no two of which can be more	, ,,	
Cures 3d8 +1/level [max +35] damage for many creatures Destruction	24	Fortitude partial	1	Instantaneous	than 30 ft. apart Close (60 ft.) V, S	F Yes	Necromancy	: SpellsD-E.rtf
ffect:			standard action		Target: One creature		[Death] Caster Level: 15	
Kills subject and destroys remains.	24	None or Will negates;	1	Instantaneous	40 ft. V	Yes	Evocation [Lawful,	: SpellsD-E.rtf
JUJU DICIOM		see text	standard action		· ·	. 55	Sonic]	. opolios E.i.u
iffect: Kills, paralyzes, slows, or deafens nonlawful subjects.					centered on you	res in a 40-ftradius spread	Caster Level: 15	
□□□□□ Ethereal Jaunt	24	None	1 standard action	1 round/level [D]	Personal V, S	No	Transmutation	: SpellsD-E.rtf
iffect: You become ethereal for 1 round/level.			aciiUi1		Target: You		Caster Level: 15	
DDD *Forcecage	24	None	1 standard	2 hours/level [D]	Close (60 ft.) V, S	M No	Evocation [Force]	: SpellsF-G.rtf
ffect:			action		Target: Barred cage 20 o	r windowless cell 10	Caster Level: 15	
Cube or cage of force imprisons all inside. Graph Graph Graph Carlotte Fate	24	None [harmless]	1 minute	10 minutes/level or until discharged	Touch V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.99
ffect: If an attack would kill target she is healed as if by a heal s	pell				Target: Living creature to	uched	(Healing) Caster Level: 15	
Half attack would kill target she is healed as it by a hear s	24	N/A	1 standard	3 rounds [D]	0 t. V,S	N/A	Abjuration	SPELL CO: Pg.115
iffect:			action		Target: Protective star of	energy	Caster Level: 15	
Creates light and has three functions; see text	24	None or Will negates;		Instantaneous	40 ft. V	Yes	Evocation [Good,	: SpellsH-L.rtf
ffect:		see text	standard action		Target: Nongood	os in a 40-ft radius	Sonic]	
Kills, paralyzes, blinds, or deafens nongood subjects.	24	Will half	1	Instantaneous	centered on you Close (60 ft.) V, S	es in a 40-ftradius spread Yes	Caster Level: 15 Necromancy	: SpellsH-L.rtf
□□□□□Inflict Serious Wounds, Mass	-4	· viii ricali	standard action		0.000 (00 IL.) V, S	160	coromancy	. Sponsi I-L.iu
ffect: Deals 3d8 +1/level [max +35] damage to many creatures.					than 30 ft. apart	no two of which can be more		
□□□□*Phantasmal Disorientation	24	Will negates; see text	standard	1 minute/level [D]	Medium (250 ft.) V,S	Yes	Illusion (Phantasm)	SPELL CO: Pg.155
Effect:	et.		action		Target: One living creatu	re	[Mind-Affecting] Caster Level: 15	
Need to make a Will save to discern true landarks; see tex		Will negates	1	10 minutes/level	Touch V,S,	M/DF No; see text	Abjuration	SPELL CO: Pg.158
⊒⊒⊒⊒⊒Planar Bubble	24			TO THIRIUGS/ICVCI	10deii v,0,		.,	
□□□□□ Planar Bubble	24	[harmless]	standard action	To minutes/level		nation from touched creature	•	Č

				Cleric Spells					
□□□□□ Radiant Assault	24	Will partial	1 standard	Instantaneous	Long (1000 ft.)	V,S,F	Yes	Evocation [Light]	SPELL CO: Pg.164
Effect:			action		Target: 20-ftradius	burst		Caster Level: 15	
Deals 1d6 damage per caster level [max 15d6] and dazes	creature 24	es. None	1	Permanent until discharged	-	V, S, M	No	Conjuration	: SpellsP-R.rtf
•			standard action					(Teleportation)	
Effect: Alters item to transport its possessor to you.					Target: Object touch			Caster Level: 15	
⊒□□□□ Regenerate	24	Fortitude negates (harmless)	3 full rounds	Instantaneous			Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
Effect: Subject's severed limbs grow back, cures 4d8+ +1/level [r					Target: Living creatu			Caster Level: 15	
⊒□□□□Renewal Pact	24	Will negates [harmless]	10 minutes	Permanent until triggered			Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.173
Effect: Reverses certain effects when contracted.	24	Mail acceptan	4	4	Target: Willing living			Caster Level: 15	. Co alla D. D. mf
