

New1

NAME

Clr10 DD5

105000

EXPERIENCE

15

NEXT LEVEL

Character Level

105000

PLAYERNAME

Human

RACE

Medium

5' 10"

HEIGHT

180 lbs.

WEIGHT

VISION

-1

DEITY

Tharizdun

ALIGNMENT

Chaotic Evil

AGE

20

GENDER

Male

EYES

HAIR

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	17	+3	17	+3	17	+3
WIS Wisdom	21	+5	35	+12	35	+12
CHA Charisma	15	+2	15	+2	15	+2

VP
Vitality

152

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

WP
Wound Points

16

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC
armor class

32

TOTAL

30

FLAT

24

TOUCH

10

BASE

8

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL

12

MISC

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

modifier

+6

TOTAL

+2

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
				RANKS	MISC MODIFIER
✓ Appraise	INT	3	=	3	+
✓ Balance	DEX	2	=	2	+
✓ Bluff	CHA	2	=	2	+
✓ Climb	STR	3	=	3	+
✓ Concentration	CON	21	=	3	+ 18.0
✓ Craft (Untrained)	INT	3	=	3	+
✓ Diplomacy	CHA	2	=	2	+
✓ Disguise	CHA	2	=	2	+
✓ Escape Artist	DEX	2	=	2	+
✓ Forgery	INT	3	=	3	+
✓ Gather Information	CHA	2	=	2	+
✓ Heal	WIS	12	=	12	+
✓ Intimidate	CHA	2	=	2	+
✓ Jump	STR	3	=	3	+
✓ Knowledge (Arcana)	INT	12	=	3	+ 9.0
✓ Knowledge (Religion)	INT	12	=	3	+ 9.0
✓ Listen	WIS	12	=	12	+
✓ Ride	DEX	2	=	2	+
✓ Search	INT	3	=	3	+
✓ Sense Motive	WIS	12	=	12	+
✓ Sneak	DEX	2	=	2	+
✓ Sneak (Hide)	DEX	2	=	2	+
✓ Spot	WIS	12	=	12	+
✓ Survival	WIS	12	=	12	+
✓ Swim	STR	3	=	3	+
✓ Use Rope	DEX	2	=	2	+

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+11

=

+8

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+8

=

+4

+

+2

+

+0

+

+2

+

+0

+

WILL

(wisdom)

+25

=

+11

+

+12

+

+0

+

+2

+

+0

+

MELEE

attack bonus

TOTAL

+13/+8

=

BASE ATTACK BONUS

+10/+5

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+12/+7

=

BASE ATTACK BONUS

+10/+5

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+13/+8

=

BASE ATTACK BONUS

+10/+5

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+13/+8

1d3+3

20/x2

*T-Mace

CURRENT HAND

TYPE

SIZE

CRITICAL

Primary

B

M

20/x2

To Hit

Dam

To Hit

Dam

1H-P

+15/+10

1d8+5

2W-P-(OH)

+9/+4

1d8+5

1H-O

+11/+6

1d8+3

2W-P-(OL)

+11/+6

1d8+5

2H

+15/+10

1d8+6

2W-OH

+5

1d8+3

Special Properties

(Mace +2 (Heavy/Sonic Blast)), +3d6 sonic damage. On a critical hit deals +3d6 additional sonic damage

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turning Check

1d20+4

Up to 0

6

Turn level

10

1 - 3

7

Turn damage

2d6 +12

4 - 6

8

You command Undead creatures with total hit dice up to 10.

7 - 9

9

10 - 12

10

13 - 15

11

16 - 18

12

19 - 21

13

22+

14

REBUKE/DAY

□□□□□

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

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

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

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

DOMAINS	
Destruction	You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.
Madness	You gain an Insanity score equal to half your class level. For spellcasting (determining bonus spells and DCs), you use your Wisdom score plus your Insanity score in place of Wisdom alone.

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

LANGUAGES	
Common, Literacy	

TEMPLATES	
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Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐Amanuesis	22	Will negates [object]	1 standard action	10 minute/level	Close (60 ft.)	V, S	Yes [object]	Transmutation	SPELL CO: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 15	
☐☐☐☐Create Water	22	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 30 gallons of pure water.					<i>Target:</i> Up to 30 gallons of water			<i>Caster Level:</i> 15	
☐☐☐☐Cure Minor Wounds	22	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐Detect Magic	22	None	1 standard action	Concentration, up to 15 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 15	
☐☐☐☐Detect Poison	22	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 15	
☐☐☐☐Guidance	22	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐Inflict Minor Wounds	23	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐Light	22	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
☐☐☐☐Long-Range Weapon	22	None	1 standard action	15 minutes or until expended	Touch	V, S, DF	Yes (harmless, object)	Transmutation	APM: p. 158
<i>Effect:</i> Thrown weapon or projectile gains 50% more range.					<i>Target:</i> 15 thrown weapons or projectiles, all of the same kind and all of which must be in contact with each other at the time of casting			<i>Caster Level:</i> 15	
☐☐☐☐Mending	22	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 15	
☐☐☐☐Purify Food and Drink	22	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 15 cu. ft. of food or water.					<i>Target:</i> 15 cu. ft. of contaminated food and water			<i>Caster Level:</i> 15	
☐☐☐☐Read Magic	22	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐Resistance	22	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐Virtue	22	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐Anarchic Water	23	Will negates [object]	1 minute	Instantaneous	Touch	V, S, M	Yes [object]	Transmutation [Chaotic]	SPELL CO: Pg.11
<i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 15	
☐☐☐☐Astute Fighting	23	Will negates (harmless)	1 standard action	15 rounds	Touch	V, S, DF	Yes (harmless)	Transmutation	APM: p. 147
<i>Effect:</i> Recipient gains +2 bonus on attack rolls, may be able to make an extra melee attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐Bane	23	Will negates	1 standard action	15 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 15	
☐☐☐☐Bless	23	None	1 standard action	15 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 15	
☐☐☐☐Blessed Aim	23	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V, S	No	Divination	SPELL CO: Pg.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 15	
☐☐☐☐Blood Wind	23	Will negates [harmless]	1 swift action	1 round	Close (60 ft.)	V, S	Yes [harmless]	Evocation	SPELL CO: Pg.33
<i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text					<i>Target:</i> A single creature with Intelligence 4 or higher			<i>Caster Level:</i> 15	
☐☐☐☐Cause Fear	24	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 ft.)	V, S	Yes	Necromancy [Fear,RSRD: SpellsC.rtf Mind-Affecting]	
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 15	
☐☐☐☐Cold Fire	23	No [fire] or Fortitude	1	1 minute/level [fire source] or	Close (60 ft.)	V, S, DF	Yes [creature]	Transmutation	SPELL CO: Pg.50
* =Domain/Specialty Spell									

Cleric Spells

	half	standard	Instantaneous [creature]						[Cold]
<i>Effect:</i> Flames deal cold damage; see text									<i>Caster Level:</i> 15
☐☐☐☐☐ Command	23	Will negates	1 standard action	1 round	Close (60 ft.)	V	Yes		Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Caster Level:</i> 15 RSRD: SpellsC.rtf
<i>Effect:</i> One subject obeys selected command for 1 round.									<i>Caster Level:</i> 15
☐☐☐☐☐ Comprehend Languages	23	None	1 standard action	150 minutes	Personal	V, S, M/DF	No		Divination RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.									<i>Caster Level:</i> 15
☐☐☐☐☐ *Confusion, Lesser	23	None	1 standard action	1 round	Close (60 ft.)	V, S, DF	No		Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 15 RSRD: SpellsC.rtf
<i>Effect:</i> One creature is confused for 1 round.									<i>Caster Level:</i> 15
☐☐☐☐☐ Conviction	23	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]		Abjuration SPELL CO: Pg.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.									<i>Caster Level:</i> 15
☐☐☐☐☐ Cure Light Wounds	23	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text		Conjuration (Healing) RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.									<i>Caster Level:</i> 15
☐☐☐☐☐ Curse Water	24	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)		Necromancy [Evil] RSRD: SpellsC.rtf
<i>Effect:</i> Makes unholy water.									<i>Caster Level:</i> 15
☐☐☐☐☐ Deathwatch	24	None	1 standard action	150 minutes	30 ft.	V, S	No		Necromancy [Evil] RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals how near death subjects within 30 ft. are.									<i>Caster Level:</i> 15
☐☐☐☐☐ Delay Disease	23	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]		Conjuration (Healing) SPELL CO: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.									<i>Caster Level:</i> 15
☐☐☐☐☐ Detect Chaos	23	None	1 standard action	Concentration, up to 150 minutes [D]	60 ft.	V, S, DF	No		Divination RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									<i>Caster Level:</i> 15
☐☐☐☐☐ Detect Evil	23	None	1 standard action	Concentration, up to 150 minutes [D]	60 ft.	V, S, DF	No		Divination RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									<i>Caster Level:</i> 15
☐☐☐☐☐ Detect Good	23	None	1 standard action	Concentration, up to 150 minutes [D]	60 ft.	V, S, DF	No		Divination RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									<i>Caster Level:</i> 15
☐☐☐☐☐ Detect Law	23	None	1 standard action	Concentration, up to 150 minutes [D]	60 ft.	V, S, DF	No		Divination RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									<i>Caster Level:</i> 15
☐☐☐☐☐ Detect Undead	23	None	1 standard action	Concentration, up to 15 minutes [D]	60 ft.	V, S, M/DF	No		Divination RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.									<i>Caster Level:</i> 15
☐☐☐☐☐ Dispel Ward	23	None	1 standard action	Instantaneous	Medium (250 ft.)	V,S	No		Abjuration SPELL CO: Pg.67
<i>Effect:</i> Functions like dispel magic; see text									<i>Caster Level:</i> 15
☐☐☐☐☐ Divine Favor	23	None	1 standard action	1 minute	Personal	V, S, DF	No		Evocation RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +5 on attack and damage rolls.									<i>Caster Level:</i> 15
☐☐☐☐☐ Doom	24	Will negates	1 standard action	15 minutes	Medium (250 ft.)	V, S, DF	Yes		Necromancy [Fear,RSRD: SpellsD-E.rtf Mind-Affecting]
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									<i>Caster Level:</i> 15
☐☐☐☐☐ Draw on Faith	23		1 round	Until expended or 1 minute	Personal	V, S, DF			Conjuration (Summoning) <i>Caster Level:</i> 15 APM: p. 151
<i>Effect:</i> Gain a +1 bonus on one save, check, or attack roll.									<i>Caster Level:</i> 15
☐☐☐☐☐ Ebon Eyes	23	None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]		Transmutation SPELL CO: Pg.77
<i>Effect:</i> See normally in darkness both magical and natural.									<i>Caster Level:</i> 15
☐☐☐☐☐ Endure Elements	23	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)		Abjuration RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.									<i>Caster Level:</i> 15
☐☐☐☐☐ Entropic Shield	23	None	1 standard action	15 minutes [D]	Personal	V, S	No		Abjuration RSRD: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									<i>Caster Level:</i> 15
☐☐☐☐☐ Faith Healing	23	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]		Conjuration (Healing) SPELL CO: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.									<i>Caster Level:</i> 15
☐☐☐☐☐ Flame of Chaos, Lesser	23	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes		Evocation [Chaos, APM: p. 155 Fire]
<i>Effect:</i> Small flame sheds light and deals 1d6+15 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.									<i>Caster Level:</i> 15
☐☐☐☐☐ Flame of Evil, Lesser	23	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes		Evocation [Evil, Fire] APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 1d6+15 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.									<i>Caster Level:</i> 15
* =Domain/Specialty Spell									