⊒□□□□ Repulsion	24	Will negates	1 standard action	1 round/level [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	: SpellsP-R.rtf
Effect: Creatures can't approach you.			action		Target: 10 ft. radius/	level eman	ation centered on you	Caster Level: 15	
Restoration, Greater	24	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
Effect: As restoration, plus restores all levels and ability scores.		(Harriness)	minutes		Target: Creature tou	ched		Caster Level: 15	
Restoration, Mass	24	Will negates [harmless]	1 round	Instantaneous	Close (60 ft.)	V,S,M	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.174
Effect: Restores level and ability score drains to each creature.		[Target: One creature more than 30 ft. apa		wo of which can be	Caster Level: 15	
⊒□□□□ Resurrection	24	None; see text	10 minutes	Instantaneous	Touch		Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
Effect: Fully restore dead subject.					Target: Dead creatu			Caster Level: 15	
Greater	24	Will negates	1 standard	1 hour/level	See text	V, S	Yes	Divination (Scrying)	: SpellsS.rtf
Effect:			action		Target: Magical sens	sor		Caster Level: 15	
As scrying, but faster and longer.	24	Reflex negates	1	1 round/level		V,S,M	No	Conjuration	SPELL CO: Pg.192
		=	standard action					(Summoning)	ÿ
Effect: Green slime covers everything in area, dealing damage to					Target: 15 ftradius			Caster Level: 15	
□□□□□Spell Resistance, Mass	24	Will negates [harmless]	1 standard	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.199
Effect:			action				el, no two of which can	Caster Level: 15	
Each target gains Spell Resistance 12 + caster level.	24	None	1 round	1 round/level [D]	be more than 30 ft. a Close (60 ft.)	apart V, S, F/DF	No	Conjuration	: SpellsS.rtf
Effect:							d creatures, no two of	(Summoning) Caster Level: 15	
Calls extraplanar creature to fight for you. Symbol of Stunning	24	Will negates	10 minutes	See text	which can be more t 0 ft.; see text		Yes	Enchantment (Compulsion)	: SpellsS.rtf
Effect:			minutes		Target: One symbol			[Mind-Affecting] Caster Level: 15	
Triggered rune stuns nearby creatures.	24	Fortitude negates	10	See text		V, S, M	Yes	Necromancy	: SpellsS.rtf
□□□□□Symbol of Weakness Effect:	2-7	Tortitude riegates	minutes	OCC TOXE	Target: One symbol	v, o, w	103	[Death] Caster Level: 15	. Openso.ru
Triggered rune weakens nearby creatures. Symphonic Nightmare	24	Will negates	1	24 hours/level [D]		V,S,F	Yes	Enchantment	SPELL CO: Pg.218
Jaga Symphonic Nightmare			standard action		,	,-,		(Compulsion) [Mind-Affecting]	3
Effect: Causes creature not to be able to rest; see text.					Target: Living creatu	ire touched	; see text	Caster Level: 15	
□□□□□Wall of Swords	24	None	1 standard	15 minutes [D]	Medium (250 ft.)	V, S	Yes; see text	Evocation [Force]	APM: p. 177
Effect:			action				00 ft. long, or a ringed	Caster Level: 15	
Ghostly arms attack all that come within reach.					20 ft. high		p to 37 ft.; either form		
□□□□□Withering Palm	24	Fortitude negates	1 standard	Instantaneous	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.241
Effect: Your touch deals 1 pt of damage to both Strength & Cons	titution n	er two caster lovels	action		Target: Living creatu	ire touched		Caster Level: 15	
Your touch deals 1 pt of damage to both Strength & Cons	24	None or Will negates; see text	1 standard	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	: SpellsT-Z.rtf
Effect:		-50 tont	action		Target: Nonchaotic	creatures in	a 40-ft radius spread		
Kills, confuses, stuns, or deafens nonchaotic subjects.					centered on you		radido oprodu		
				LEVEL 8					
Name	DC 25	Saving Throw None	Time 1	Duration 10 minutes/level [D]		Comp. V, S, M/DF	Spell Resistance See text	School Abjuration	Source : SpellsA-B.rtf
-			standard action		T			0	
Effect: Negates magic within 10 ft.	05	Mall	4	4 minute/level	Target: 10-ftradius		•	Caster Level: 15	CDELL CO. D. CC.
□□□□□Brain Spider	25	Will negates	1 round	1 minute/level		V,S,M,DF		Divination [Mind-Affecting]	SPELL CO: Pg.38
Effect: Eavesdrop on thoughts of up to eight other creatures.	25	Will post-t-	1	1 round/lovel	Target: Up to eight li			Caster Level: 15	CDELL CO. D. CO.
□□□□□ Brilliant Aura	25	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.39
Effect: Functions as brilliant blade, except all subject creatures w	eanone	gain brilliant energy spe			Target: Weapons ca		e creature/2 levels, no	Caster Level: 15	
Doak of Chaos	25	See text	1 standard	1 round/level [D]			Yes (harmless)	Abjuration [Chaotic]	: SpellsC.rtf
Effect:			action		Target: 1 creature/le	vel in a 20-	ftradius burst	Caster Level: 15	
+4 to AC, +4 resistance, and SR 25 against lawful spells.		Will half (harmless) or	1	Instantaneous	centered on you	V, S	Yes (harmless) or Yes		: SpellsC.rtf
	25				51036 (00 IL.)	٠, ٥	see text	(Healing)	. эропооли
	25	Will half; see text	standard action						
Cure Critical Wounds, Mass		Will half; see text				vel, no two	of which can be more	-	
Cure Critical Wounds, Mass Effect: Cures 4d8 +1/level [max +40] damage for many creatures		Will half; see text		Permanent until triggered	than 30 ft. apart	vel, no two		-	SPELL CO: Pg.60
Cure Critical Wounds, Mass	š.	Will half; see text	action 10	Permanent until triggered	than 30 ft. apart	V,S,M/DF	No	Caster Level: 15	SPELL CO: Pg.60

				Claria Spalls					
Death Ward, Mass	25	Will negates	1	Cleric Spells 1 minute/level	Close (60 ft.) V,	S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.61
Effect:		[harmless]	standard action		Target: One creature/le	evel, no t	wo of which can be	Caster Level: 15	
Grants immunity to death spells and negative energy effection. Dimensional Lock	cts to tar 25	geted creatures. None	1 standard	1 day/level	more than 30 ft. apart Medium (250 ft.) V,	, S	Yes	Abjuration	: SpellsD-E.rtf
Effect:			action		Target: 20-ftradius er	manation	centered on a point in	Caster Level: 15	
Teleportation and interplanar travel blocked for one day/led Discern Location	vel. 25	None	10	Instantaneous	space Unlimited V,	S, DF	No	Divination	: SpellsD-E.rtf
Effect: Reveals exact location of creature or object.			minutes		Target: One creature of	or object		Caster Level: 15	
□□□□ Earthquake	25	See text	1 standard	1 round	Long (1000 ft.) V,	S, DF	No	Evocation [Earth]	: SpellsD-E.rtf
Effect: Intense tremor shakes 80-ftradius.			action		Target: 80-ftradius sp	read [S]		Caster Level: 15	
☐☐☐☐☐Fierce Pride of the Beastlands	25	None	10 minutes	10 minutes/level [D]	Medium (250 ft.) V,		No	Conjuration (Summoning) [Chaotic, Good] Caster Level: 15	SPELL CO: Pg.91
Summons 2d4 celestial lions with maximum hit points; see	text. 25	Reflex half	1 round	Instantaneous	Target: Two or more so which are more than 3 Medium (250 ft.) V,	0 ft. apart			: SpellsF-G.rtf
Effect: Deals 1d6/level [max 20d6] fire damage.					Target: 2 10-ft. cubes/l			Caster Level: 15	
□□□□ Heat Drain	25	Fortitude negates	1 standard action	Instantaneous	20 ft. V,	S,DF	Yes	Necromancy [Cold	IJSPELL CO: Pg.112
Effect: Deals 1d6/caster level [max 20d6] cold damage, for every	living cr	eature affected you gai		rary HP.	Target: 20-ftradius bu	ırst cente	red on you	Caster Level: 15	
□□□□ Holy Aura	25	See text	1 standard action	1 round/level [D]	20 ft. V,	S, F	Yes (harmless)	Abjuration [Good]	: SpellsH-L.rtf
Effect: +4 to AC, +4 resistance, and SR 25 against evil spells.					Target: 1 creature/leve centered on you			Caster Level: 15	
Inflict Critical Wounds, Mass	25	Will half	1 standard action	Instantaneous	Close (60 ft.) V,	S	Yes	Necromancy	: SpellsH-L.rtf