Cleric Spells

☐☐☐☐☐ Flame of Law, Lesser	23	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 1d6+15 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15	
☐☐☐☐☐ Foundation of Stone	23	None	1 standard action	1 round/level	Close (60 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SPELL CO: Pg.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐ Guiding Light	23	None	1 standard action	1 minute/level [D]	Long (1000 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.108
<i>Effect:</i> +2 on ranged attacks					<i>Target:</i> Creatures in a 5-ft.-radius burst			<i>Caster Level:</i> 15	
☐☐☐☐☐ Healthful Rest	23	Will negates [harmless]	10 minutes	24 hours	Close (60 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.111
<i>Effect:</i> Doubles the natural healing rate.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 15	
☐☐☐☐☐ Hide from Undead	23	Will negates (harmless); see text	1 standard action	150 minutes [D]	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Undead can't perceive 15 subjects.					<i>Target:</i> 15 touched creatures			<i>Caster Level:</i> 15	
☐☐☐☐☐ Ice Gauntlet	23	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold]	SPELL CO: Pg.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐ Incite	23	Will negates	1 swift action	1 minute/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.					<i>Target:</i> Creatures in a 10-ft. burst			<i>Caster Level:</i> 15	
☐☐☐☐☐ **Inflict Light Wounds	24	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch deals 1d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Inflict Light Wounds	24	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch deals 1d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Inhibit	23	Will negates	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.123
<i>Effect:</i> Subject is forced to delay; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
☐☐☐☐☐ Ironguts	23	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration	SPELL CO: Pg.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Magic Stone	23	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Magic Weapon	23	Will negates (harmless, object)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Moon Lust	23	Will negates [harmless]	1 standard action	1 round/level	Medium (250 ft.)	V,S,F	Yes	Illsion (Pattern) [Mind-Affecting]	SPELL CO: Pg.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Nightshield	23	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐ Nimbus of Light	23	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SPELL CO: Pg.148
<i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐ Obscuring Mist	23	None	1 standard action	15 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 15	
☐☐☐☐☐ Omen of Peril	23	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SPELL CO: Pg.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐ Portal Beacon	23	None	1 standard action	1 hour/level	Close (60 ft.)	V,S	No	Transmutation	SPELL CO: Pg.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.					<i>Target:</i> One interplanar gate or portal			<i>Caster Level:</i> 15	
☐☐☐☐☐ Potent Weapon	23	None	1 standard action	15 minutes	Touch	V, S	Yes (harmless)	Transmutation	APM: p. 162
<i>Effect:</i> Weapon gains bonuses against a specific foe.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Precipitate	23	None	1 standard action	Concentration, up to 15 rounds [D]	Close (60 ft.)	V, S, M/DF	No	Conjuration (Creation) [Air, Water]	APM: p. 163
<i>Effect:</i> Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impeded movement.					<i>Target:</i> Cylinder 40			<i>Caster Level:</i> 15	
☐☐☐☐☐ Protection from Good	23	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Protection from Law	23	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Remove Fear	23	Will negates (harmless)	1 standard action	10 minutes; see text	Close (60 ft.)	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects.					<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
* =Domain/Specialty Spell									

Cleric Spells

■■■■■ Resist Planar Alignment	23	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■ Resurgence	23	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■ Sanctuary	23	Will negates	1 standard action	15 rounds	Touch	V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Opponents can't attack you, and you can't attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■ Scholar's Touch	23	None	1 standard action	Concentration, up to 15 rounds	Personal	V,S,M,F	No	Divination	Custom: Races of Destiny Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					<i>Target:</i> One book/round			<i>Caster Level:</i> 15	
■■■■■ Shield of Faith	23	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +4 deflection bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■ Sign	23	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
<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■ Snowshoes	23	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■ Spell Flower	23	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■ Summon Monster I	23	None	1 round	15 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 15	
■■■■■ Summon Undead I	23	None	1 round	1 round/level	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning) [Evil]	SPELL CO: Pg.215
<i>Effect:</i> Like summon monster except it summons undead from 1st level list					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 15	
■■■■■ Updraft	23	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SPELL CO: Pg.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■ Vigilance	23	Will negates (harmless)	1 standard action	4 hours	Close (60 ft.)	V, S, M	Yes (harmless)	Abjuration	APM: p. 177
<i>Effect:</i> Recipients gain +1 on Listen, Sense Motive, and Spot checks, +1 on saves against sleep effects.					<i>Target:</i> Up to 5 creatures, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 15	
■■■■■ Vigor, Lesser	23	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
■■■■■ Vision of Glory	23	None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SPELL CO: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■ Wings of the Sea	23	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Aid	24	None	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
■■■■■Align Weapon	24	Will negates (harmless, object)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]			<i>Caster Level:</i> 15	
■■■■■Augury	24	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD: SpellsA-B.rtf
<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■Aura Against Flame	24	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■Avoid Planar Effects	24	None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 15	
■■■■■Balor Nimbus	24	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■Bear's Endurance	24	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 15 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■Body Blades	24	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.35
<i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■Brambles	24	None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SPELL CO: Pg.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells

<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Bull's Strength</div></div>	24	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<div><div>Effect:</div><div>Subject gains +4 to Str for 15 minutes.</div></div>					Target: Creature touched			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Calm Emotions</div></div>	24	Will negates	1 standard action	Concentration, up to 15 rounds [D]	Medium (250 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<div><div>Effect:</div><div>Calms creatures, negating emotion effects.</div></div>					Target: Creatures in a 20-ft.-radius spread			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Close Wounds</div></div>	24	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (60 ft.)	V	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.48
<div><div>Effect:</div><div>Cure 1d4 +1/level [max +5].</div></div>					Target: One creature			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Cure Moderate Wounds</div></div>	24	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<div><div>Effect:</div><div>Cures 2d8+10 damage.</div></div>					Target: Creature touched			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Curse of Ill Fortune</div></div>	25	Will negates	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.56
<div><div>Effect:</div><div>Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.</div></div>					Target: One living creature			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Darkness</div></div>	24	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<div><div>Effect:</div><div>20-ft. radius of supernatural shadow.</div></div>					Target: Object touched			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Dark Way</div></div>	24	None	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes	Illusion (Shadow)	SPELL CO: Pg.58
<div><div>Effect:</div><div>Create a ribbonlike, weightless, unbreakable bridge.</div></div>					Target: One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Death Knell</div></div>	25	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]	RSRD: SpellsD-E.rtf
<div><div>Effect:</div><div>Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.</div></div>					Target: Living creature touched			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Deific Vegeance</div></div>	24	Will half	1 standard action	Instantaneous	Close (60 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SPELL CO: Pg.62
<div><div>Effect:</div><div>Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].</div></div>					Target: One creature			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Delay Poison</div></div>	24	Fortitude negates (harmless)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<div><div>Effect:</div><div>Stops poison from harming subject for 15 hours.</div></div>					Target: Creature touched			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Desecrate</div></div>	24	None	1 standard action	30 hours	Close (60 ft.)	V, S, M, DF	Yes	Evocation [Evil]	RSRD: SpellsD-E.rtf
<div><div>Effect:</div><div>Fills area with negative energy, making undead stronger.</div></div>					Target: 20-ft.-radius emanation			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Divine Insight</div></div>	24	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.70
<div><div>Effect:</div><div>Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.</div></div>					Target: You			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Divine Interdiction</div></div>	24	Will negates or None [object]; see text	1 standard action	1 round/level	Close (60 ft.)	V	Yes or No [object]; see text	Abjuration	SPELL CO: Pg.70
<div><div>Effect:</div><div>Temp loss of turning power & domain powers.</div></div>					Target: 10-ft.-radius emanation centered on a creature, object, or point in space			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Divine Protection</div></div>	24	Will negates [harmless]	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.70
<div><div>Effect:</div><div>+1 morale bonus to AC and saving throws.</div></div>					Target: Allies in a 20-ft.-radius burst			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Eagle's Splendor</div></div>	24	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<div><div>Effect:</div><div>Subject gains +4 to Cha for 15 minutes.</div></div>					Target: Creature touched			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Energized Shield, Lesser</div></div>	24	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
<div><div>Effect:</div><div>Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text</div></div>					Target: Touch			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Enthrall</div></div>	24	Will negates; see text	1 round	1 hour or less	Medium (250 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
<div><div>Effect:</div><div>Captivates all within 250 ft.</div></div>					Target: Any number of creatures			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Extend Tentacles</div></div>	24	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SPELL CO: Pg.86
<div><div>Effect:</div><div>Extends your tentacles by 5 ft.</div></div>					Target: You			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Fastheal, Lesser</div></div>	24	Will negates (harmless)	1 round	150 minutes [D]	Touch	V, S, M/DF	Yes (harmless)	Conjuration (Healing)	APM: p. 153
<div><div>Effect:</div><div>Cures 2 hit points per character level per 10 minutes.</div></div>					Target: Living creature touched			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Find Traps</div></div>	24	None	1 standard action	15 minutes	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
<div><div>Effect:</div><div>Notice traps as a rogue does.</div></div>					Target: You			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Frost Breath</div></div>	24	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.100
<div><div>Effect:</div><div>Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.</div></div>					Target: Cone-shaped burst			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Fuse Arms</div></div>	24	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.100
<div><div>Effect:</div><div>Gain +4 Str for every set of limbs fused to the primary limb.</div></div>					Target: Creature with at least two arms or tentacles touched			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Gentle Repose</div></div>	25	Will negates (object)	1 standard action	15 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
<div><div>Effect:</div><div>Preserves one corpse.</div></div>					Target: Corpse touched			Caster Level: 15	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Ghost Touch Armor</div></div>	24	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.102
<div><div>Effect:</div><div>Armor gains Ghost Touch property.</div></div>					Target: Armor of creature touched			Caster Level: 15	
* =Domain/Speciality Spell									