Effect: Deals 4d8 +1/level [max +40] damage to many creatures.					Target: 1 creature/leve than 30 ft. apart				
□□□□□Lion's Roar	25	Fortitude partial or Wil negates [harmless]	l 1 standard action	Instantaneous or 1 minute/level	120 ft. V,		Yes or Yes [harmless] see text	; Evocation [Sonic]	SPELL CO: Pg.133
Effect: Deals 1d8/caster level [max 10d8] sonic damage to enemi	ies; allie	s get +1 on attack and s		inst fear, plus temporary hp.	Target: 120-ftradius b	ourst cent	ered on you	Caster Level: 15	
Planar Ally, Greater	25	None	10 minutes	Instantaneous	XI			Conjuration (Calling) [See Text]	: SpellsP-R.rtf
ffect: As lesser planar ally, but up to 18 HD.					Target: Up to three cal totaling no more than 1 more than 30 ft. apart	18 HD, no	two of which can be	Caster Level: 15	
□□□□□Planar Exchange, Greater ffect: Call a celestial creature see list; see text	25	None	1 round	1 round/level [D]		S,DF	No	Conjuration (Calling) Caster Level: 15	SPELL CO: Pg.159
Plane Shift, Greater	25	Will negates	1 standard action	Instantaneous	Touch V,	S,F	Yes	Conjuration (Teleportation)	SPELL CO: Pg.159
ffect: As many as eight subjects travel to another plane.					Target: Creature touch creatures joining hands	s		Caster Level: 15	
□□□□□Shield of Law	25	See text	1 standard action	1 round/level [D]			Yes (harmless)	Abjuration [Lawful]	: SpellsS.rtf
ffect: +4 to AC, +4 resistance, and SR 25 against chaotic spells. DDDDDSpell Immunity, Greater	25	Will negates	1	10 minutes/level	Target: 1 creature/leve centered on you Touch V,		Yes (harmless)	Caster Level: 15 Abjuration	: SpellsS.rtf
		(harmless)	standard action					•	
Subject is immune to 3 spells, up to 8th-level spells.	25	N/A	1	1 minute/level [D]	Target: Creature touch Personal V.		N/A	Caster Level: 15 Transmutation	SPELL CO: Pg.210
□□□□ Stormrage	23	N/A	standard action	Timilate/level [D]		,5,01	IVA	[Electricity]	3r LLL 60. r g.210
Iffect: Launch lightning bolts 1d6 per level; see text.	25	None	1 round	1 round/level [D]	Target: You Close (60 ft.) V,	S, F/DF	No	Caster Level: 15 Conjuration	: SpellsS.rtf
□□□□□Summon Monster VIII Effect: Calls extraplanar creature to fight for you.	23	None	riouna	Troutwiever [b]	Target: One or more so which can be more that	ummoned	d creatures, no two of	(Summoning) Caster Level: 15	. Openso.ru
Symbol of Death	25	Fortitude negates	10 minutes	See text	0 ft.; see text V, Target: One symbol	S, M	Yes	Necromancy [Death] Caster Level: 15	: SpellsS.rtf
Triggered rune slays nearby creatures.	25	Will negates	10 minutes	See text		S, M	Yes	Enchantment (Compulsion)	: SpellsS.rtf
Effect: Triggered rune renders nearby creatures insane.					Target: One symbol			[Mind-Affecting] Caster Level: 15	
Triggered rule renders hearby creatures insane. □□□□□□Wall of Greater Dispel Magic	25	None	1 standard action	1 minute/level	Close (60 ft.) V,	S,DF	No	Abjuration	SPELL CO: Pg.234
Effect: As wall of dispel magic, but is like great dispel magic.			aoaon		Target: A straight wall square/level	whose ar	ea is up to one 10-ft.	Caster Level: 15	
				LEVEL 9					
Name Astral Projection	DC 26	Saving Throw None	Time 30	Duration See text			Spell Resistance Yes	School Necromancy	Source : SpellsA-B.rtf
iffect: Projects you and companions onto Astral Plane.			minutes		Target: You plus one a levels touched			Caster Level: 15	•
compara you goo companions onto ASITAL Plane.	26	None	10 minutes	Instantaneous	Close (60 ft.) V,	S,DF,XP	No	Conjuration (Calling) [Lawful]	SPELL CO: Pg.42
Call Marut					Target: One called ma	rut		Caster Level: 15	
□□□□□ Call Marut Effect: You recieve the aid of a Marut inevitable in performing one	e task th 26	Fortitude partial; see	ır. 1	Instantaneous	Close (60 ft.) V,	S	Yes	Necromancy	: SpellsD-E.rtf
□□□□□Call Marut Effect: You recieve the aid of a Marut inevitable in performing one □□□□□□Energy Drain				Instantaneous	Close (60 ft.) V,		Yes		: SpellsD-E.rtf
Call Marut Control You recieve the aid of a Marut inevitable in performing one Control Co		Fortitude partial; see	1 standard action	Instantaneous 1 minute/level [D]		e energy	Yes Yes	Necromancy Caster Level: 15 Transmutation	: SpellsD-E.rtf
□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	26	Fortitude partial; see text for enervation	1 standard action		Close (60 ft.) V,	e energy , S	Yes	Caster Level: 15	

				Cleric Spells					
□□□□ Gate	26	None	1 standard action	Instantaneous or concentration 0; see	Medium (250 ft.)	V, S, XP; see text	No	Conjuration (Calling, Creation)	: SpellsF-G.rtf
Effect: Connects two planes for travel or summoning.					Target: See text			Caster Level: 15	
□□□□□Heal, Mass	26	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	: SpellsH-L.rtf
Effect: As heal, but with several subjects.					Target: One or mo more than 30 ft. ap		, no two of which can b	e Caster Level: 15	
Heavenly Host	26	None	10 minutes	10 minutes/level	Medium (250 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SPELL CO: Pg.113
Effect: Summons multiple creatures; see text					Target: Two or mo which are more that		ed creatures, no two of	Caster Level: 15	
Implosion	26	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (60 ft.)	V, S	Yes	Evocation	: SpellsH-L.rtf
Effect: Kills one creature/round.					Target: One corpor	real creature	e/round	Caster Level: 15	
□□□□ Miracle	26	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation	: SpellsM-O.rtf
Effect: Requests a deity's intercession.					Target: See text			Caster Level: 15	
Soul Bind	26	Will negates	1 standard action	Permanent	Close (60 ft.)	V, S, F	No	Necromancy	: SpellsS.rtf
Effect: Traps newly dead soul to prevent resurrection.					Target: Corpse			Caster Level: 15	
Storm of Vengeance	26	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1000 ft.) Target: 360-ftradi	V, S	Yes	Conjuration (Summoning) Caster Level: 15	: SpellsS.rtf
Storm rains acid, lightning, and hail.	00	News	4 1	0					00511 00 D 014
□□□□□Summon Elemental Monolith	26	None	1 round	Concentration, up to 1 round/level	Medium (250 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SPELL CO: Pg.214
Effect: Summon monolith to do your bidding.					Target: One summ	oned eleme	ental monolith	Caster Level: 15	
□□□□□Summon Monster IX	26	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DI	- No	Conjuration (Summoning)	: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or mo which can be more		ed creatures, no two of apart	Caster Level: 15	
True Resurrection	26	None; see text	10 minutes	Instantaneous	Touch	DF	Yes (harmless)	Conjuration (Healing)	: SpellsT-Z.rtf
Effect: As resurrection, plus remains aren't needed.					Target: Dead creat	ture touched	I	Caster Level: 15	
□□□□□Undeath's Eternal Foe	26	None	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SPELL CO: Pg.226
Effect: Grant subjects special abilities against undead; see text					Target: One creatu	ire/5 levels		Caster Level: 15	
Usage 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 deity's - become half-c	elestial	or half-fiend; see text			Target: You			Caster Level: 15	
122. 12 2200. Horo mor your dowy o boothe half o		nona, oco toxt		* =Domain/Speciality Spell					

Turk



Kercpa
RACE
15
AGE
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
RESIDENCE
LOCATION
None
REGION
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:

10

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

Calcryx - Friend - White Wyrmling