Cleric Spells

Hand of Divinity	24	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SPELL CO: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature touched			Caster Level: 15	
Healing Lorecall	24	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SPELL CO: Pg.110
Effect: Allows caster with Heal ranks to remove other ailments when using Conjuraction [Healing] spells. Can also heal more; see text.					Target: You			Caster Level: 15	
Hold Person	24	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
Effect: Paralyzes one humanoid for 15 rounds.					Target: One humanoid creature			Caster Level: 15	
Infernal Wound	24	None	1 standard action	1 round/level	Touch	V,S	No	Transmutation [Evil]	SPELL CO: Pg.122
Effect: Creature injured by weapon loses 2 additional hit points each round for the duration of the spell. Heal Check based on spell DC.					Target: Weapon touched			Caster Level: 15	
Inflict Moderate Wounds	25	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 2d8+10 damage.					Target: Creature touched			Caster Level: 15	
Inky Cloud	24	None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjuraction (Creation)	SPELL CO: Pg.123
Effect: Inky cloud that works under water.					Target: 30-ft.-radius spread centered on you			Caster Level: 15	
Iron Silence	24	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.125
Effect: Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					Target: One suit of armor touched/3 levels			Caster Level: 15	
Living Undeath	25	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.134
Effect: Not subject to sneak attacks or criticals; -4 penalty to Cha score.					Target: Creature touched			Caster Level: 15	
Make Whole	24	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Repairs an object.					Target: One object of up to 150 cu. ft			Caster Level: 15	
Mark of the Outcast	25	Will negates	1 standard action	Permanent	Close (60 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.138
Effect: Creates an indelible mark on the subjects face; see text.					Target: One creature			Caster Level: 15	
Owl's Wisdom	24	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
Effect: Subject gains +4 to Wis for 15 minutes.					Target: Creature touched			Caster Level: 15	
Protection from Negative Energy	24	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.163
Effect: Subtract 10 hp worth of damage from each negative energy attack.					Target: Creature touched			Caster Level: 15	
Protection from Positive Energy	24	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.163
Effect: Subtract 10 hp worth of damage from each positive energy attack.					Target: Creature touched			Caster Level: 15	
Quick March	24	Will negates [harmless]	1 standard action	1 round	Medium (250 ft.)	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.164
Effect: Subjects base land speed increased by 30 feet.					Target: Allies in a 20-ft.-radius burst			Caster Level: 15	
Remove Paralysis	24	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuraction (Healing)	RSRD: SpellsP-R.rtf
Effect: Frees one or more creatures from paralysis or slow effect.					Target: Up to four creatures, no two of which can be more than 30 ft. apart			Caster Level: 15	
Resist Energy	24	Fortitude negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 30 points of damage/attack from specified energy type.					Target: Creature touched			Caster Level: 15	
Restoration, Lesser	24	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuraction (Healing)	RSRD: SpellsP-R.rtf
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.					Target: Creature touched			Caster Level: 15	
**Shatter	24	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
Effect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ft.-radius spread; or one solid object or one crystalline creature			Caster Level: 15	
Shatter	24	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
Effect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ft.-radius spread; or one solid object or one crystalline creature			Caster Level: 15	
Shield Other	24	Will negates (harmless)	1 standard action	15 hours [D]	Close (60 ft.)	V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: You take half of subject's damage.					Target: One creature			Caster Level: 15	
Shroud of Undeath	25	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SPELL CO: Pg.189
Effect: Shroud yourself in invisibile negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					Target: You			Caster Level: 15	
Silence	24	Will negates; see text or none (object)	1 standard action	15 minutes [D]	Long (1000 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
Effect: Negates sound in 15-ft. radius.					Target: 20 ft. radius emanation centered on a creature, object, or point in space			Caster Level: 15	
Sound Burst	24	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
Effect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ft.-radius spread			Caster Level: 15	
Spawn Screen	25	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.197
Effect: Subject will not rise as spawn if killed by an undead capable of creating spawn.					Target: One creature/level			Caster Level: 15	

Cleric Spells									
Spell Immunity, Lesser	24	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.199
<i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Spiritual Weapon	24	None	1 standard action	15 rounds [D]	Medium (250 ft.)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force			<i>Caster Level:</i> 15	
Stabilize	24	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<i>Target:</i> 50-ft.-radius burst centered on you			<i>Caster Level:</i> 15	
Status	24	Will negates (harmless)	1 standard action	15 hours	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> 5 living creatures touched			<i>Caster Level:</i> 15	
Stone Bones	24	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.208
<i>Effect:</i> Target gains natural armor AC bonus of +3.					<i>Target:</i> Corporeal undead creature touched			<i>Caster Level:</i> 15	
Summon Monster II	24	None	1 round	15 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Summon Undead II	24	None	1 round	1 round/level	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning) [Evil]	SPELL CO: Pg.215
<i>Effect:</i> Like summon undead except it summons undead from 2nd level list					<i>Target:</i> One or more summoned creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
*Touch of Madness	24	Will negates	1 standard action	15 rounds	Touch	V, S	Yes	Enchantment [Mind-Affecting]	RSRD: DivineDomainsandSpells.
<i>Effect:</i>					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Undetectable Alignment	24	Will negates (object)	1 standard action	24 hours	Close (60 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 15	
Veil of Shadow	24	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SPELL CO: Pg.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Wave of Grief	24	Will negates	1 standard action	1 round/level	30 ft.	V,S,M	Yes	Enchantment [Evil, Mind-Affecting]	SPELL CO: Pg.236
<i>Effect:</i> Targets become overwhelmed with grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 15	
Zone of Truth	24	Will negates	1 standard action	15 minutes	Close (60 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 15	
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Aid, Mass	25	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
Air Breathing	25	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.8
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 15	
Align Weapon, Mass	25	Will negates [harmless, object]	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SPELL CO: Pg.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
Anarchic Storm	25	None	1 standard action	1 round/level [D]	N/A	V,S,M,DF	No	Conjuration (Creation) [Chaotic, Water]	SPELL CO: Pg.11
<i>Effect:</i> Storm imposes penalties and damages lawful creatures.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]			<i>Caster Level:</i> 15	
Animate Dead	26	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Creates undead skeletons and zombies.					<i>Target:</i> One or more corpses touched			<i>Caster Level:</i> 15	
Antidragon Aura	25	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
Attune Form	25	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels			<i>Caster Level:</i> 15	
Bestow Curse	26	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Blade of Pain and Fear	25	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SPELL CO: Pg.30
<i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.					<i>Target:</i> Swordlike column of gnashing teeth			<i>Caster Level:</i> 15	
Blindness/Deafness	26	Fortitude negates	1 standard action	Permanent [D]	Medium (250 ft.)	V	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
Blindsight	25	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Chain of Eyes	25	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SPELL CO: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells

☐☐☐☐☐ Circle Dance	25	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SPELL CO: Pg.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐ Cloak of Bravery	25	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SPELL CO: Pg.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					<i>Target:</i> 60-ft.-radius emanation centered on you			<i>Caster Level:</i> 15	
☐☐☐☐☐ Cloak Pool	25	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (60 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	SPELL CO: Pg.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.					<i>Target:</i> One color pool			<i>Caster Level:</i> 15	
☐☐☐☐☐ Clutch of Orcus	26	Fortitude negates	1 standard action	Concentration, up to 1 round/level	Medium (250 ft.)	V,S	Yes	Necromancy [Evil]	SPELL CO: Pg.49
<i>Effect:</i> Paralyze the target and inflicts 1d12 points per round.					<i>Target:</i> One Humanoid			<i>Caster Level:</i> 15	
☐☐☐☐☐ **Contagion	26	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	RSRD: SpellsC.rtf
<i>Effect:</i> Infects subject with chosen disease.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Contagion	26	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	RSRD: SpellsC.rtf
<i>Effect:</i> Infects subject with chosen disease.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Continual Flame	25	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched Magical, heatless flame			<i>Caster Level:</i> 15	
☐☐☐☐☐ Conviction, Mass	25	Will negates [harmless]	1 standard action	10 minutes/level	Medium (250 ft.)	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 15	
☐☐☐☐☐ Corona of Cold	25	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SPELL CO: Pg.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 15	
☐☐☐☐☐ Create Food and Water	25	None	10 minutes	24 hours; see text	Close (60 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
<i>Effect:</i> Feeds 45 humans or 15 horses.					<i>Target:</i> Food and water to sustain 45 humans or 15 horses for 24 hours			<i>Caster Level:</i> 15	
☐☐☐☐☐ Cure Serious Wounds	25	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+15 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Darkfire	25	None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SPELL CO: Pg.59
<i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].					<i>Target:</i> Flame in your palm			<i>Caster Level:</i> 15	
☐☐☐☐☐ Daylight	25	None	1 standard action	150 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Deeper Darkness	25	None	1 standard action	15 days [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Demon Dirge	25	NWill half	1 standard action	1d6 rounds; see text	Close (60 ft.)	V,S,DF	Yes	Transmutation	SPELL CO: Pg.63
<i>Effect:</i> Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.					<i>Target:</i> Living creature			<i>Caster Level:</i> 15	
☐☐☐☐☐ Devil Blight	25	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (60 ft.)	V,S,DF	Yes	Transmutation	SPELL CO: Pg.64
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..					<i>Target:</i> Living creature			<i>Caster Level:</i> 15	
☐☐☐☐☐ Dispel Magic	25	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 15	
☐☐☐☐☐ Divine Luck	25	Will negates	1 standard action	150 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	APM: p. 151
<i>Effect:</i> Subject gains temporary bonus to luck score.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Downdraft	25	Reflex partial; see text	1 standard action	Instantaneous	Long (1000 ft.)	V,S,M	Yes	Evocation [Air]	SPELL CO: Pg.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].					<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]			<i>Caster Level:</i> 15	
☐☐☐☐☐ Energized Shield	25	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					<i>Target:</i> Touch			<i>Caster Level:</i> 15	
☐☐☐☐☐ Energy Vortex	25	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	SPELL CO: Pg.81
<i>Effect:</i> Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you					<i>Target:</i> All creatures within a 20-ft.-radius burst			<i>Caster Level:</i> 15	
☐☐☐☐☐ Favorable Sacrifice	25	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.89
<i>Effect:</i> Gain benefit from deity; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Fell the Greatest Foe	25	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.90
<i>Effect:</i> Deal 1d6 damage per size category difference.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Flame of Chaos	25	None or Reflex partial	1 standard action	15 minutes [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, APM: p. 155 Fire]	
<i>Effect:</i> Small flame sheds light and deals 1d8+15 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells

Flame of Evil	25	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Evil, Fire]	APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 1d8+15 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15	
Flame of Faith	25	None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SPELL CO: Pg.95
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					<i>Target:</i> Nonmagical weapon touched			<i>Caster Level:</i> 15	
Flame of Law	25	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 1d8+15 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15	
Ghost Touch Weapon	25	Will negates [harmless,object]	1 standard action	1 minute/level	Close (60 ft.)	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.102
<i>Effect:</i> Hit incorporeal normally.					<i>Target:</i> One weapon or fifty projectiles [all in contact at time of casting]			<i>Caster Level:</i> 15	
Girallon's Blessing	25	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.106
<i>Effect:</i> Gain an additional pair of arms; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Glyph of Warding	25	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 75 sq. ft			<i>Caster Level:</i> 15	
Hamatula Barbs	25	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.109
<i>Effect:</i> Any creature hitting the subject takes 1d8 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Helping Hand	25	None	1 standard action	15 hours	5 miles	V, S, DF	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Ghostly hand leads subject to you.					<i>Target:</i> Ghostly hand			<i>Caster Level:</i> 15	
Ice Axe	25	None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.118
<i>Effect:</i> Axe deals 2d12 of cold damage +1/2 caster level [max +10].					<i>Target:</i> Battleaxe-shaped weapon of swirling ice			<i>Caster Level:</i> 15	
Inflict Serious Wounds	26	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 3d8+15 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Interplanar Message	25	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SPELL CO: Pg.124
<i>Effect:</i> Send 25 words or less to the targeted creature; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
Invisibility Purge	25	None	1 standard action	15 minutes [D]	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Dispels invisibility within 75 ft					<i>Target:</i> You			<i>Caster Level:</i> 15	
Knight's Move	25	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text <i>Target:</i> You	V,S,DF	N/A	Transmutatin (Teleportation) <i>Caster Level:</i> 15	SPELL CO: Pg.129
Know Opponent	25	Will negates	1 standard action	Instantaneous	Close (60 ft.)	S,DF	Yes	Divination	SPELL CO: Pg.129
<i>Effect:</i> Learn strengths or weaknesses of opponent; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
Know Vulnerabilities	25	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Divination	SPELL CO: Pg.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
Locate Object	25	None	1 standard action	15 minutes	Long (1000 ft.)	V, S, F/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 1000 ft.			<i>Caster Level:</i> 15	
Magic Circle against Good	25	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 150 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 15	
Magic Circle against Law	25	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 150 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 15	
Magic Vestment	25	Will negates (harmless, object)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Armor or shield gains 3 enhancement					<i>Target:</i> Armor or shield touched			<i>Caster Level:</i> 15	
Mantle of Chaos	25	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos]	SPELL CO: Pg.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Mantle of Evil	25	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Evil]	SPELL CO: Pg.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the good descriptor.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Mantle of Law	25	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law]	SPELL CO: Pg.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Meld into Stone	25	None	1 standard action	150 minutes	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Nauseating Breath	25	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M	No	Conjuration (Creation)	SPELL CO: Pg.146
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells

Obscure Object	25	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
<i>Effect:</i> Masks object against scrying.					<i>Target:</i> One object touched of up to 1500 lbs			<i>Caster Level:</i> 15	
Prayer	25	None	1 standard action	15 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.					<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you			<i>Caster Level:</i> 15	
Protection from Energy	25	Fortitude negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 120 points of damage from one kind of energy.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
*Rage	25	None	1 standard action	Concentration + 15 rounds [D]	Medium (250 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.					<i>Target:</i> 5 willing living creatures, no two of which may be more than 30 ft. apart			<i>Caster Level:</i> 15	
*Rage	25	Will negates (harmless)	1 standard action	15 rounds	Touch	V, S	Yes (harmless)	Enchantment	RSRD: DivineDomainsandSpells.rtf
<i>Effect:</i>					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Rejuvenative Corpse	26	Will negates [object]	1 standard action	24 hours or until discharged	Touch	V,S,DF	Yes [object]	Necromancy [Evil]	SPELL CO: Pg.172
<i>Effect:</i> Undead that eat the body heal; see text.					<i>Target:</i> One humanoid that within the past week			<i>Caster Level:</i> 15	
Remove Blindness/Deafness	25	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Remove Curse	25	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched			<i>Caster Level:</i> 15	
Remove Disease	25	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Resist Energy, Mass	25	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Resurgence, Mass	25	Will negates [harmless]	1 standard action	Instantaneous	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Ring of Blades	25	N/A	1 standard action	1 minute/level	Personal	V,S,M	N/A	Conjuration (Creation)	SPELL CO: Pg.177
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Safety	25	None or Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	No or Yes [harmless]	Abjuration	SPELL CO: Pg.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Searing Light	25	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	Yes	Evocation	RSRD: SpellsS.rtf
<i>Effect:</i> Range deals 5d8 damage; 10d6 against undead; 10 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 15	
Sheltered Vitality	25	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
Sink	25	Will negates	1 standard action	1 round	Close (60 ft.)	V,S,DF	Yes	Transmutation	SPELL CO: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
Skull Watch	26	See text	1 standard action	Permanent	Touch	V,S,F	No	Necromancy	SPELL CO: Pg.191
<i>Effect:</i> Alarm affect; see text					<i>Target:</i> One humanoid skull			<i>Caster Level:</i> 15	
Slashing Darkness	25	None	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 15	
Snowshoes, Mass	25	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
Sonorous Hum	25	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Evocation [Sonic]	SPELL CO: Pg.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Spark of Life	26	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.					<i>Target:</i> Undead creature touched			<i>Caster Level:</i> 15	
Speak with Dead	26	Will negates; see text	10 minutes	15 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	RSRD: SpellsS.rtf
<i>Effect:</i> Corpse answers 7 questions.					<i>Target:</i> One dead creature			<i>Caster Level:</i> 15	
Spikes	25	None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 15	
Steely Will	25	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Abjuration [Mind-Affecting]	APM: p. 172
<i>Effect:</i> Recipient gains defenses against charms compulsions, and mind-affecting effects.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
* =Domain/Specialty Spell									

Cleric Spells

Stone Shape	25	None	1 standard action	Instantaneous	Touch	V, S, M/DF No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 25 cu. ft.		<i>Caster Level:</i> 15	
Summon Monster III	25	None	1 round	15 rounds [D]	Close (60 ft.)	V, S, F/DF No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15	
Summon Undead III	25	None	1 round	1 round/level	Close (60 ft.)	V,S,F/DF No	Conjuration (Summoning) [Evil]	SPELL CO: Pg.215
<i>Effect:</i> Like summon undead except it summons undead from 3rd level list					<i>Target:</i> One or more summoned creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 15	
Suppress Glyph	25	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S Yes [object]	Abjuration	SPELL CO: Pg.216
<i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.					<i>Target:</i> 100-ft.-radius emanation centered on you		<i>Caster Level:</i> 15	
Telepathic Bond, Lesser	25	None	1 standard action	150 minutes	30 feet	V, S No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.					<i>Target:</i> You and One willing creature within 30'		<i>Caster Level:</i> 15	
Tremor	25	See text	1 standard action	1 round/3 levels	Medium (250 ft.)	V,S,DF No	Evocation [Earth]	SPELL CO: Pg.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread		<i>Caster Level:</i> 15	
Tremor	25	Reflex partial; see text	1 standard action	1 round	Close (60 ft.)	V, S, DF No	Evocation [Earth]	APM: p. 176
<i>Effect:</i> Minor earthquake shakes 40-ft. radius, deals nonlethal damage and can collapse structures.					<i>Target:</i> 40-ft.-radius spread [S]		<i>Caster Level:</i> 15	
Unholy Storm	25	None	1 standard action	1 round/level [D]	Personal	V,S,M,DF No	Conjuration (Creation) [Evil, Water]	SPELL CO: Pg.227
<i>Effect:</i> Driving rain falls around you, it falls in a fixed area once created. See text.					<i>Target:</i> Cylinder [20-ft.-radius, 20 ft. high]		<i>Caster Level:</i> 15	
Vigor	25	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15	
Vigor, Mass Lesser	25	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15	
Visage of the Deity, Lesser	25	N/A	1 standard action	1 round/level	Personal	V,S,DF N/A	Transmutation	SPELL CO: Pg.231
<i>Effect:</i> Your form becomes more like your deity's; see text					<i>Target:</i> You		<i>Caster Level:</i> 15	
Wall of Light	25	None	1 standard action	1 minute/level [D]	Close (60 ft.)	V,S,M Yes; see text	Evocation [Light]	SPELL CO: Pg.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels		<i>Caster Level:</i> 15	
Water Breathing	25	Will negates (harmless)	1 standard action	30 hours; see text	Touch	V, S, M/DF Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 15	
Water Walk	25	Will negates (harmless)	1 standard action	150 minutes [D]	Touch	V, S, DF Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> 15 touched creatures		<i>Caster Level:</i> 15	
Weapon of Energy	25	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S Yes [harmless,object]	Transmutation [See text]	SPELL CO: Pg.236
<i>Effect:</i> Adds additional damage; see text.					<i>Target:</i> One weapon		<i>Caster Level:</i> 15	
Weapon of Impact	25	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
<i>Effect:</i> Double threat range of weapon.					<i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]		<i>Caster Level:</i> 15	
Weapon of the Deity	25	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 15	
Wind Wall	25	None; see text	1 standard action	15 rounds	Medium (250 ft.)	V, S, M/DF Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 150 ft. long and 75 ft. high [S]		<i>Caster Level:</i> 15	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Air Walk	26	None	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 15	
□□□□□Assay Spell Resistance	26	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SPELL CO: Pg.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Astral Hospice	26	N/A	1 standard action	24 hours/level	Close (60 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SPELL CO: Pg.17
<i>Effect:</i> On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur.					<i>Target:</i> See text			<i>Caster Level:</i> 15	
□□□□□Blindsight, Greater	26	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Castigate	26	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SPELL CO: Pg.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.					<i>Target:</i> 10-ft. radius burst centered on you			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells

■■■■■Castigate	26	Will negates or Will partial; see text	1 round	Instantaneous; see text	30 ft.	V, S, DF	Yes	Evocation [Fear, Language-Dependant, Mind-Affecting, Sonic]	APM: p. 148
<i>Effect:</i> You inspire fear, and my damage or deafen all within 30 feet of you.					<i>Target:</i> 30 ft.-radius spread, centered on you			<i>Caster Level:</i> 15	
■■■■■*Confusion	26	Will negates	1 standard action	15 rounds	Medium (250 ft.)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Subjects behave oddly for 15 rounds.					<i>Target:</i> All creatures in a 15-ft. radius burst			<i>Caster Level:</i> 15	
■■■■■Consumptive Field	27	Will negates	1 standard action	1 round/level	30 ft.	V,S	Yes	Necromancy [Death, Evil]	SPELL CO: Pg.51
<i>Effect:</i> All creatures with fewer than 0 Hp that fail the save die and you gain 1d8 temp HP and +2/per death to Str. Your caster level increases by 1/per death [max gain half your original caster level].					<i>Target:</i> 30-ft.-radius emanation, centered on you			<i>Caster Level:</i> 15	
■■■■■Contingent Energy Resistance	26	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SPELL CO: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■Control Water	26	None; see text	1 standard action	150 minutes [D]	Long (1000 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 150 ft by 150 ft by 30 ft [S]			<i>Caster Level:</i> 15	
■■■■■Crown of Terror	26	None	1 standard action	15 rounds [D]	10 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
<i>Effect:</i> Enemies within 10 feet become shaken or frightened when you attack.					<i>Target:</i> A fiery halo			<i>Caster Level:</i> 15	
■■■■■Crown of Valor	26	Will negates (harmless)	1 standard action	15 minutes [D]	10 ft.	V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150
<i>Effect:</i> You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.					<i>Target:</i> A silver halo			<i>Caster Level:</i> 15	
■■■■■Cure Critical Wounds	26	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+15 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■Death Ward	27	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
■■■■■Delay Death	27	Will negates [harmless]	1 immediate action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.63
<i>Effect:</i> Target cannot die from hit point damage during the duration of the spell.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
■■■■■Dimensional Anchor	26	None	1 standard action	15 minutes	Medium (250 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray			<i>Caster Level:</i> 15	
■■■■■Discern Lies	26	Will negates	1 standard action	Concentration, up to 15 rounds	Close (60 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
■■■■■Dismissal	26	Will negates; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S, DF	Yes	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature			<i>Caster Level:</i> 15	
■■■■■Divination	26	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Provides useful advice for specific proposed actions.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■Divine Power	26	None	1 standard action	15 rounds	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain attack bonus, +6 to Str, and 15 hps.					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■Dweomer of Transference	26	Will Negates (Harmless)	1 minute	15 rounds	Close (60 ft.)	V, S	Yes (Harmless)	Evocation	RSRD: PsionicSpells.rtf
<i>Effect:</i> You form a radiating corona around the head of a psionic ally, then convert some of your spells into power points [see text].					<i>Target:</i> One willing psionic creature			<i>Caster Level:</i> 15	
■■■■■Freedom of Movement	26	Will negates (harmless)	1 standard action	150 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 15	
■■■■■Giant Vermin	26	None	1 standard action	15 minutes	Close (60 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
■■■■■Glowing Orb	26	None	1 standard action	Permanent	Touch	V,S,F	No	Evocation [Light]	SPELL CO: Pg.106
<i>Effect:</i> Makes a light source in a globe; see text					<i>Target:</i> Magical, controllable light source			<i>Caster Level:</i> 15	
■■■■■Hand of the Faithful	26	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SPELL CO: Pg.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith tospace					<i>Target:</i> 10-ft.-radius emanation centered on a point in tospace			<i>Caster Level:</i> 15	
■■■■■Hypothermia	26	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SPELL CO: Pg.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
■■■■■Imbue with Spell Ability	26	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Transfer spells to subject.					<i>Target:</i> Creature touched; see text			<i>Caster Level:</i> 15	
■■■■■Infernal Transformation, Lesser	26	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Evil]	SPELL CO: Pg.122
<i>Effect:</i> Assume the form and many of the qualities of a bearded devil [MM 52].					<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■**Inflict Critical Wounds	27	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 4d8+15 damage					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells

■■■■■Inflict Critical Wounds		27	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 4d8+15 damage						<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■Iron Bones		26	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.125
<i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC.						<i>Target:</i> Corporeal undead creature touched			<i>Caster Level:</i> 15	
■■■■■Lifebolt		26	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration	SPELL CO: Pg.131
<i>Effect:</i> Subject becomes immune to the effects of positive energy; See text.						<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■Magic Weapon, Greater		26	Will negates (harmless, object)	1 standard action	15 hours	Close (60 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +3 bonus.						<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]			<i>Caster Level:</i> 15	
■■■■■Make Manifest		26	Will negates	1 standard action	1 round/level	Close (60 ft.)	V,S,M	Yes	Transmutation	SPELL CO: Pg.137
<i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text.						<i>Target:</i> One creature			<i>Caster Level:</i> 15	
■■■■■Mark of Censure		26	Will negates	1 standard action	15 hours [D]	Close (60 ft.)	V, S, DF	Yes	Transmutation	APM: p. 160
<i>Effect:</i> Subject is marked as an enemy, takes a -1 penalty on attack rolls, saves, and checks.						<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
■■■■■Moon Bolt		26	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (1000 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.						<i>Target:</i> One living or undead creature, or two living or undead creatures, that are <15 ft. apart			<i>Caster Level:</i> 15	
■■■■■Negative Energy Aura		27	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SPELL CO: Pg.146
<i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.						<i>Target:</i> 10-ft.-radius emanation			<i>Caster Level:</i> 15	
■■■■■Neutralize Poison		26	Will negates (harmless, object)	1 standard action	150 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.						<i>Target:</i> Creature or object of up to 15 cu. ft. touched			<i>Caster Level:</i> 15	
■■■■■Panacea		26	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.152
<i>Effect:</i> Removes most conditions; see text.						<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■Planar Ally, Lesser		26	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.						<i>Target:</i> One called elemental or outsider of 6 HD or less			<i>Caster Level:</i> 15	
■■■■■Planar Exchange, Lesser		26	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text						<i>Target:</i> One called creature			<i>Caster Level:</i> 15	
■■■■■Planar Tolerance		26	None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.						<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 15	
■■■■■Poison		27	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.						<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
■■■■■Positive Energy Aura		26	None	1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing)	SPELL CO: Pg.161
<i>Effect:</i> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.						<i>Target:</i> 10-ft.-radius emanation centered on you			<i>Caster Level:</i> 15	
■■■■■Recitation		26	None	1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SPELL CO: Pg.170
<i>Effect:</i> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2.						<i>Target:</i> All allies and foes within a 60 ft.-radius burst centered on you.			<i>Caster Level:</i> 15	
■■■■■Repel Vermin		26	None or Will negates; see text	1 standard action	150 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.						<i>Target:</i> 10 ft. radius emanation centered on you			<i>Caster Level:</i> 15	
■■■■■Resistance, Greater		26	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.						<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■Restoration		26	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Restores level and ability score drains.						<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
■■■■■Revenance		26	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.						<i>Target:</i> Dead ally touched			<i>Caster Level:</i> 15	
■■■■■Sanctum		26		1 standard action	15 rounds [D]	Personal	V, S, DF		Conjuration (Teleportation)	APM: p. 166
<i>Effect:</i> See text						<i>Target:</i> You			<i>Caster Level:</i> 15	
■■■■■Sending		26	None	10 minutes	15 round; see text	See text	V, S, M/DF	No	Evocation	RSRD: SpellsS.rtf
<i>Effect:</i> Delivers short message anywhere, instantly.						<i>Target:</i> One creature			<i>Caster Level:</i> 15	
■■■■■Shadowblast		26	Fort negates	1 standard action	Insta	Long (1000 ft.)	V,S,M	Yes	Evocation [Light]	SPELL CO: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.						<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 15	
■■■■■Shield of Faith, Mass		26	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.188
<i>Effect:</i> As shield of faith, except it affects multiple creatures.						<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell										

Cleric Spells

☐☐☐☐☐ Smite Foe	26	Will partial	1 standard action	Instantaneous; see text	60 ft.	V, S, DF	Yes	Evocation	APM: p. 169
<i>Effect:</i> Ray of divine power deals 3d8 damage to one target and sickens a living target for 2d4 rounds.					<i>Target:</i> Ray			<i>Caster Level:</i> 15	
☐☐☐☐☐ Sound Lance	26	Fortitude half	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Sonic]	SPELL CO: Pg.196
<i>Effect:</i> Deals 1d8 per caster level [max 10d8].					<i>Target:</i> One creature or object			<i>Caster Level:</i> 15	
☐☐☐☐☐ Spell Immunity	26	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject is immune to 3 spells, up to 4th-level spells.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Spell Vulnerability	26	Fortitude negates	1 round	1 minute/level	Close (60 ft.)	V,S	No	Transmutation	SPELL CO: Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
☐☐☐☐☐ Summon Monster IV	26	None	1 round	15 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐ Summon Undead IV	26	None	1 round	1 round/level	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning) [Evil]	SPELL CO: Pg.215
<i>Effect:</i> Like summon undead except it summons undead from 4th level list					<i>Target:</i> One or more summoned creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐ Symbol of Despair	26	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	APM: p. 173
<i>Effect:</i> Triggered rune fills nearby creatures with utter despair.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
☐☐☐☐☐ Tongues	26	Will negates (harmless)	1 standard action	150 minutes	Touch	V, M/DF	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Undead Bane Weapon	26	Will negates [harmless,object]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.226
<i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be touching at the time of casting]			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wall of Chaos	26	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Chaotic]	SPELL CO: Pg.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated square/level or hemi/sphere 5 ft./2 levels					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wall of Evil	26	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Evil]	SPELL CO: Pg.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated square/level or hemi/sphere 5 ft./2 levels					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wall of Law	26	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SPELL CO: Pg.234
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated square/level or hemi/sphere 5 ft./2 levels					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wall of Sand	26	None	1 standard action	Concentration +1 round/level	Medium (250 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SPELL CO: Pg.235
<i>Effect:</i> Creates a churning wall of sand.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wrack	27	Fortitude negates	1 standard action	1 round/level + 3d10 minutes; see text	Close (60 ft.)	V,S	Yes	Necromancy [Evil]	SPELL CO: Pg.243
<i>Effect:</i> Target becomes helpless and after spell incurs -2 penalty to all rolls. See text.					<i>Target:</i> One humanoid			<i>Caster Level:</i> 15	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Atonement	27	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Removes burden of misdeeds from subject.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐Aura of Evasion	27	No	1 standard action	1 minute/level	10 ft.	V,S,M,DF	No	Abjuration	SPELL CO: Pg.18
<i>Effect:</i> You and all creatures within the area gain evasion but only against breath weapons, those who have evasion or improved evasion gain a +4 to Reflex saves against breath weapons.					<i>Target:</i> 10-ft. radius emanation centered on you			<i>Caster Level:</i> 15	
☐☐☐☐☐Blistering Radiance	27	None and Fortitude partial; see text	1 standard action	1 round/level	Long (1000 ft.)	V,S,M	Yes	Evocation [Fire, Light]	SPELL CO: Pg.33
<i>Effect:</i> All sighted creatures in area are dazzled [no save], and take 2d6 fire damage each round.					<i>Target:</i> 50-ft.-radius spread			<i>Caster Level:</i> 15	
☐☐☐☐☐*Bolts of Bedevilment	27	Will negates	1 standard action	1 round/level	Medium (250 ft.)	V,S	Yes	Enchantment [Mind-Affecting]	SPELL CO: Pg.37
<i>Effect:</i> One ray attack per round, dazes 1d3 rounds.					<i>Target:</i> Ray			<i>Caster Level:</i> 15	
☐☐☐☐☐Break Enchantment	27	See text	1 minute	Instantaneous	Close (60 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.					<i>Target:</i> Up to 15 creatures, all within 30 ft. of each other			<i>Caster Level:</i> 15	
☐☐☐☐☐Chastise Person	27	Will partial; see text	1 round	Concentration, up to 15 rounds	30 ft.	V, S, DF	Yes	Evocation [Fear, Language-Dependant, Mind-Affecting]	APM: p. 149
<i>Effect:</i> You cause pain and damage to one or more humanoids, who suffer -4 penalty on attack rolls, skill checks, and ability checks.					<i>Target:</i> 1 or more humanoids, no two of which can be more than 30 feet apart; see text			<i>Caster Level:</i> 15	
☐☐☐☐☐Command, Greater	27	Will negates	1 standard action	15 rounds	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> As command, but affects 15 subjects.					<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐Commune	27	None	10 minutes	15 rounds	Personal	V, S, M, DF, XP	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Deity answers 15 yes-or-no questions.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐Contagion, Mass	28	Fortitude negates	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Necromancy [Evil]	SPELL CO: Pg.51
<i>Effect:</i> Same as Contagion, except it affects all creatures in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells

██████Crawling Darkness	27	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SPELL CO: Pg.55
<i>Effect:</i> Tentacles surround you but don't interfere with movement or casting. They provide concealment and completely hide your features. +4 competence bonus to Grapple, Climb and Escape Artist checks. If you are attack the tentacles strike back [Your BAB + Wis] dealing 1d12 damage.					<i>Target:</i> You		<i>Caster Level:</i> 15		
██████Cure Light Wounds, Mass	27	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+15 damage for many creatures.					<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
██████Curse of Ill Fortune, Mass	28	Will negates	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all effected creatures.					<i>Target:</i> Enemies in a 20-ft.-radius burst		<i>Caster Level:</i> 15		
██████Death Throes	28	None	1 standard action	1 hour/level or until you are killed	Personal	V,S	No	Necromancy [Force]	SPELL CO: Pg.60
<i>Effect:</i> If you are killed, your body is destroyed by an explosion that deals 1d8/level to everyone within 30 ft.					<i>Target:</i> You		<i>Caster Level:</i> 15		
██████Dispel Good	27	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched good creature from another plane; or you and an enchantment or good spell on a touched creature or object		<i>Caster Level:</i> 15		
██████Dispel Law	27	See text	1 standard action	15 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object		<i>Caster Level:</i> 15		
██████Disrupting Weapon	27	Will negates (harmless, object); see standard text	1 standard action	15 rounds	Touch	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Melee weapon destroys undead.					<i>Target:</i> One melee weapon		<i>Caster Level:</i> 15		
██████Divine Agility	27	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S	No	Transmutation	SPELL CO: Pg.69
<i>Effect:</i> Grants +10 enhancement to Dex.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
██████Doomtide	27	Will negates	1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SPELL CO: Pg.70
<i>Effect:</i> Creatures must save or be dazed for 1 round. Mist obscures vision to 5 ft.					<i>Target:</i> Eight 10-ft. cubes extending straight from you		<i>Caster Level:</i> 15		
██████Dragonbreath	27	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SPELL CO: Pg.72
<i>Effect:</i> Gain a true dragons breath weapon attack; see text					<i>Target:</i> You		<i>Caster Level:</i> 15		
██████Earth Reaver	27	Reflex partial	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Transmutation [Fire]	SPELL CO: Pg.75
<i>Effect:</i> Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 15		
██████Fastheal	27	Will negates (harmless)	1 round	15 hours [D]	Touch	V, S, M/DF	Yes (harmless)	Conjuration (Healing)	APM: p. 153
<i>Effect:</i> As lesser fastheal, but 15 hours.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
██████Flame Strike	27	Reflex half	1 standard action	Instantaneous	Medium (250 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 15d6 damage.					<i>Target:</i> Cylinder 10		<i>Caster Level:</i> 15		
██████Furious Assault	27	Will negates (harmless)	1 standard action	15 rounds	Close (60 ft.)	V, S, DF	Yes (harmless)	Transmutation	APM: p. 157
<i>Effect:</i> Subjects gain an extra attack with the full attack action, +2 to AC, +2 on damage rolls and Reflex saves.					<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
██████Incorporeal Nova	28	Will negates	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Necromancy [Death]	SPELL CO: Pg.121
<i>Effect:</i> The spell destroys 1d4/caster level [max 20d4] HD worth of creatures.					<i>Target:</i> 50-ft.-radius burst		<i>Caster Level:</i> 15		
██████**Inflict Light Wounds, Mass	28	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 1d8+15 damage to many creatures.					<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
██████Inflict Light Wounds, Mass	28	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 1d8+15 damage to many creatures.					<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
██████Insect Plague	27	None	1 round	15 minutes	Long (1000 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.					<i>Target:</i> 5 swarms of locust, each of which must be adjacent to at least one other swarm		<i>Caster Level:</i> 15		
██████Life's Grace	27	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.131
<i>Effect:</i> Subjects become immune to all death spells, magical death effects, energy drain, and any negative energy effects; see text					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
██████Mark of Justice	28	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsM-O.rtf
<i>Effect:</i> Designates action that will trigger curse on subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
██████Plane Shift	27	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands		<i>Caster Level:</i> 15		
██████Psychic Turmoil	27	Will partial; see text	1 standard action	15 rounds	Close (60 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
<i>Effect:</i> [see text]					<i>Target:</i> 40-ft-radius emanation centered on point in space		<i>Caster Level:</i> 15		
██████*Rain of Fire	27	None; see text	1 standard action	Instantaneous	Medium (250 ft.)	V,S,M	Yes	Evocation [Fire]	WoW: pg.330
<i>Effect:</i> Deals 3d6 points of bludgeoning and 2d6 points of fire.					<i>Target:</i> Cylinder, 20-ft.radius, 40 ft. high		<i>Caster Level:</i> 15		
██████Raise Dead	27	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Restores life to subject who died as long as 15 days ago.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 15		
██████Revivify	27	None; see text	1 standard	Instantaneous	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.176
* =Domain/Speciality Spell									

Cleric Spells

Effect: If cast within one round of death, this spell restores the subject to -1 HP.					Target: Dead creature touched			Caster Level: 15	
Righteous Might	27	None	1 standard action	15 rounds [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
Effect: Your size increases, and you gain combat bonuses.					Target: You			Caster Level: 15	
Righteous Wrath of the Faithful	27	None	1 standard action	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.177
Effect: Allies gain one additional melee attack each round at their highest attack bonus [not cumulative with other effects that grant extra attacks]. +3you morale bonus to attack and damage.					Target: All allies within 30-ft.-radius burst centered on you			Caster Level: 15	
Sanctuary, Mass	27	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.179
Effect: Opponents can't attack you, and you can't attack; see text.					Target: One creature/level, no two of which are more than 30 ft. apart			Caster Level: 15	
Scourge Foes	27	Fortitude partial	1 standard action	Instantaneous	30 ft.	V, S, DF	Yes	Evocation [Sonic]	APM: p. 166
Effect: Blast of divine power deals 7d8 damage, deafens foes for 2d4 rounds, restricts their actions for 1 round.					Target: Cone-shaped burst			Caster Level: 15	
Scrying	27	Will negates	1 hour	15 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
Effect: Spies on subject from a distance.					Target: Magical sensor			Caster Level: 15	
Secret Speech	27	None; see text	1 standard action	15 minutes	30 ft.	V, S	Yes (harmless)	Illusion (Glamour) [Language-Dependant]	APM: p. 167
Effect: You and creatures you select conceal hidden messages in your normal speech.					Target: You and 7 willing creatures, no two of which can be more than 30 feet apart			Caster Level: 15	
Slay Living	28	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
Effect: Touch attack kills subject.					Target: Living creature touched			Caster Level: 15	
Spell Resistance	27	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: Subject gains SR 27.					Target: Creature touched			Caster Level: 15	
Stalwart Pact	27	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF	Yes [harmless]	Evocation	SPELL CO: Pg.204
Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35 hp], DR 5/magic and +2 luck bonus on saving throws.					Target: Willing living creature touched			Caster Level: 15	
Stone Shape, Greater	27	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SPELL CO: Pg.208
Effect: Sculpts stone into any shape.					Target: Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level			Caster Level: 15	
Subvert Planar Essence	27	Fortitude negates	1 standard action	1 round/level	Medium (250 ft.)	V,S,M/DF	Yes	Transmutation	SPELL CO: Pg.211
Effect: Outsiders that fail their save have their damage reduction and spell resistance reduced by 10.					Target: 20-ft.-radius emanation centered on a point in space			Caster Level: 15	
Summon Monster V	27	None	1 round	15 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 15	
Summon Undead V	27	None	1 round	1 round/level	Close (60 ft.)	V,S,F/DF	No	Conjuration (Summoning) [Evil]	SPELL CO: Pg.215
Effect: Like summon undead except it summons undead from 5th level list					Target: One or more summoned creatures, no two of which are more than 30 ft. apart			Caster Level: 15	
Symbol of Pain	28	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]	RSRD: SpellsS.rtf
Effect: Triggered rune wracks nearby creatures with pain.					Target: One symbol			Caster Level: 15	
Symbol of Sleep	27	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
Effect: Triggered rune puts nearby creatures into catatonic slumber.					Target: One symbol			Caster Level: 15	
Symbol of Spell Loss	27	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SPELL CO: Pg.218
Effect: Symbol causes spellcasters within 60 ft. to lose their highest level each round until the symbol absorbs 30 levels.					Target: One symbol			Caster Level: 15	
Triadspell	27	N/A	1 standard action	Instantaneous	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.224
Effect: Cast one 3rd or lower spell an additional two times.					Target: You			Caster Level: 15	
True Seeing	27	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
Effect: Lets you see all things as they really are.					Target: Creature touched			Caster Level: 15	
Unhallow	27	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]	RSRD: SpellsT-Z.rtf
Effect: Designates location as unholy.					Target: 40-ft. radius emanating from the touched point			Caster Level: 15	
Vigor, Greater	27	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.					Target: Living creature touched			Caster Level: 15	
Vulnerability	27	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.232
Effect: Lowers subject's damage reduction by 5 [to a minimum 5].					Target: Creature touched			Caster Level: 15	
Wall of Dispel Magic	27	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SPELL CO: Pg.233
Effect: Anyone crossing is subject to dispel magic; see text.					Target: A straight wall whose area is up to one 10-ft square/level			Caster Level: 15	
Wall of Limbs	27	Reflex negates; see text	1 round	1 round/level [D]	Medium (250 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.234
Effect: A creature attempting to move through the wall takes 5d6 and must make Str check or become stuck in the wall; see text.					Target: A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels			Caster Level: 15	
Wall of Stone	27	See text	1 standard action	Instantaneous	Medium (250 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf
Effect: Creates a stone wall that can be shaped.					Target: Stone wall whose area is up to 15 5-ft. squares [S]			Caster Level: 15	
Zone of Respite	27	None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SPELL CO: Pg.244
Effect: Creates a region that is temporarily protected from interplanar intrusion; see text.					Target: 20-ft.-radius emanation centered on you			Caster Level: 15	
* =Domain/Specialty Spell									

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Zone of Revelation				27	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes	Divination	SPELL CO: Pg.244				
<i>Effect:</i> All creatures and objects with a zone of revelation are made visible; see text.													<i>Target:</i> 5-ft.-radius/level emanation centered on a point in space		<i>Caster Level:</i> 15	
LEVEL 6																
Name		DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source						
Animate Objects		28	None	1 standard action	15 rounds	Medium (250 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf						
<i>Effect:</i> Objects attack your foes.						<i>Target:</i> 15 Small objects; see text			<i>Caster Level:</i> 15							
Antilife Shell		28	None	1 round	150 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf						
<i>Effect:</i> 10-ft. field hedges out living creatures.						<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 15							
Banishment		28	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Abjuration	RSRD: SpellsA-B.rtf						
<i>Effect:</i> Banishes 30 HD of extraplanar creatures.						<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15							
Barghest's Feast		29	Reflex negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Necromancy [Evil]	SPELL CO: Pg.24						
<i>Effect:</i> Destory the remains of a dead creature. [50% chance that wish, miracle or true ressurect cannot restore the life].						<i>Target:</i> Corpse touched			<i>Caster Level:</i> 15							
Battlelink		28	None	1 standard action	15 minutes	Close (60 ft.)	V, S, DF	Yes (harmless)	Divination	APM: p. 147						
<i>Effect:</i> Allies can coordinate attack and defense.						<i>Target:</i> You plus 5 willing creatures			<i>Caster Level:</i> 15							
Bear's Endurance, Mass		28	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf						
<i>Effect:</i> As bear's endurance, affects 15 subjects.						<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15							
Blade Barrier		28	Reflex half or Reflex negates; see text	1 standard action	15 minutes [D]	Medium (250 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsA-B.rtf						
<i>Effect:</i> Wall of blades deals 15d6 damage.						<i>Target:</i> Wall of whirling blades up to 300 ft. long, or a ringed wall of whirling blades with a radius of up to 37 ft; either form 20 ft. high			<i>Caster Level:</i> 15							
Bull's Strength, Mass		28	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf						
<i>Effect:</i> As bull's strength, affects one subject/ level.						<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15							
Cloak of Gloom		28	Will partial; see text	1 standard action	150 minutes [D]	Personal or Close	V, S, M/DF	Yes	Conjuration (Creation) [Darkness, Fear, Mind-Affecting]	APM: p. 149						
<i>Effect:</i> Barrier or personal effect grans concealment, dims light, and saps your enemies' will.						<i>Target:</i> You; or a barrier, up to 15 10-ft. cubes [S]			<i>Caster Level:</i> 15							
Cold Snap		28	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SPELL CO: Pg.50						
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]						<i>Target:</i> 1-mile-radius circle centered on you			<i>Caster Level:</i> 15							
Cometfall		28	Reflex half	1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50						
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text						<i>Target:</i> 400-pound ball of rock and ice			<i>Caster Level:</i> 15							
Create Undead		29	None	1 hour	Instantaneous	Close (60 ft.)	V, S, M	No	Necromancy [Evil]	RSRD: SpellsC.rtf						
<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.						<i>Target:</i> One corpse			<i>Caster Level:</i> 15							
Crown of Terror, Greater		28	None	1 standard action	15 rounds [D]	30 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150						
<i>Effect:</i> Enemies within 30 feet become frightened or panicked.						<i>Target:</i> A fiery halo			<i>Caster Level:</i> 15							
Crown of Valor, Greater		28	Will negates (harmless)	1 standard action	15 minutes [D]	30 ft.	V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150						
<i>Effect:</i> You and allies within 30 feet gain +2 on attacks and checks, +4 on saves against fear; you are immune to fear.						<i>Target:</i> A silver halo			<i>Caster Level:</i> 15							
Cure Moderate Wounds, Mass		28	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf						
<i>Effect:</i> Cures 2d8+15 damage for many creatures.						<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15							
Dispel Magic, Greater		28	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf						
<i>Effect:</i> As dispel magic, but +20 on check.						<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 15							
Eagle's Splendor, Mass		28	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf						
<i>Effect:</i> As eagle's splendor, affects 15 subjects.						<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15							
Energy Immunity		28	None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80						
<i>Effect:</i> Become immune to one energy type.						<i>Target:</i> Creature touched			<i>Caster Level:</i> 15							
Find the Path		28	None or Will negates (harmless)	3 rounds	150 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	RSRD: SpellsF-G.rtf						
<i>Effect:</i> Shows most direct way to a location.						<i>Target:</i> You or creature touched			<i>Caster Level:</i> 15							
Flame of Chaos, Greater		28	None or Reflex partial	1 standard action	15 minutes [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, Fire]	APM: p. 155						
<i>Effect:</i> Small flame sheds light and deals 2d6+15 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.						<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15							
Flame of Evil, Greater		28	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Evil, Fire]	APM: p. 156						
<i>Effect:</i> Small flame sheds light and deals 2d6+15 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.						<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15							
Flame of Law, Greater		28	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156						
<i>Effect:</i> Small flame sheds light and deals 2d6+15 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.						<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15							
* =Domain/Speciality Spell																

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☐☐☐☐☐	Forbiddance	28	See text	6 rounds	Permanent	Medium (250 ft.)	V, S, M, DF	Yes	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.						<i>Target:</i> 15 60-ft. cubes [S]		<i>Caster Level:</i> 15		
☐☐☐☐☐	Geas/Quest	28	None	10 minutes	15 days or until discharged [D]	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsF-G.rtf
<i>Effect:</i> As lesser geas, plus it affects any creature.						<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
☐☐☐☐☐	Ghost Trap	28	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SPELL CO: Pg.103
<i>Effect:</i> Field of energy negates incorporeality within a 5 ft./caster level radius.						<i>Target:</i> 5 ft./level-radius emanation centered on you		<i>Caster Level:</i> 15		
☐☐☐☐☐	Glyph of Warding, Greater	28	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.						<i>Target:</i> Object touched or up to 75 sq. ft		<i>Caster Level:</i> 15		
☐☐☐☐☐	Harm	29	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 150 points damage to target.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐	**Harm	29	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 150 points damage to target.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐	Heal	28	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Cures 150 points of damage, all diseases and mental conditions.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐	Heroes' Feast	28	None	10 minutes	1 hour plus 12 hours; see text	Close (60 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Food for 15 creatures cures and grants combat bonuses.						<i>Target:</i> Feast for 15 creatures		<i>Caster Level:</i> 15		
☐☐☐☐☐	Hide the Path	28	None	10 minutes	24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SPELL CO: Pg.114
<i>Effect:</i> Protects area against divinations; see text						<i>Target:</i> Up to 200 sq.ft./level [S]		<i>Caster Level:</i> 15		
☐☐☐☐☐	Ice Flowers	28	Reflex half	1 standard action	Instantaneous	Long (1000 ft.)	V,S	No	Transmutation [Cold]	SPELL CO: Pg.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No effect in desert or solid stone.						<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 15		
☐☐☐☐☐	Inflict Moderate Wounds, Mass	29	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 2d8+15 damage to many creatures.						<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
☐☐☐☐☐	Lucent Lance	28	None	1 standard action	Instantaneous	Close (60 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SPELL CO: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.						<i>Target:</i> Ray		<i>Caster Level:</i> 15		
☐☐☐☐☐	Make Manifest, Mass	28	N/A	1 standard action	1 round/level	Close (60 ft.)	V,S,M	N/A	Transmutation	SPELL CO: Pg.137
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.						<i>Target:</i> 25-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 15		
☐☐☐☐☐	Mantle of the Icy Soul	28	Will negates	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation [Cold]	SPELL CO: Pg.138
<i>Effect:</i> Grants Cold Subtype to target.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐	Owl's Wisdom, Mass	28	Will negates (harmless)	1 standard action	15 minutes	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> As owl's wisdom, affects one subject/ level.						<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
☐☐☐☐☐	*Phantasmal Killer	28	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (250 ft.)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage.						<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
☐☐☐☐☐	Planar Ally	28	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<i>Effect:</i> As lesser planar ally, but up to 12 HD.						<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear		<i>Caster Level:</i> 15		
☐☐☐☐☐	Planar Exchange	28	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text						<i>Target:</i> One called creature		<i>Caster Level:</i> 15		
☐☐☐☐☐	Rejection	28	Fortitude negates	1 standard action	Instantaneous	60 ft.	V,S	Yes	Abjuration	SPELL CO: Pg.172
<i>Effect:</i> Creatures in the area must save or be pushed away from you to a distance of 5 ft. per caster level.						<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 15		
☐☐☐☐☐	Resistance, Superior	28	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐	Revive Outsider	28	None; see text	1 minute	Instantaneous	Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
<i>Effect:</i> As raise dead, except it affects an outsider.						<i>Target:</i> Touch		<i>Caster Level:</i> 15		
☐☐☐☐☐	Sarcophagus of Stone	28	Reflex negates	1 standard action	1 round/level?	Touch	V,S,M	No	Conjuration (Creation)	SPELL CO: Pg.180
<i>Effect:</i> Airtight coffin; see text.						<i>Target:</i> Creature touched?		<i>Caster Level:</i> 15		
☐☐☐☐☐	Spider Plague	28	None	1 round	1 round/level	Close (60 ft.)	V,S	No	Conjuration (Summoning) [See text]	SPELL CO: Pg.201
<i>Effect:</i> Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.						<i>Target:</i> Five summoned spiders		<i>Caster Level:</i> 15		
☐☐☐☐☐	Stone Body	28	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.207
<i>Effect:</i> Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text						<i>Target:</i> You		<i>Caster Level:</i> 15		
* =Domain/Specialty Spell										

Cleric Spells									
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<i>Effect:</i> Fortifies subject against alignment effects.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
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<i>Effect:</i> Summons a babau demon [MM 40]; see text					<i>Target:</i> One summoned babau demon			<i>Caster Level:</i> 15	
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<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
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<i>Effect:</i> Triggered rune panics nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
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<i>Effect:</i> Triggered rune charms nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
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<i>Effect:</i> Destroys 15d4 HD of undead.					<i>Target:</i> Several undead creatures within a 40-ft.-radius burst			<i>Caster Level:</i> 15	
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<i>Effect:</i> 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.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
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<i>Effect:</i> Your form becomes more like your deity's, take on celestial or fiendish qualities; see text					<i>Target:</i> You			<i>Caster Level:</i> 15	
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<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and 5 touched creatures			<i>Caster Level:</i> 15	
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<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures			<i>Caster Level:</i> 15	
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<i>Effect:</i> Gain +4 bonus and deal double damage against opposite alignment once spell is activated by first successful hit; see text.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 15	
LEVEL 7									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div></div><div></div><div></div><div></div><div></div></div> Bestow Curse, Greater	30	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.27
<i>Effect:</i> See text for details of curse options.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
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<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.					<i>Target:</i> Nonevil creatures in a 40-ft.-radius spread centered on you			<i>Caster Level:</i> 15	
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<i>Effect:</i> Deals 2d6 Con damage to subject. Save halves damage.					<i>Target:</i> Up to five living creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
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<i>Effect:</i> Eavesdrop on thoughts of up to eight other creatures.					<i>Target:</i> Up to eight living creatures within range.			<i>Caster Level:</i> 15	
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<i>Effect:</i> Transform weapons into brilliant energy.					<i>Target:</i> One melee or thrown weapon, or fifty projectiles			<i>Caster Level:</i> 15	
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<i>Effect:</i> Same as Consumptive Field, except it affects creatures with 9 hp or lower.					<i>Target:</i> 30-ft.-radius emanation, centered on you			<i>Caster Level:</i> 15	
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<i>Effect:</i> Changes weather in local area.					<i>Target:</i> 2-mile-radius circle, centered on you; see text			<i>Caster Level:</i> 15	
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Serious Wounds, Mass	29	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+15 damage for many creatures.					<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
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<i>Effect:</i> +4 natural Armor, +4 deflection bonus, your hands deal 1d6 damage as short swords; see text					<i>Target:</i> Dragon-shaped armor of energy and bones			<i>Caster Level:</i> 15	
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<i>Effect:</i> Kills subject and destroys remains.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
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<i>Effect:</i> Makes one creature or object vanish.					<i>Target:</i> Ray			<i>Caster Level:</i> 15	
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<i>Effect:</i> Ranged touch attack, target loses one negative level each round.					<i>Target:</i> Ray			<i>Caster Level:</i> 15	
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<i>Effect:</i> You become ethereal for 15 rounds.					<i>Target:</i> You			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells

Evil Glare	30	Will negates	1 standard action	1 round/level; see text	30 feet	V,S,DF	Yes	Necromancy [Evil, Fear, Mind-Affecting]	SPELL CO: Pg.85
<i>Effect:</i> Target paralyzed with fear for 1d8 rounds. You can target one creature a round.					<i>Target:</i> Living creature			<i>Caster Level:</i> 15	
Fortunate Fate	29	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.99
<i>Effect:</i> If an attack would kill target she is healed as if by a heal spell.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
Holy Star	29	N/A	1 standard action	3 rounds [D]	0 t.	V,S	N/A	Abjuration	SPELL CO: Pg.115
<i>Effect:</i> Creates light and has three functions; see text					<i>Target:</i> Protective star of energy			<i>Caster Level:</i> 15	
Infernal Transformation	29	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Evil]	SPELL CO: Pg.122
<i>Effect:</i> Assume the form and many of the qualities of a bone devil [MM 52].					<i>Target:</i> You			<i>Caster Level:</i> 15	
Inflict Serious Wounds, Mass	30	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 3d8+15 damage to many creatures.					<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
*Insanity	29	Will negates	1 standard action	Instantaneous	Medium (250 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject suffers continuous confusion.					<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
Planar Bubble	29	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration	SPELL CO: Pg.158
<i>Effect:</i> Area around creature emulates it's native plane [gravity, temperature, magic, etc].					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 15	
Psychic Turmoil, Greater	29	Will partial; see text	1 standard action	15 rounds	Close (60 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
<i>Effect:</i> [see text]					<i>Target:</i> 40-ft-radius emanation centered on point in space			<i>Caster Level:</i> 15	
Radiant Assault	29	Will partial	1 standard action	Instantaneous	Long (1000 ft.)	V,S,F	Yes	Evocation [Light]	SPELL CO: Pg.164
<i>Effect:</i> Deals 1d6 damage per caster level [max 15d6] and dazes creatures.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 15	
Refuge	29	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Alters item to transport its possessor to you.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
Regenerate	29	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+15 [max +35].					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
Renewal Pact	29	Will negates [harmless]	10 minutes	Permanent until triggered	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.173
<i>Effect:</i> Reverses certain effects when contracted.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 15	
Repulsion	29	Will negates	1 standard action	15 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 150 ft. radius emanation centered on you			<i>Caster Level:</i> 15	
Restoration, Greater	29	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> As restoration, plus restores all levels and ability scores.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
Restoration, Mass	29	Will negates [harmless]	1 round	Instantaneous	Close (60 ft.)	V,S,M	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.174
<i>Effect:</i> Restores level and ability score drains to each creature.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Resurrection	29	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Fully restore dead subject.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 15	
Scrying, Greater	29	Will negates	1 standard action	15 hours	See text	V, S	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 15	
Slime Wave	29	Reflex negates	1 standard action	1 round/level	Close (60 ft.)	V,S,M	No	Conjuration (Summoning)	SPELL CO: Pg.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.					<i>Target:</i> 15 ft.-radius spread			<i>Caster Level:</i> 15	
Spell Resistance, Mass	29	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.199
<i>Effect:</i> Each target gains Spell Resistance 12 + caster level.					<i>Target:</i> Up to One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Summon Monster VII	29	None	1 round	15 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Symbol of Stunning	29	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune stuns nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
Symbol of Weakness	30	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune weakens nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
Symphonic Nightmare	29	Will negates	1 standard action	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.218
<i>Effect:</i> Causes creature not to be able to rest; see text.					<i>Target:</i> Living creature touched; see text			<i>Caster Level:</i> 15	
Wall of Swords	29	None	1 standard action	15 minutes [D]	Medium (250 ft.)	V, S	Yes; see text	Evocation [Force]	APM: p. 177
<i>Effect:</i> Ghostly arms attack all that come within reach.					<i>Target:</i> Vertical wall of blades 300 ft. long, or a ringed wall of blades with a radius of up to 37 ft.; either form 20 ft. high			<i>Caster Level:</i> 15	
Withering Palm	30	Fortitude negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.241
<i>Effect:</i> Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
Word of Chaos	29	None or Will negates; see text	1 standard	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	RSRD: SpellsT-Z.rtf
* =Domain/Speciality Spell									

Cleric Spells

<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.					<i>Target:</i> Nonchaotic creatures in a 40-ft.-radius spread centered on you <i>Caster Level:</i> 15				
LEVEL 8									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Antimagic Field	30	None	1 standard action	150 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 15	
Bodak's Glare	31	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,F	Yes	Necromancy [Death, Evil]	SPELL CO: Pg.34
<i>Effect:</i> Creature selected that can see must save or die.					<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
Brain Spider	30	Will Negates	1 round	15 minutes	Long (1000 ft.)	V, S, M, DF	Yes	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You can eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing and doing various things [see text].					<i>Target:</i> Up to eight living creatures			<i>Caster Level:</i> 15	
Brilliant Aura	30	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
Cloak of Chaos	30	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]	RSRD: SpellsC.rtf
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.					<i>Target:</i> 15 creatures in a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 15	
Create Greater Undead	31	None	1 hour	Instantaneous	Close (60 ft.)	V, S, M	No	Necromancy [Evil]	RSRD: SpellsC.rtf
<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.					<i>Target:</i> One corpse			<i>Caster Level:</i> 15	
Cure Critical Wounds, Mass	30	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+15 damage for many creatures.					<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Death Pact	31	None	10 minutes	Permanent until triggered	Touch	V,S,M/DF	No	Necromancy	SPELL CO: Pg.60
<i>Effect:</i> Brings target back to life but with a price; see text.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 15	
Death Ward, Mass	31	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.61
<i>Effect:</i> Grants immunity to death spells and negative energy effects to targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Dimensional Lock	30	None	1 standard action	15 days	Medium (250 ft.)	V, S	Yes	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Teleportation and interplanar travel blocked for 15 days.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 15	
Discern Location	30	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 15	
Earthquake	30	See text	1 standard action	1 round	Long (1000 ft.)	V, S, DF	No	Evocation [Earth]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.					<i>Target:</i> 80-ft.-radius spread [S]			<i>Caster Level:</i> 15	
**Earthquake	30	See text	1 standard action	1 round	Long (1000 ft.)	V, S, DF	No	Evocation [Earth]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.					<i>Target:</i> 80-ft.-radius spread [S]			<i>Caster Level:</i> 15	
Fastheal, Mass	30	Will negates (harmless)	1 round	15 hours [D]	Close (60 ft.)	V, S, M/DF	Yes (harmless)	Conjuration (Healing)	APM: p. 154
<i>Effect:</i> As lesser fastheal, but affects one creature level for 15 hours.					<i>Target:</i> 15 living creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Fire Storm	30	Reflex half	1 round	Instantaneous	Medium (250 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Deals 15d6 fire damage.					<i>Target:</i> 30 10-ft. cubes [S]			<i>Caster Level:</i> 15	
General of Undeath	31	N/A	1 standard action	24 hours	Personal	V,S,DF	N/A	Necromancy [Evil]	SPELL CO: Pg.102
<i>Effect:</i> Increases the amount of HD of undead you can control.					<i>Target:</i> You			<i>Caster Level:</i> 15	
Heat Drain	31	Fortitude negates	1 standard action	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold]	SPELL CO: Pg.112
<i>Effect:</i> Deals 1d6/caster level [max 20d6] cold damage, for every living creature affected you gain 2 temporary HP.					<i>Target:</i> 20-ft.-radius burst centered on you			<i>Caster Level:</i> 15	
Inflict Critical Wounds, Mass	31	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 4d8+15 damage to many creatures.					<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Lion's Roar	30	Fortitude partial or Will 1 negates [harmless]	1 standard action	Instantaneous or 1 minute/level	120 ft.	V,S,DF	Yes or Yes [harmless]; see text	Evocation [Sonic]	SPELL CO: Pg.133
<i>Effect:</i> Deals 1d8/caster level [max 10d8] sonic damage to enemies; allies get +1 on attack and saves against fear, plus temporary hp.					<i>Target:</i> 120-ft.-radius burst centered on you			<i>Caster Level:</i> 15	
*Maddening Scream	30	None	1 standard action	1d4+1 rounds	Touch	V	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.135
<i>Effect:</i> Subject has -4 AC, no shield, Reflex save on 20 only.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
Planar Ally, Greater	30	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<i>Effect:</i> As lesser planar ally, but up to 18 HD.					<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.			<i>Caster Level:</i> 15	
Planar Exchange, Greater	30	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature			<i>Caster Level:</i> 15	
Plane Shift, Greater	30	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	SPELL CO: Pg.159
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands			<i>Caster Level:</i> 15	
Spell Immunity, Greater	30	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject is immune to 3 spells, up to 8th-level spells.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells

⬛⬛⬛⬛ Stormrage	30	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SPELL CO: Pg.210
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
⬛⬛⬛⬛ Summon Monster VIII	30	None	1 round	15 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
⬛⬛⬛⬛ Symbol of Death	31	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune slays nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
⬛⬛⬛⬛ Symbol of Insanity	30	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune renders nearby creatures insane.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
⬛⬛⬛⬛ Unholy Aura	30	See text	1 standard action	15 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Evil]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against good spells.					<i>Target:</i> 15 creatures in a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 15	
⬛⬛⬛⬛ Veil of Undeath	31	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Necromancy [Evil]	SPELL CO: Pg.229
<i>Effect:</i> Gain the traits of undead creatures; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
⬛⬛⬛⬛ Wall of Greater Dispel Magic	30	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SPELL CO: Pg.234
<i>Effect:</i> As wall of dispel magic, but is like great dispel magic.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Notes:

Character Sheet Notes: