

Turk

NAME

Clr12 Com2

91000

CLASS

EXPERIENCE

14

105000

Character Level

NEXT LEVEL

Jason Pingol

PLAYERNAME

Kercpa

Tiny

RACE

SIZE

Male

GENDER

AGE

DEITY

1' 6"

HEIGHT

1 lbs.

WEIGHT

Hazel

EYES

Red, Wild

HAIR

Neutral Good

ALIGNMENT

Darkvision (60')

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

9

-1

9

-1

9

-1

DEX

Dexterity

24

+7

26

+8

26

+8

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

15

+2

15

+2

15

+2

WIS

Wisdom

20

+5

24

+7

24

+7

CHA

Charisma

15

+2

15

+2

15

+2

VP

Vitality

114

WOUNDS/CURRENT HP

34

FLAT

26

TOUCH

28

SUBDUAL DAMAGE

10

ARMOR BONUS

6

SHIELD BONUS

0

STAT

8

SIZE

2

NATURAL

0

MISC

8

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

WP

Wound Points

14

DAMAGE REDUCTION

0

SPEED

Climb 40 ft., Walk 30 ft.

INITIATIVE

modifier

+10

=

+8

+

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILL

(wisdom)

+18

=

+8

+

+2

+

+2

+

+6

+

+0

+

+20

=

+4

+

+8

+

+2

+

+6

+

+0

+

+26

=

+11

+

+7

+

+2

+

+6

+

+0

MELEE

attack bonus

+11/+6

=

+10/+5

+

-1

+

+2

+

+0

+

+0

+

TEMP

RANGED

attack bonus

+20/+15

=

+10/+5

+

+8

+

+2

+

+0

+

+0

+

TEMP

GRAPPLE

attack bonus

+1/-4

=

+10/+5

+

-1

+

-8

+

+0

+

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+11/+6

1d6-1

20/x2

*Kercpa Longbow +2

CURRENT HAND

TYPE

SIZE

CRITICAL

Both

P

T

20/x3

To Hit

30 ft.

100 ft.

200 ft.

300 ft.

400 ft.

+22/+17

+22/+17

+20/+15

+18/+13

+16/+11

Dam

1d4+1

1d4+1

1d4+1

1d4+1

1d4+1

Special Properties

(Longbow Ironwood (+2/Tiny)), Wooden but functions as steel, does not burn

Oaktop Mace Ironwood (+1)

CURRENT HAND

TYPE

SIZE

CRITICAL

Carried

B

T

20/x2

(Heavy/Bonded/+1/Defending)

TOTAL ATTACK BONUS

DAMAGE

+14/+9

1d4+2

Special Properties

(Mace Ironwood (+1) (Heavy/Bonded/+1/Tiny)), (Mace Ironwood (+1) (Heavy/Bonded/+1/Defending)), can transfer some or all of sword's enhancement bonus to AC, Wooden but functions as steel, does not burn, Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.

*: 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

Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny)

Shield

+2

+0

5

+2 to Turning Level

*Belt, Monk's

+8

+0

0

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5
X .Apport	INT	3	= 2 + 1.0 +		
✓ Appraise	INT	2	= 2 + +		
✓ Balance	DEX	10	= 8 + + 2		
✓ Bluff	CHA	2	= 2 + +		
✓ Climb	STR	17	= -1 + 1.0 + 17		
✓ Concentration	CON	15	= 2 + 13.0 +		
Craft (Bowmaking)	INT	4	= 2 + 2.0 +		
✓ Craft (Untrained)	INT	2	= 2 + +		
✓ Diplomacy	CHA	2	= 2 + +		
✓ Disable Device	INT	3	= 2 + 1.0 +		
✓ Disguise	CHA	2	= 2 + +		
✓ Escape Artist	DEX	8	= 8 + +		
✓ Forgery	INT	2	= 2 + +		
✓ Gather Information	CHA	2	= 2 + +		
✓ Heal	WIS	15	= 7 + 8.0 +		
✓ Intimidate	CHA	2	= 2 + +		
✓ Jump	STR	1	= -1 + + 2		
Knowledge (Arcana)	INT	7	= 2 + 5.0 +		
Knowledge (Religion)	INT	17	= 2 + 15.0 +		
✓ Listen	WIS	11	= 7 + + 4		
X Nature Sense	WIS	11	= 7 + 4.0 +		
Open Lock	DEX	9	= 8 + 1.0 +		
X Psychic-Mental Contact	CHA	3	= 2 + 1.0 +		
X Psychic-Psychic Healing	WIS	8	= 7 + 1.0 +		
✓ Ride	DEX	8	= 8 + +		
✓ Search	INT	2	= 2 + +		
✓ Sense Motive	WIS	7	= 7 + +		
✓ Sleight of Hand	DEX	9	= 8 + 1.0 +		
✓ Sneak	DEX	8	= 8 + +		
✓ Sneak (Hide)	DEX	16	= 8 + + 8		
Spellcraft	INT	12	= 2 + 8.0 + 2		
✓ Spot	WIS	16	= 7 + + 9		
✓ Survival	WIS	7	= 7 + +		
✓ Swim	STR	-1	= -1 + +		
✓ Tumble	DEX	13	= 8 + 5.0 +		
✓ Use Rope	DEX	8	= 8 + +		
			= + +		
			= + +		

✓: can be used untrained. X: exclusive skills

TURN UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turning Check

1d20+4

Up to 0

8

Turn level

12

1 - 3

9

Turn damage

2d6 +14

4 - 6

10

7 - 9

11

You destroy Undead creatures with total hit dice up to 6.

10 - 12

12

13 - 15

13

16 - 18

14

19 - 21

15

22+

16

TURN/DAY

□□□□□□ □□□□

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

WEIGHT ALLOWANCE					
Light	15	Medium	30	Heavy	45
Lift over head	45	Lift off ground	90	Push / Drag	225

MONEY	
1500 GP Party Pool (2 Rubies and 14 Onyx)</fund><fund>	
Total = 0.0 gp	

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

SPECIAL ABILITIES
+4 racial bonus on Hide and Move Silently checks when in forested areas.
Arrow Swarm (Ex):By taking a -5 penalty to all attack rolls for a round, a kercpa may make two additional ranged attacks at its highest attack bonus, as a full attack.
Camouflage (Ex): A kercpa can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
Chosen Champion of the Earth Goddess. As the champion you have the following granted powers: +2 to your base Dex score & +2 Initiative.
Deflect Arrows twice a round as the Feat.
Divine Health
Divine Reach 2 ft
Imbue touch spell into a weapon or ammunition
Kercpas have a +8 racial bonus on Climb checks. A kercpa can always choose to take 10 on Climb checks, even if rushed or threatened. A kercpa uses its Dexterity modifier instead of its Strength modifier for Climb checks.
Land speed increased +10 ft. but lost if in medium armor or medium load.
Nature's Empathy (Su)
Once per day can reroll any damage roll (for a weapon, a spell, or an ability). This is a supernatural ability.
Slippery Mind
Spontaneous casting
Summon Fluxx (Su)
Sylvan Bond (Ex): Kercpas have long fought alongside elves, and train in special tactics with them from a young age. A kercpa gains a +1 morale bonus on attack rolls when adjacent to an allied elf.
Turn Undead (Su) 9/day (turn level 12) (turn damage 2d6+14)

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Craft Magic Arms and Armor	You can create any magic weapon, armor, or shield whose prerequisites you meet.
Extra Turning	You can use your ability to turn or rebuke creatures four more times per day than normal.
Giantbane	Three Maneuvers:Duck Underneath: Total Defense action must be taken and be attacked by target two sizes larger, +4 to AC stacks with total Defense, if target misses make tumble DC 15 and move immediately to opposite side in any unoccupied square; Death From Below: Must have successfully used duck underneath, Gain one attack, target is flat-footed against you & +4 to hit; Climb Aboard: Must move adjacent to target, next round DC 10 Climb check as free action, Creature at -4 to hit you.
Modify Spell	Laden spell has additional power
Quickened Spell	Casting a quickened spell is a free action.
Smiting Spell	
Wild Talent-Apport	
Wild Talent-Mental Contact	
Wild Talent-Psychic Healing	
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Deflect Arrows	Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

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

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

LANGUAGES
Celestial, Common, Elven, Kercpa, Sylvan, Treant

TEMPLATES
Earth Goddess
Truename

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Amanuesis	17	Will negates [object]	1 standard action	10 minute/level	Close (60 ft.)	V, S	Yes [object]	Transmutation	SPELL CO: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 14	
□□□□ Create Water	17	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 14	
□□□□ Cure Minor Wounds	17	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> 14	
□□□□ Detect Magic	17	None	1 standard action	Concentration, up to 1 minutes/level [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> 14	
□□□□ Detect Poison	17	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> 14	
□□□□ Guidance	17	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> 14	
□□□□ Inflict Minor Wounds	17	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> 14	
□□□□ Light	17	None	1 standard action	10 minutes/level [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> 14	
□□□□ Long-Range Weapon	17	None	1 standard action	14 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> 14 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> 14	
□□□□ Mending	17	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> 14	
□□□□ Purify Food and Drink	17	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 14	
□□□□ Read Magic	17	None	1 standard action	10 minutes/level	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> 14	
□□□□ Resistance	17	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> 14	
□□□□ Virtue	17	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> 14	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Anarchic Water	18	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> 14	
□□□□ Astute Fighting	18	Will negates (harmless)	1 standard action	14 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> 14	
□□□□ Axiomatic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V, S, M	Yes [object]	Transmutation [Lawful]	SPELL CO: Pg.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 14	
□□□□ Bane	18	Will negates	1 standard action	1 minute/level	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> 14	
□□□□ Bless	18	None	1 standard action	1 minute/level	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> 14	
□□□□ Bless Water	18	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 14	
□□□□ Blessed Aim	18	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> 14	
□□□□ Blood Wind	18	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> 14	
□□□□ *Camouflage	18	N/A	1 standard action	10 minutes/level	Personal	V, S	N/A	Transmutation	SPELL CO: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□ Cause Fear	18	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> 14	
□□□□ Cold Fire	18	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (60 ft.)	V, S, DF	Yes [creature]	Transmutation [Cold]	SPELL CO: Pg.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 14	

* =Domain/Speciality Spell

Cleric Spells

□□□□□	Command	18	Will negates	1 standard action	1 round	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Caster Level: 14	RSRD: SpellsC.rtf
Effect: One subject obeys selected command for 1 round.						Target: One living creature				
□□□□□	Comprehend Languages	18	None	1 standard action	10 minutes/level	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
Effect: You understand all spoken and written languages.						Target: You				Caster Level: 14
□□□□□	Conviction	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
Effect: +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.						Target: Creature touched				Caster Level: 14
□□□□□	Cure Light Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1d8 +1/level [max +5] damage.						Target: Creature touched				Caster Level: 14
□□□□□	Delay Disease	18	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.63
Effect: Halts any nonmagical disease for the duration of the spell.						Target: Creature touched				Caster Level: 14
□□□□□	Detect Chaos	18	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment.						Target: Cone-shaped emanation				Caster Level: 14
□□□□□	Detect Evil	18	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment.						Target: Cone-shaped emanation				Caster Level: 14
□□□□□	Detect Good	18	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment.						Target: Cone-shaped emanation				Caster Level: 14
□□□□□	Detect Law	18	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment.						Target: Cone-shaped emanation				Caster Level: 14
□□□□□	Detect Undead	18	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals undead within 60 ft.						Target: Cone-shaped emanation				Caster Level: 14
□□□□□	Dispel Ward	18	None	1 standard action	Instantaneous	Medium (240 ft.)	V,S	No	Abjuration	SPELL CO: Pg.67
Effect: Functions like dispel magic; see text						Target: One warded object or area				Caster Level: 14
□□□□□	Divine Favor	18	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
Effect: You gain +4 on attack and damage rolls.						Target: You				Caster Level: 14
□□□□□	Doom	18	Will negates	1 standard action	1 minute/level	Medium (240 ft.)	V, S, DF	Yes	Necromancy [Fear, RSRD: SpellsD-E.rtf Mind-Affecting]	
Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks.						Target: One living creature				Caster Level: 14
□□□□□	Draw on Faith	18		1 round	Until expended or 1 minute	Personal	V, S, DF		Conjuration (Summoning)	APM: p. 151
Effect: Gain a +1 bonus on one save, check, or attack roll.						Target: Surge of divine power.				Caster Level: 14
□□□□□	Ebon Eyes	18	None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.77
Effect: See normally in darkness both magical and natural.						Target: Creature touched				Caster Level: 14
□□□□□	Endure Elements	18	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
Effect: Exist comfortably in hot or cold environments.						Target: Creature touched				Caster Level: 14
□□□□□	Entropic Shield	18	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect: Ranged attacks against you have 20% miss chance.						Target: You				Caster Level: 14
□□□□□	*Expeditious Retreat	18	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: Your speed increases by 30 ft.						Target: You				Caster Level: 14
□□□□□	Faith Healing	18	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.87
Effect: Heal 8 + caster level [max +5] hit points.						Target: Living creature touched				Caster Level: 14
□□□□□	Flame of Chaos, Lesser	18	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, APM: p. 155 Fire]	
Effect: Small flame sheds light and deals 1d6+14 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.						Target: One fiery aura on your holy symbol				Caster Level: 14
□□□□□	Flame of Good, Lesser	18	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
Effect: Small flame sheds light and deals 1d6+14 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.						Target: One fiery aura on your holy symbol				Caster Level: 14
□□□□□	Flame of Law, Lesser	18	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
Effect: Small flame sheds light and deals 1d6+14 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.						Target: One fiery aura on your holy symbol				Caster Level: 14
□□□□□	Foundation of Stone	18	None	1 standard action	1 round/level	Close (60 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SPELL CO: Pg.99
Effect: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.						Target: One creature/level, no two of which are more than 30 ft. apart				Caster Level: 14
□□□□□	Grave Strike	18	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SPELL CO: Pg.107
Effect: Allows you to make sneak attacks against undead if you have the ability.						Target: You				Caster Level: 14
□□□□□	Guiding Light	18	None	1 standard action	1 minute/level [D]	Long (960 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.108
Effect: +2 on ranged attacks						Target: Creatures in a 5-ft.-radius burst				Caster Level: 14
□□□□□	Healthful Rest	18	Will negates [harmless]	10 minutes	24 hours	Close (60 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.111
Effect: Doubles the natural healing rate.						Target: One creature/level, no two of which can be more than 30 feet apart				Caster Level: 14
□□□□□	Hide from Undead	18	Will negates (harmless); see text	1 standard action	10 minutes/level [D]	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
Effect: Undead can't perceive 1 subject/level.						Target: One touched creature/level				Caster Level: 14
□□□□□	Ice Gauntlet	18	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold]	SPELL CO: Pg.119
Effect: Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.						Target: You				Caster Level: 14
□□□□□	Incite	18	Will negates	1 swift action	1 minute/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.121
Effect: Forces creature to act, it cannot delay or ready an action.						Target: Creatures in a 10-ft. burst				Caster Level: 14

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐	Inflict Light Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐	Inhibit	18	Will negates	1 standard action	Instantaneous	Medium (240 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> 14	
☐☐☐☐☐	Ironguts	18	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> 14	
☐☐☐☐☐	Light of Lunia	18	None	1 standard action	10 minutes/level [D]	Medium (240 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
	<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 14	
☐☐☐☐☐	*Mage Armor	18	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐	Magic Stone	18	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
	<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> 14	
☐☐☐☐☐	Magic Weapon	18	Will negates (harmless, object)	1 standard action	1 minute/level	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> 14	
☐☐☐☐☐	Moon Lust	18	Will negates [harmless]	1 standard action	1 round/level	Medium (240 ft.)	V,S,F	Yes	Illusion (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> 14	
☐☐☐☐☐	Nightshield	18	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> 14	
☐☐☐☐☐	Nimbus of Light	18	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> 14	
☐☐☐☐☐	Obscuring Mist	18	None	1 standard action	1 minute/level	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> 14	
☐☐☐☐☐	Omen of Peril	18	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> 14	
☐☐☐☐☐	Portal Beacon	18	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> 14	
☐☐☐☐☐	Potent Weapon	18	None	1 standard action	14 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> 14	
☐☐☐☐☐	Precipitate	18	None	1 standard action	Concentration, up to 14 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> 14	
☐☐☐☐☐	Protection from Chaos	18	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	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> 14	
☐☐☐☐☐	Protection from Evil	18	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	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> 14	
☐☐☐☐☐	Protection from Law	18	Will negates (harmless)	1 standard action	1 minute/level [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> 14	
☐☐☐☐☐	Remove Fear	18	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 one subject/4 levels.					<i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
☐☐☐☐☐	Resist Planar Alignment	18	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
	<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐	Resurgence	18	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> 14	
☐☐☐☐☐	Sanctuary	18	Will negates	1 standard action	1 round/level	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> 14	
☐☐☐☐☐	Scholar's Touch	18	None	1 standard action	Concentration, up to 14 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> 14	
☐☐☐☐☐	Shield of Faith	18	Will negates (harmless)	1 standard action	1 minute/level	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> 14	
☐☐☐☐☐	Sign	18	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.189
	<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐	Snowshoes	18	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> 14	
☐☐☐☐☐	Spell Flower	18	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> 14	
☐☐☐☐☐	Summon Monster I	18	None	1 round	1 round/level [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> 14	
☐☐☐☐☐	Updraft	18	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> 14	
☐☐☐☐☐	Vigilance	18	Will negates (harmless)	1 standard	4 hours	Close (60 ft.)	V, S, M	Yes (harmless)	Abjuration	APM: p. 177

* =Domain/Specialty Spell

Cleric Spells

action									
<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> 14	
□□□□ Vigor, Lesser	18	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> 14	
□□□□ Vision of Glory	18	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> 14	
□□□□ Wings of the Sea	18	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> 14	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Aid	19	None	1 standard action	1 minute/level	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 +1/level [max +10] temporary hp.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
□□□□ Align Weapon	19	Will negates (harmless, object)	1 standard action	1 minute/level	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> 14	
□□□□ Augury	19	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> 14	
□□□□ Aura Against Flame	19	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> 14	
□□□□ Avoid Planar Effects	19	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> 14	
□□□□ Balor Nimbus	19	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> 14	
□□□□ *Barkskin	19	None	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Grants +5 enhancement to natural armor.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
□□□□ Bear's Endurance	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□ Body Blades	19	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> 14	
□□□□ Brambles	19	None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	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> 14	
□□□□ Bull's Strength	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□ Calm Emotions	19	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (240 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread			<i>Caster Level:</i> 14	
□□□□ *Cat's Grace	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□ Close Wounds	19	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (60 ft.)	V	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
□□□□ Consecrate	19	None	1 standard action	2 hours/level	Close (60 ft.)	V, S, M, DF	No	Evocation [Good]	RSRD: SpellsC.rtf
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 14	
□□□□ Cure Moderate Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□ Curse of Ill Fortune	19	Will negates	1 standard action	1 minute/level	Medium (240 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.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
□□□□ Dark Way	19	None	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes	Illusion (Shadow)	SPELL CO: Pg.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.					<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long			<i>Caster Level:</i> 14	
□□□□ Darkness	19	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched			<i>Caster Level:</i> 14	
□□□□ Deific Vegeance	19	Will half	1 standard action	Instantaneous	Close (60 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SPELL CO: Pg.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
□□□□ Delay Poison	19	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□ Divine Insight	19	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□ Divine Interdiction	19	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
<i>Effect:</i> Temp loss of turning power & domain powers.					<i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 14	

* =Domain/Specialty Spell

Cleric Spells

□□□□□Divine Protection	19	Will negates [harmless]	1 standard action	1 minute/level	Medium (240 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	SPELL CO: Pg.70
Effect: +1 morale bonus to AC and saving throws.					Target: Allies in a 20-ft.-radius burst				
□□□□□Eagle's Splendor	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: Subject gains +4 to Cha for 1 minutes/level.					Target: Creature touched			Caster Level: 14	
□□□□□Energized Shield, Lesser	19	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
Effect: Protects against on energy type [fire, cold, electricity, acid, or sonic], you gain 5 resistance; see text					Target: Touch			Caster Level: 14	
□□□□□Enthral	19	Will negates; see text	1 round	1 hour or less	Medium (240 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
Effect: Captivates all within 100 ft. +10 ft./level					Target: Any number of creatures			Caster Level: 14	
□□□□□Extend Tentacles	19	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SPELL CO: Pg.86
Effect: Extends your tentacles by 5 ft.					Target: You			Caster Level: 14	
□□□□□Fastheal, Lesser	19	Will negates (harmless)	1 round	140 minutes [D]	Touch	V, S, M/DF	Yes (harmless)	Conjuration (Healing)	APM: p. 153
Effect: Cures 2 hit points per character level per 10 minutes.					Target: Living creature touched			Caster Level: 14	
□□□□□Find Traps	19	None	1 standard action	1 minute/level	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
Effect: Notice traps as a rogue does.					Target: You			Caster Level: 14	
□□□□□Frost Breath	19	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					Target: Cone-shaped burst			Caster Level: 14	
□□□□□Fuse Arms	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.100
Effect: Gain +4 Str for every set of limbs fused to the primary limb.					Target: Creature with at least two arms or tentacles touched			Caster Level: 14	
□□□□□Gentle Repose	19	Will negates (object)	1 standard action	1 day/level	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
Effect: Preserves one corpse.					Target: Corpse touched			Caster Level: 14	
□□□□□Ghost Touch Armor	19	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.102
Effect: Armor gains Ghost Touch property.					Target: Armor of creature touched			Caster Level: 14	
□□□□□Hand of Divinity	19	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: 14	
□□□□□Healing Lorecall	19	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 Conjuration [Healing] spells. Can also heal more; see text.					Target: You			Caster Level: 14	
□□□□□Hold Person	19	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (240 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	RSRD: SpellsH-L.rtf
Effect: Paralyzes one humanoid for 1 round/level.					Target: One humanoid creature			Caster Level: 14	
□□□□□Inflict Moderate Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 2d8 +1/level [max +10] damage.					Target: Creature touched			Caster Level: 14	
□□□□□Inky Cloud	19	None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjuration (Creation)	SPELL CO: Pg.123
Effect: Inky cloud that works under water.					Target: 30-ft.-radius spread centered on you			Caster Level: 14	
□□□□□Iron Silence	19	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: 14	
□□□□□Light of Mercuria	19	None	1 standard action	10 minutes/level [D]	Medium (240 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					Target: You and up to two rays; see text			Caster Level: 14	
□□□□□Living Undeath	19	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: 14	
□□□□□*Magic Missile	19	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each.					Target: Up to five creatures, no two of which can be more than 15 ft. apart			Caster Level: 14	
□□□□□Make Whole	19	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 10 cu. ft./level			Caster Level: 14	
□□□□□Mark of the Outcast	19	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: 14	
□□□□□Owl's Wisdom	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
Effect: Subject gains +4 to Wis for 1 minutes/level.					Target: Creature touched			Caster Level: 14	
□□□□□Protection from Negative Energy	19	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: 14	
□□□□□Protection from Positive Energy	19	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: 14	
□□□□□Quick March	19	Will negates [harmless]	1 standard action	1 round	Medium (240 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: 14	
□□□□□Remove Paralysis	19	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuration (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: 14	
□□□□□Resist Energy	19	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 30 points of damage/attack from specified energy type.					Target: Creature touched			Caster Level: 14	
□□□□□Restoration, Lesser	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.					Target: Creature touched			Caster Level: 14	
□□□□□Shatter	19	Will negates (object); Will negates (object) or Fortitude half; see	1 standard action	Instantaneous	Close (60 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf

* =Domain/Speciality Spell

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text					Target: 5-ft.-radius spread; or one solid object or one crystalline creature			Caster Level: 14	
Effect: Sonic vibration damages objects or crystalline creatures.									
Shield Other	19	Will negates (harmless)	1 standard action	1 hour/level [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: 14	
Shroud of Undeath	19	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SPELL CO: Pg.189
Effect: Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					Target: You			Caster Level: 14	
Silence	19	Will negates; see text or none (object)	1 standard action	1 minute/level [D]	Long (960 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamour)	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: 14	
Sound Burst	19	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
Effect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ft.-radius spread			Caster Level: 14	
Spawn Screen	19	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: 14	
Spell Immunity, Lesser	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.199
Effect: Protects one creature from a single 1st- or 2nd-level spell; see text.					Target: Creature touched			Caster Level: 14	
Spiritual Weapon	19	None	1 standard action	1 round/level [D]	Medium (240 ft.)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
Effect: Magical weapon attacks on its own.					Target: Magic weapon of force			Caster Level: 14	
Stabilize	19	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.204
Effect: Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					Target: 50-ft.-radius burst centered on you			Caster Level: 14	
Status	19	Will negates (harmless)	1 standard action	1 hour/level	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
Effect: Monitors condition, position of allies.					Target: One/per 3 levels living creatures touched			Caster Level: 14	
Stone Bones	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.208
Effect: Target gains natural armor AC bonus of +3.					Target: Corporeal undead creature touched			Caster Level: 14	
Summon Elysian Thrush	19	None	10 minutes	8 hours	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SPELL CO: Pg.214
Effect: Summons a Elysian thrush [Planar Handbook 118]; see text					Target: One summoned Elysian thrush			Caster Level: 14	
Summon Monster II	19	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 14	
Undetectable Alignment	19	Will negates (object)	1 standard action	24 hours	Close (60 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
Effect: Conceals alignment for 24 hours.					Target: One creature or object			Caster Level: 14	
Veil of Shadow	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SPELL CO: Pg.228
Effect: Grants you a 20% miss chance from concealment.					Target: You			Caster Level: 14	
Zone of Truth	19	Will negates	1 standard action	1 minute/level	Close (60 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
Effect: Subjects within range cannot lie.					Target: 20-ft.-radius emanation			Caster Level: 14	
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Aid, Mass	20	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.8
Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					Target: One or more creatures, no two of which are more than 30 ft. apart			Caster Level: 14	
Air Breathing	20	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.8
Effect: Grants creatures the ability to breath air.					Target: Living creatures touched			Caster Level: 14	
Align Weapon, Mass	20	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
Effect: Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					Target: One weapon/level, no two of which are more than 30 ft. apart			Caster Level: 14	
Anarchic Storm	20	None	1 standard action	1 round/level [D]	N/A	V,S,M,DF	No	Conjuration (Creation) [Chaotic, Water]	SPELL CO: Pg.11
Effect: Storm imposes penalties and damages lawful creatures.					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 14	
Antidragon Aura	20	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.14
Effect: All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					Target: One creature/2 levels, no two of which are more than 30 ft. apart			Caster Level: 14	
Attune Form	20	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.17
Effect: Attunes the affected creatures to the plane you are currently on, negating harmful effects.					Target: One creature/3 levels			Caster Level: 14	
Awaken Sin	20	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SPELL CO: Pg.21
Effect: Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					Target: One evil creature with Intelligence 3+			Caster Level: 14	
Axiomatic Storm	20	None	1 standard action	1 round/level	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SPELL CO: Pg.22
Effect: Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 14	
Bestow Curse	20	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					Target: Creature touched			Caster Level: 14	
Blade of Pain and Fear	20	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SPELL CO: Pg.30
Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.					Target: Swordlike column of gnashing teeth			Caster Level: 14	
Blast of Force	20	Fortitude partial	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes	Evocation [Force]	SPELL CO: Pg.31
Effect: Blast one target for 1d6/2 levels [max 5d6]. In addition must make a Fortitude save or be knocked down.					Target: Ray			Caster Level: 14	
* =Domain/Speciality Spell									

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■■■■■	Blindness/Deafness	20	Fortitude negates	1 standard action	Permanent [D]	Medium (240 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> 14	
■■■■■	*Blur	20	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■	Chain of Eyes	20	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> 14	
■■■■■	Checkmate's Light	20	None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SPELL CO: Pg.46
	<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.					<i>Target:</i> Melee weapon touched			<i>Caster Level:</i> 14	
■■■■■	Circle Dance	20	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> 14	
■■■■■	Cloak of Bravery	20	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> 14	
■■■■■	Cloak Pool	20	Will negates (harmless,object)	1 standard action	1 hour/level [D]	Close (60 ft.)	V,S	No	Illusion (Glamer) [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> 14	
■■■■■	Continual Flame	20	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> 14	
■■■■■	Conviction, Mass	20	Will negates (harmless)	1 standard action	10 minutes/level	Medium (240 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> 14	
■■■■■	Corona of Cold	20	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 long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 14	
■■■■■	Create Food and Water	20	None	10 minutes	24 hours; see text	Close (60 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
	<i>Effect:</i> Feeds 3 humans or 1 horses/level.					<i>Target:</i> Food and water to sustain 3 humans/level or one horse/level for 24 hours			<i>Caster Level:</i> 14	
■■■■■	Cure Serious Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
	<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■	Darkfire	20	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> 14	
■■■■■	Daylight	20	None	1 standard action	10 minutes/level [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> 14	
■■■■■	Deeper Darkness	20	None	1 standard action	1 day/level [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> 14	
■■■■■	Demon Dirge	20	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> 14	
■■■■■	Devil Blight	20	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> 14	
■■■■■	Dispel Magic	20	None	1 standard action	Instantaneous	Medium (240 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> 14	
■■■■■	Divine Luck	20	Will negates	1 standard action	140 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> 14	
■■■■■	Downdraft	20	Reflex partial; see text	1 standard action	Instantaneous	Long (960 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> 14	
■■■■■	Energized Shield	20	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> 14	
■■■■■	Energy Vortex	20	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 as well.					<i>Target:</i> All creatures within a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 14	
■■■■■	Favorable Sacrifice	20	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> 14	
■■■■■	Fell the Greatest Foe	20	Fortitude negates (harmless)	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.90
	<i>Effect:</i> Deal 1d6 damage per size category difference.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■	Flame of Chaos	20	None or Reflex partial	1 standard action	14 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+14 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> 14	
■■■■■	Flame of Faith	20	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> 14	
■■■■■	Flame of Good	20	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
	<i>Effect:</i> Small flame sheds light and deals 1d8+14 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> 14	
■■■■■	Flame of Law	20	None or Reflex partial	1 standard action	14 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+14 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> 14	

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Ghost Touch Weapon	20	Will negates [harmless,object]	1 standard action	1 minute/level	Close (60 ft.)	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.102
Effect: Hit incorporeal normally.					Target: One weapon or fifty projectiles [all in contact at Caster Level: 14 time of casting]				
☐☐☐☐☐ Girallon's Blessing	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.106
Effect: Gain an additional pair of arms; see text					Target: Creature touched Caster Level: 14				
☐☐☐☐☐ Glyph of Warding	20	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
Effect: Inscription harms those who pass it.					Target: Object touched or up to 5 sq. ft./level Caster Level: 14				
☐☐☐☐☐ Grace	20	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SPELL CO: Pg.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					Target: You Caster Level: 14				
☐☐☐☐☐ Hamatula Barbs	20	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.109
Effect: Any creature hitting the subject takes 1d8 damage.					Target: Creature touched Caster Level: 14				
☐☐☐☐☐ Helping Hand	20	None	1 standard action	1 hour/level	5 miles	V, S, DF	No	Evocation	RSRD: SpellsH-L.rtf
Effect: Ghostly hand leads subject to you.					Target: Ghostly hand Caster Level: 14				
☐☐☐☐☐ Holy Storm	20	None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SPELL CO: Pg.115
Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].					Target: Cylinder [20-ft. radius, 20 ft. high] Caster Level: 14				
☐☐☐☐☐ Ice Axe	20	None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.118
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +10].					Target: Battleaxe-shaped weapon of swirling ice Caster Level: 14				
☐☐☐☐☐ Inflict Serious Wounds	20	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 3d8 +1/level [max +15] damage.					Target: Creature touched Caster Level: 14				
☐☐☐☐☐ Interplanar Message	20	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SPELL CO: Pg.124
Effect: Send 25 words or less to the targeted creature; see text.					Target: One creature Caster Level: 14				
☐☐☐☐☐ Invisibility Purge	20	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
Effect: Dispers invisibility within 5 ft./level					Target: You Caster Level: 14				
☐☐☐☐☐ Knight's Move	20	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SPELL CO: Pg.129
Effect: Teleport and end up flanking an opponent.					Target: You Caster Level: 14				
☐☐☐☐☐ Know Opponent	20	Will negates	1 standard action	Instantaneous	Close (60 ft.)	S,DF	Yes	Divination	SPELL CO: Pg.129
Effect: Learn strengths or weaknesses of opponent; see text.					Target: One creature Caster Level: 14				
☐☐☐☐☐ Know Vulnerabilities	20	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Divination	SPELL CO: Pg.129
Effect: Learn any vulnerabilities and resistances the target has.					Target: One creature Caster Level: 14				
☐☐☐☐☐ Light of Venya	20	None	1 standard action	10 minutes/level [D]	Medium (240 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text.					Target: You and up to two rays; see text Caster Level: 14				
☐☐☐☐☐ Locate Object	20	None	1 standard action	1 minute/level	Long (960 ft.)	V, S, F/DF	No	Divination	RSRD: SpellsH-L.rtf
Effect: Senses direction toward object [specific or type].					Target: Circle, centered on you, with a radius of 400 + 40 ft. per level Caster Level: 14				
☐☐☐☐☐ Magic Circle against Chaos	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature Caster Level: 14				
☐☐☐☐☐ Magic Circle against Evil	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature Caster Level: 14				
☐☐☐☐☐ Magic Circle against Law	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					Target: 10-ft.-radius emanation from touched creature Caster Level: 14				
☐☐☐☐☐ Magic Vestment	20	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Armor or shield gains +1/4 levels [max +5] enhancement					Target: Armor or shield touched Caster Level: 14				
☐☐☐☐☐ Mantle of Chaos	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Chaos]	SPELL CO: Pg.137
Effect: Gain SR 12 + your caster level against spells with the lawful descriptor.					Target: You Caster Level: 14				
☐☐☐☐☐ Mantle of Law	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law]	SPELL CO: Pg.138
Effect: Gain SR 12 + your caster level against spells with the chaos descriptor.					Target: You Caster Level: 14				
☐☐☐☐☐ Meld into Stone	20	None	1 standard action	10 minutes/level	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
Effect: You and your gear merge with stone.					Target: You Caster Level: 14				
☐☐☐☐☐ Nauseating Breath	20	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M	No	Conjuration (Creation)	SPELL CO: Pg.146
Effect: Creatures in area must save or be nauseated for 1d6 rounds.					Target: Cone-shaped burst Caster Level: 14				
☐☐☐☐☐ Obscure Object	20	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
Effect: Masks object against scrying.					Target: One object touched of up to 100 lbs/level Caster Level: 14				
☐☐☐☐☐ Prayer	20	None	1 standard action	1 round/level	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsP-R.rtf
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.					Target: All allies and foes within a 40-ft.-radius burst centered on you Caster Level: 14				
☐☐☐☐☐ Protection from Energy	20	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Absorb 12 points of damage/level [max 120] from one kind of energy.					Target: Creature touched Caster Level: 14				
☐☐☐☐☐ Remove Blindness/Deafness	20	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Cures normal or magical conditions.					Target: Creature touched Caster Level: 14				
☐☐☐☐☐ Remove Curse	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Frees object or person from curse.					Target: Creature or item touched Caster Level: 14				
☐☐☐☐☐ Remove Disease	20	Fortitude negates (harmless)	1 standard	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf

* =Domain/Specialty Spell

Cleric Spells

action									
<i>Effect:</i> Cures all diseases affecting subject.									
Resist Energy, Mass	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Target: Creature touched	Close (60 ft.)	V,S,DF	Yes [harmless]	Caster Level: 14 Abjuration SPELL CO: Pg.174
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.									
Resurgence, Mass	20	Will negates [harmless]	1 standard action	Instantaneous	Target: One creature/level, no two of which can be more than 30 ft. apart	Close (60 ft.)	V,S,DF	Yes [harmless]	Caster Level: 14 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.									
Ring of Blades	20	N/A	1 standard action	1 minute/level	Target: One creature/level, no two of which can be more than 30 ft. apart	Personal	V,S,M	N/A	Caster Level: 14 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.									
Safety	20	None or Will negates [harmless]	1 standard action	10 minutes/level	Target: You	Touch	V,S	No or Yes [harmless]	Caster Level: 14 Abjuration SPELL CO: Pg.179
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.									
Searing Light	20	None	1 standard action	Instantaneous	Target: Creature touched	Medium (240 ft.)	V, S	Yes	Caster Level: 14 Evocation RSRD: SpellsS.rtf
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 10 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage.									
Sheltered Vitality	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Target: Ray	Touch	V,S,DF	Yes [harmless]	Caster Level: 14 Abjuration SPELL CO: Pg.188
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.									
Shield of Warding	20	Will negates [object,harmless]	1 standard action	1 minute/level	Target: Living creature touched	Touch	V,S	No	Caster Level: 14 Abjuration [Good] SPELL CO: Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].									
Sink	20	Will negates	1 standard action	1 round	Target: One shield or buckler touched	Close (60 ft.)	V,S,DF	Yes	Caster Level: 14 Transmutation SPELL CO: Pg.190
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.									
Skull Watch	20	See text	1 standard action	Permanent	Target: One creature/level, no two of which are more than 30 ft. apart	Touch	V,S,F	No	Caster Level: 14 Necromancy SPELL CO: Pg.191
<i>Effect:</i> Alarm affect; see text									
Slashing Darkness	20	None	1 standard action	Instantaneous	Target: One humanoid skull	Medium (240 ft.)	V,S	Yes	Caster Level: 14 Evocation SPELL CO: Pg.191
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.									
Snowshoes, Mass	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Target: Ray	Close (60 ft.)	V,S	Yes [harmless]	Caster Level: 14 Transmutation SPELL CO: Pg.194
<i>Effect:</i> Same as Snowshoes, except as noted.									
Sonorous Hum	20	N/A	1 standard action	1 minute/level [D]	Target: One creature/level, no two of which are more than 30 ft. apart	Personal	V,S	N/A	Caster Level: 14 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.									
Spark of Life	20	Will negates	1 standard action	1 round/level	Target: You	Touch	V,S	Yes	Caster Level: 14 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.									
Speak with Dead	20	Will negates; see text	10 minutes	1 minute/level	Target: Undead creature touched	10 ft.	V, S, DF	No	Caster Level: 14 Necromancy RSRD: SpellsS.rtf [Language-Dependent]
<i>Effect:</i> Corpse answers one question/2 levels.									
Spikes	20	None	1 standard action	1 hour/level	Target: One dead creature	Touch	V,S,M	No	Caster Level: 14 Transmutation SPELL CO: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.									
Steely Will	20	Will negates (harmless)	1 standard action	14 minutes	Target: Wooden weapon touched	Touch	V, S, M/DF	Yes (harmless)	Caster Level: 14 Abjuration [Mind-Affecting] APM: p. 172
<i>Effect:</i> Recipient gains defenses against charms compulsions, and mind-affecting effects.									
Stone Shape	20	None	1 standard action	Instantaneous	Target: Creature touched	Touch	V, S, M/DF	No	Caster Level: 14 Transmutation RSRD: SpellsS.rtf [Earth]
<i>Effect:</i> Sculpts stone into any shape.									
Summon Monster III	20	None	1 round	1 round/level [D]	Target: Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level	Close (60 ft.)	V, S, F/DF	No	Caster Level: 14 Conjuration (Summoning) RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.									
Suppress Glyph	20	Will negates [object]	1 standard action	1 minute/level	Target: One or more summoned creatures, no two of which can be more than 30 ft. apart	100 ft.	V,S	Yes [object]	Caster Level: 14 Abjuration SPELL CO: Pg.216
<i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.									
Telepathic Bond, Lesser	20	None	1 standard action	140 minutes	Target: 100-ft.-radius emanation centered on you	30 feet	V, S	No	Caster Level: 14 Divination RSRD: PsionicSpells.rtf [Mind-Affecting]
<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.									
Tremor	20	See text	1 standard action	1 round/3 levels	Target: You and One willing creature within 30'	Medium (240 ft.)	V,S,DF	No	Caster Level: 14 Evocation [Earth] SPELL CO: Pg.223
<i>Effect:</i> Disrupts concentration; see text.									
Vigor, Mass Lesser	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Target: 40-ft.-radius spread	20 ft.	V,S	Yes [harmless]	Caster Level: 14 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.									
Visage of the Deity, Lesser	20	N/A	1 standard action	1 round/level	Target: One creature/2 levels, no two of which can be more than 30 ft. apart	Personal	V,S,DF	N/A	Caster Level: 14 Transmutation RSRD: SpellsS.rtf
<i>Effect:</i> Your form becomes more like your deity's; see text									
Wall of Light	20	None	1 standard action	1 minute/level [D]	Target: You	Close (60 ft.)	V,S,M	Yes; see text	Caster Level: 14 Evocation [Light] SPELL CO: Pg.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.									
Water Breathing	20	Will negates (harmless)	1 standard action	2 hours/level; see text	Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels	Touch	V, S, M/DF	Yes (harmless)	Caster Level: 14 Transmutation RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.									
Water Walk	20	Will negates (harmless)	1 standard action	10 minutes/level [D]	Target: Living creatures touched	Touch	V, S, DF	Yes (harmless)	Caster Level: 14 Transmutation RSRD: SpellsT-Z.rtf [Water]
<i>Effect:</i> Subject treads on water as if solid.									
Weapon of Impact	20	Will negates [harmless,object]	1 standard action	10 minutes/level	Target: One touched creature/level	Touch	V,S	Yes [harmless,object]	Caster Level: 14 Transmutation SPELL CO: Pg.237
<i>Effect:</i> Double threat range of weapon.									
Weapon of the Deity	20	Fortitude negates	1	1 round/level	Target: One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]	Touch	V,DF	Yes [harmless,object]	Caster Level: 14 Transmutation SPELL CO: Pg.237

* =Domain/Specialty Spell

Cleric Spells

		[harmless,object]	standard action							
Effect: Imbue a weapon favored by your deity with special enhancements and abilities. See text.					Target: Weapon touched		Caster Level: 14			
□□□□□	Wind Wall	20	None; see text	1 standard action	1 round/level	Medium (240 ft.)	V, S, M/DF Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf	
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to 10 ft./level long and 5 ft./level high [S]		Caster Level: 14			

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Air Walk	21	None	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
Effect: Subject treads on air as if solid [climb at 45-degree angle].					Target: Creature [Gargantuan or smaller] touched			Caster Level: 14	
□□□□□ Assay Spell Resistance	21	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SPELL CO: Pg.17
Effect: Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					Target: You			Caster Level: 14	
□□□□□ Astral Hospice	21	N/A	1 standard action	24 hours/level	Close (60 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SPELL CO: Pg.17
Effect: On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur.					Target: See text			Caster Level: 14	
□□□□□ Blindsight, Greater	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
Effect: Grant blindsight to 30 ft.					Target: Creature touched			Caster Level: 14	
□□□□□ Castigate	21	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SPELL CO: Pg.44
Effect: Deafen or damage foes, depending on their alignment.					Target: 10-ft. radius burst centered on you			Caster Level: 14	
□□□□□ Contingent Energy Resistance	21	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SPELL CO: Pg.52
Effect: Same as Contingency, except it is more limited.					Target: You			Caster Level: 14	
□□□□□ Control Water	21	None; see text	1 standard action	10 minutes/level [D]	Long (960 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
Effect: Raises or lowers bodies of water.					Target: Water in a volume of 10-ft. by 10-ft. by 2-ft. per level [S]			Caster Level: 14	
□□□□□ Crown of Terror	21	None	1 standard action	14 rounds [D]	10 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
Effect: Enemies within 10 feet become shaken or frightened when you attack.					Target: A fiery halo			Caster Level: 14	
□□□□□ Crown of Valor	21	Will negates (harmless)	1 standard action	14 minutes [D]	10 ft.	V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150
Effect: You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.					Target: A silver halo			Caster Level: 14	
□□□□□ Cure Critical Wounds	21	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 4d8 +1/level [max +20] damage.					Target: Creature touched			Caster Level: 14	
□□□□□ Death Ward	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
Effect: Grants immunity to death spells and negative energy effects.					Target: Living creature touched			Caster Level: 14	
□□□□□ Delay Death	21	Will negates [harmless]	1 immediate action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.63
Effect: Target cannot die from hit point damage during the duration of the spell.					Target: One creature			Caster Level: 14	
□□□□□ Dimensional Anchor	21	None	1 standard action	1 minute/level	Medium (240 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
Effect: Bars extradimensional movement.					Target: Ray			Caster Level: 14	
□□□□□ Discern Lies	21	Will negates	1 standard action	Concentration, up to 1 round/level	Close (60 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals deliberate falsehoods.					Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 14	
□□□□□ Dismissal	21	Will negates; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S, DF	Yes	Abjuration	RSRD: SpellsD-E.rtf
Effect: Forces a creature to return to native plane.					Target: One extraplanar creature			Caster Level: 14	
□□□□□ Divination	21	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
Effect: Provides useful advice for specific proposed actions.					Target: You			Caster Level: 14	
□□□□□ Divine Power	21	None	1 standard action	1 round/level	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
Effect: You gain attack bonus, +6 to Str, and 1 hp/level.					Target: You			Caster Level: 14	
□□□□□ Dweomer of Transference	21	Will Negates (Harmless)	1 minute	14 rounds	Close (60 ft.)	V, S	Yes (Harmless)	Evocation	RSRD: PsionicSpells.rtf
Effect: You form a radiating corona around the head of a psionic ally, then convert some of your spells into power points [see text].					Target: One willing psionic creature			Caster Level: 14	
□□□□□ Freedom of Movement	21	Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
Effect: Subject moves normally despite impediments.					Target: You or creature touched			Caster Level: 14	
□□□□□ Giant Vermin	21	None	1 standard action	1 minute/level	Close (60 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
Effect: Turns centipedes, scorpions, or spiders into giant vermin.					Target: Up to three vermin, no two of which can be more than 30 ft. apart			Caster Level: 14	
□□□□□ Glowing Orb	21	None	1 standard action	Permanent	Touch	V,S,F	No	Evocation [Light]	SPELL CO: Pg.106
Effect: Makes a light source in a globe; see text					Target: Magical, controllable light source			Caster Level: 14	
□□□□□ Hand of the Faithful	21	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SPELL CO: Pg.109
Effect: 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 to enter or exit.					Target: 10-ft.-radius emanation centered on a point in space			Caster Level: 14	
□□□□□ *Haste	21	Fortitude negates (harmless)	1 standard action	1 round/level	Close (60 ft.)	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
Effect: 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.					Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 14	
□□□□□ Holy Transformation	21	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SPELL CO: Pg.116
Effect: Change to good lawful outsider, size medium, gain abilities and appearance of a hound archon [mm pg.16]. +4 Str & Con, Darkvision 60', +4 Sacred Bonus to Saves, DR:5/evil; see text					Target: You			Caster Level: 14	
□□□□□ Holy Transformation, Lesser	21	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SPELL CO: Pg.116
Effect: Change to good outsider, gain abilities of protector [minatures pg.66].					Target: You			Caster Level: 14	
□□□□□ Hypothermia	21	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SPELL CO: Pg.118
Effect: Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.					Target: One creature			Caster Level: 14	
* =Domain/Speciality Spell									

* =Domain/Speciality Spell

Cleric Spells

Imbue with Spell Ability	21	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	RSRD: SpellsH-L.rtf
Effect: Transfer spells to subject.					Target: Creature touched; see text		Caster Level: 14		
Inflict Critical Wounds	21	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 4d8 +1/level [max +20] damage					Target: Creature touched		Caster Level: 14		
Iron Bones	21	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.125
Effect: Skeleton changes to Iron; grants +5 to natural armor AC.					Target: Corporeal undead creature touched		Caster Level: 14		
Lifebolt	21	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration	SPELL CO: Pg.131
Effect: Subject becomes immune to the effects of positive energy; See text.					Target: Creature touched		Caster Level: 14		
Magic Weapon, Greater	21	Will negates (harmless, object)	1 standard action	1 hour/level	Close (60 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Weapon gains +1/4 levels [max +5] bonus.					Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]		Caster Level: 14		
Make Manifest	21	Will negates	1 standard action	1 round/level	Close (60 ft.)	V,S,M	Yes	Transmutation	SPELL CO: Pg.137
Effect: Cause one creature on a coexistent plane to appear on your plane; see text.					Target: One creature		Caster Level: 14		
Mark of Censure	21	Will negates	1 standard action	14 hours [D]	Close (60 ft.)	V, S, DF	Yes	Transmutation	APM: p. 160
Effect: Subject is marked as an enemy, takes a -1 penalty on attack rolls, saves, and checks.					Target: One living creature		Caster Level: 14		
Moon Bolt	21	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (960 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.143
Effect: Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.					Target: One living or undead creature, or two living or undead creatures, that are <15 ft. apart		Caster Level: 14		
*Nature's Balance	21	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.145
Effect: Take -4 to one ability score [Str, Dex, Con] and target gains like amount.					Target: Creature touched		Caster Level: 14		
Negative Energy Aura	21	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SPELL CO: Pg.146
Effect: Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.					Target: 10-ft.-radius emanation		Caster Level: 14		
Neutralize Poison	21	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
Effect: Immunizes subject against poison, detoxifies venom in or on subject.					Target: Creature or object of up to 1 cu. ft./level. touched		Caster Level: 14		
*Otiluke's Resilient Sphere	21	Reflex negates	1 standard action	14 minutes [D]	Close (60 ft.)	V, S, M	Yes	Evocation [Force]	Named: PHB 3.5
Effect: Force globe protects but traps one subject.					Target: 14 ft. diameter sphere, centered around a creature		Caster Level: 14		
Panacea	21	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.152
Effect: Removes most conditions; see text.					Target: Creature touched		Caster Level: 14		
Planar Ally, Lesser	21	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
Effect: Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.					Target: One called elemental or outsider of 6 HD or less		Caster Level: 14		
Planar Exchange, Lesser	21	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
Effect: Call a celestial creature see list; see text					Target: One called creature		Caster Level: 14		
Planar Tolerance	21	None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.159
Effect: Gain temporary respite from the natural effects of a specific plane.					Target: One creature/level in a 20-ft. radius burst centered on you		Caster Level: 14		
Poison	21	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.					Target: Living creature touched		Caster Level: 14		
Positive Energy Aura	21	None	1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing)	SPELL CO: Pg.161
Effect: Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.					Target: 10-ft.-radius emanation centered on you		Caster Level: 14		
Recitation	21	None	1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SPELL CO: Pg.170
Effect: Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2.					Target: All allies and foes within a 60 ft.-radius burst centered on you.		Caster Level: 14		
Repel Vermin	21	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
Effect: Insects, spiders, and other vermin stay 10 ft. away.					Target: 10 ft. radius emanation centered on you		Caster Level: 14		
Resistance, Greater	21	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: As resistance, except you grant the subject +3 resistance bonus.					Target: Creature touched		Caster Level: 14		
Restoration	21	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Restores level and ability score drains.					Target: Creature touched		Caster Level: 14		
Revenance	21	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
Effect: Brings an ally back to life for duration of spell; see text.					Target: Dead ally touched		Caster Level: 14		
Sanctum	21		1 standard action	14 rounds [D]	Personal	V, S, DF		Conjuration (Teleportation)	APM: p. 166
Effect: See text					Target: You		Caster Level: 14		
Sending	21	None	10 minutes	1 round/level; see text	See text	V, S, M/DF	No	Evocation	RSRD: SpellsS.rtf
Effect: Delivers short message anywhere, instantly.					Target: One creature		Caster Level: 14		
Shadowblast	21	Fort negates	1 standard action	Insta	Long (960 ft.)	V,S,M	Yes	Evocation [Light]	SPELL CO: Pg.186
Effect: Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.					Target: 20-ft.-radius spread		Caster Level: 14		
Shield of Faith, Mass	21	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.188
Effect: As shield of faith, except it affects multiple creatures.					Target: One creature/level, no two of which are more than 30 ft. apart		Caster Level: 14		
Smite Foe	21	Will partial	1 standard action	Instantaneous; see text	60 ft.	V, S, DF	Yes	Evocation	APM: p. 169
Effect: Ray of divine power deals 3d8 damage to one target and sickens a living target for 2d4 rounds.					Target: Ray		Caster Level: 14		
Sound Lance	21	Fortitude half	1	Instantaneous	Medium (240 ft.)	V,S	Yes	Evocation [Sonic]	SPELL CO: Pg.196

* =Domain/Specialty Spell

Cleric Spells

standard action									
<i>Effect:</i> Deals 1d8 per caster level [max 10d8].									
□□□□□ Spell Immunity	21	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject is immune to 3 spells, up to 4th-level spells.									
□□□□□ Spell Vulnerability	21	Fortitude negates	1 round	1 minute/level	Close (60 ft.)	V,S	No	Caster Level: 14 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.									
□□□□□ Summon Hound Archon	21	None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Caster Level: 14 Conjuration (Summoning) [Good, Lawful]	SPELL CO: Pg.214
<i>Effect:</i> Summons a hound archon [MM 16]; see text									
□□□□□ Summon Monster IV	21	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Caster Level: 14 Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.									
□□□□□ Symbol of Despair	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting]	APM: p. 173
<i>Effect:</i> Triggered rune fills nearby creatures with utter despair.									
□□□□□ Tongues	21	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF	No	Caster Level: 14 Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.									
□□□□□ Undead Bane Weapon	21	Will negates [harmless,object]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Caster Level: 14 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.									
□□□□□ Wall of Chaos	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Caster Level: 14 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 hostile side.									
□□□□□ Wall of Good	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Caster Level: 14 Abjuration [Good]	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 hostile side.									
□□□□□ Wall of Law	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Caster Level: 14 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 hostile side.									
□□□□□ Wall of Sand	21	None	1 standard action	Concentration +1 round/level	Medium (240 ft.)	V,S,M/DF	No	Caster Level: 14 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 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>Target:</i> A straight wall whose area is up to one 10-ft. 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>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]									

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Atonement	22	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Removes burden of misdeeds from subject.									
□□□□□ Aura of Evasion	22	No	1 standard action	1 minute/level	10 ft.	V,S,M,DF	No	Caster Level: 14 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.									
□□□□□ Blistering Radiance	22	None and Fortitude partial; see text	1 standard action	1 round/level	Long (960 ft.)	V,S,M	Yes	Caster Level: 14 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.									
□□□□□ Break Enchantment	22	See text	1 minute	Instantaneous	Close (60 ft.)	V, S	No	Caster Level: 14 Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.									
<i>Target:</i> Up to 1 creature/level, all within 30 ft. of each other									
□□□□□ Call Zelekhut	22	None	10 minutes	Instantaneous	Close (60 ft.)	V,S,DF,XP	No	Caster Level: 14 Conjuration (Calling) [Lawful]	SPELL CO: Pg.42
<i>Effect:</i> You receive the aid of a Zelekhut inevitable in performing one task that cannot exceed 1 hour.									
□□□□□ Chastise Person	22	Will partial; see text	1 round	Concentration, up to 14 rounds	30 ft.	V, S, DF	Yes	Caster Level: 14 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									
□□□□□ Command, Greater	22	Will negates	1 standard action	1 round/level	Close (60 ft.)	V	Yes	Caster Level: 14 Enchantment (Compulsion) [Language-Dependant, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> As command, but affects 1 subject/level.									
<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart									
□□□□□ Commune	22	None	10 minutes	1 round/level	Personal	V, S, M, DF, XP	No	Caster Level: 14 Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Deity answers one yes-or-no question/level.									
□□□□□ Crawling Darkness	22	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Caster Level: 14 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 attacked the tentacles strike back [Your BAB + Wis] dealing 1d12 damage.									
□□□□□ Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or Yes; see text	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.									
□□□□□ Curse of Ill Fortune, Mass	22	Will negates	1 standard action	1 minute/level	Medium (240 ft.)	V,S,DF	Yes	Caster Level: 14 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.									
□□□□□ *Dance of the Unicorn	22	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Caster Level: 14 Abjuration	SPELL CO: Pg.58
<i>Effect:</i> Purifies surrounding area; see text.									
□□□□□ Death Throes	22	None	1 standard action	1 hour/level or until you are killed	Personal	V,S	No	Caster Level: 14 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.									
□□□□□ Dispel Chaos	22	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V, S, DF	See text	Caster Level: 14 Abjuration [Lawful]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
<i>Target:</i> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object									
* =Domain/Speciality Spell									

Cleric Spells

□□□□□	Dispel Evil	22	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	RSRD: SpellsD-E.rtf
	Effect: +4 bonus against attacks.							Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object	Caster Level: 14	
□□□□□	Dispel Law	22	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]	RSRD: SpellsD-E.rtf
	Effect: +4 bonus against attacks.							Target: You and a touched lawful creature from another plane; or you and an enchantment or evil spell on a touched creature or object	Caster Level: 14	
□□□□□	Disrupting Weapon	22	Will negates (harmless, object); see text	1 standard action	1 round/level	Touch	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsD-E.rtf
	Effect: Melee weapon destroys undead.					Target: One melee weapon			Caster Level: 14	
□□□□□	Divine Agility	22	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S	No	Transmutation	SPELL CO: Pg.69
	Effect: Grants +10 enhancement to Dex.					Target: Living creature touched			Caster Level: 14	
□□□□□	Doomtide	22	Will negates	1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SPELL CO: Pg.70
	Effect: Creatures must save or be dazed for 1 round. Mist obscures vision to 5 ft.					Target: Eight 10-ft. cubes extending straight from you			Caster Level: 14	
□□□□□	Dragonbreath	22	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SPELL CO: Pg.72
	Effect: Gain a true dragons breath weapon attack; see text					Target: You			Caster Level: 14	
□□□□□	Earth Reaver	22	Reflex partial	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes	Transmutation [Fire]	SPELL CO: Pg.75
	Effect: Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.					Target: 20-ft.-radius spread			Caster Level: 14	
□□□□□	Fastheal	22	Will negates (harmless)	1 round	14 hours [D]	Touch	V, S, M/DF	Yes (harmless)	Conjuration (Healing)	APM: p. 153
	Effect: As lesser fastheal, but 14 hours.					Target: Living creature touched			Caster Level: 14	
□□□□□	Flame Strike	22	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
	Effect: Smite foes with divine fire for 1d6/level [max 15d6] damage.					Target: Cylinder 10			Caster Level: 14	
□□□□□	Furious Assault	22	Will negates (harmless)	1 standard action	14 rounds	Close (60 ft.)	V, S, DF	Yes (harmless)	Transmutation	APM: p. 157
	Effect: Subjects gain an extra attack with the full attack action, +2 to AC, +2 on damage rolls and Reflex saves.					Target: 4 creatures, no two of which can be more than 30 ft. apart			Caster Level: 14	
□□□□□	Hallow	22	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: SpellsH-L.rtf
	Effect: Designates location as holy.					Target: 40-ft. radius emanating from the touched point			Caster Level: 14	
□□□□□	Incorporeal Nova	22	Will negates	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes	Necromancy [Death]	SPELL CO: Pg.121
	Effect: The spell destroys 1d4/caster level [max 20d4] HD worth of creatures.					Target: 50-ft.-radius burst			Caster Level: 14	
□□□□□	Inflict Light Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
	Effect: Deals 1d8 +1/level damage to many creatures.					Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 14	
□□□□□	Insect Plague	22	None	1 round	1 minute/level	Long (960 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
	Effect: Locust swarms attack creatures.					Target: One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm			Caster Level: 14	
□□□□□	Life's Grace	22	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.131
	Effect: Subjects become immune to all death spells, magical death effects, energy drain, and any negative energy effects; see text					Target: Living creature touched			Caster Level: 14	
□□□□□	Mark of Justice	22	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsM-O.rtf
	Effect: Designates action that will trigger curse on subject.					Target: Creature touched			Caster Level: 14	
□□□□□	Plane Shift	22	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
	Effect: As many as eight subjects travel to another plane.					Target: Creature touched, or up to eight willing creatures joining hands			Caster Level: 14	
□□□□□	Psychic Turmoil	22	Will partial; see text	1 standard action	14 rounds	Close (60 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
	Effect: [see text]					Target: 40-ft-radius emanation centered on point in space			Caster Level: 14	
□□□□□	Raise Dead	22	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	Effect: Restores life to subject who died as long as 1 day/level ago.					Target: Dead creature touched			Caster Level: 14	
□□□□□	Revivify	22	None; see text	1 standard action	Instantaneous	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.176
	Effect: If cast within one round of death, this spell restores the subject to -1 HP.					Target: Dead creature touched			Caster Level: 14	
□□□□□	Righteous Might	22	None	1 standard action	1 round/level [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
	Effect: Your size increases, and you gain combat bonuses.					Target: You			Caster Level: 14	
□□□□□	Righteous Wrath of the Faithful	22	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], +3 morale bonus to attack and damage.					Target: All allies within 30-ft.-radius burst centered on you			Caster Level: 14	
□□□□□	Sanctuary, Mass	22	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: 14	
□□□□□	Scourge Foes	22	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: 14	
□□□□□	Scrying	22	Will negates	1 hour	1 minute/level	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: 14	
□□□□□	Secret Speech	22	None; see text	1 standard action	14 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: 14	
□□□□□	Slay Living	22	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: 14	
□□□□□	Spell Resistance	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
	Effect: Subject gains SR 12 +1/level.					Target: Creature touched			Caster Level: 14	

* =Domain/Speciality Spell

Cleric Spells

□□□□□	Stalwart Pact	22	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF	Yes [harmless]	Evocation	SPELL CO: Pg.204
	<i>Effect:</i> Upon losing half HP, gain 5 hp/two caster levels [max 35 hp], DR 5/magic and +2 luck bonus on saving throws.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 14		
□□□□□	Stone Shape, Greater	22	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SPELL CO: Pg.208
	<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level		<i>Caster Level:</i> 14		
□□□□□	Subvert Planar Essence	22	Fortitude negates	1 standard action	1 round/level	Medium (240 ft.)	V,S,M/DF	Yes	Transmutation	SPELL CO: Pg.211
	<i>Effect:</i> Outsiders that fail their save have their damage reduction and spell resistance reduced by 10.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 14		
□□□□□	Summon Bralani Eladrin	22	None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Chaotic, Good]	SPELL CO: Pg.213
	<i>Effect:</i> Summons a bralani eladrin [MM 93]; see text					<i>Target:</i> One summoned bralani eladrin		<i>Caster Level:</i> 14		
□□□□□	Summon Monster V	22	None	1 round	1 round/level [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> 14		
□□□□□	Symbol of Sleep	22	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 puts nearby creatures into catatonic slumber.					<i>Target:</i> One symbol		<i>Caster Level:</i> 14		
□□□□□	Symbol of Spell Loss	22	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SPELL CO: Pg.218
	<i>Effect:</i> Symbol causes spellcasters within 60 ft. to lose their highest level each round until the symbol absorbs 30 levels.					<i>Target:</i> One symbol		<i>Caster Level:</i> 14		
□□□□□	*Tree Stride	22	None	1 standard action	1 hour/level or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Step from one tree to another far away.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□	TriadsPELL	22	N/A	1 standard action	Instantaneous	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.224
	<i>Effect:</i> Cast one 3rd or lower spell an additional two times.					<i>Target:</i> You		<i>Caster Level:</i> 14		
□□□□□	True Seeing	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□	Vigor, Greater	22	Will negates (harmless)	1 standard action	10 rounds + 1 round/level [max 35]	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 4 hp automatically healed per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14		
□□□□□	Vulnerability	22	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.232
	<i>Effect:</i> Lowers subject's damage reduction by 5 (to a minimum 5).					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□	Wall of Dispel Magic	22	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SPELL CO: Pg.233
	<i>Effect:</i> Anyone crossing is subject to dispel magic; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level		<i>Caster Level:</i> 14		
□□□□□	*Wall of Force	22	None	1 standard action	1 round/level [D]	Close (60 ft.)	V, S, M	No	Evocation [Force]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Wall is immune to damage.					<i>Target:</i> Wall whose area is up to one 10-ft. square/level		<i>Caster Level:</i> 14		
□□□□□	Wall of Limbs	22	Reflex negates; see text	1 round	1 round/level [D]	Medium (240 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.234
	<i>Effect:</i> A creature attempting to move through the wall takes 5d6 and must make Str check or become stuck in the wall; see text.					<i>Target:</i> A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels		<i>Caster Level:</i> 14		
□□□□□	Wall of Stone	22	See text	1 standard action	Instantaneous	Medium (240 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]		<i>Caster Level:</i> 14		
□□□□□	Zone of Respite	22	None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SPELL CO: Pg.244
	<i>Effect:</i> Creates a region that is temporarily protected from interplanar intrusion; see text.					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 14		
□□□□□	Zone of Revelation	22	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> 14		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Animate Objects	23	None	1 standard action	1 round/level	Medium (240 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
Effect: Objects attack your foes.					Target: One Small object/level; see text			Caster Level: 14	
■■■■■ Antilife Shell	23	None	1 round	10 minutes/level [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
Effect: 10-ft. field hedges out living creatures.					Target: 10-ft.-radius emanation, centered on you			Caster Level: 14	
■■■■■ Banishment	23	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Abjuration	RSRD: SpellsA-B.rtf
Effect: Banishes 2 HD/level of extraplanar creatures.					Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart			Caster Level: 14	
■■■■■ Battlelink	23	None	1 standard action	14 minutes	Close (60 ft.)	V, S, DF	Yes (harmless)	Divination	APM: p. 147
Effect: Allies can coordinate attack and defense.					Target: You plus 4 willing creatures			Caster Level: 14	
■■■■■ Bear's Endurance, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (60 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: As bear's endurance, affects 1 subject/level.					Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 14	
■■■■■ Blade Barrier	23	Reflex half or Reflex negates; see text	1 standard action	1 minute/level [D]	Medium (240 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsA-B.rtf
Effect: Wall of blades deals 1d6/level [max 15d6] damage.					Target: Wall of whirling blades up to 20 ft./level long, or a ringed wall of whirling blades with a radius of up to 35 ft; either form 20 ft. high			Caster Level: 14	
■■■■■ Bull's Strength, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (60 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: As bull's strength, affects one subject/ level.					Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 14	
■■■■■ Cloak of Gloom	23	Will partial; see text	1 standard action	140 minutes [D]	Personal or Close	V, S, M/DF	Yes	Conjuration (Creation) [Darkness, Fear, Mind-Affecting]	APM: p. 149
Effect: Barrier or personal effect grants concealment, dims light, and saps your enemies' will.					Target: You; or a barrier, up to 14 10-ft. cubes [S]			Caster Level: 14	
■■■■■ Cold Snap	23	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SPELL CO: Pg.50
Effect: Lowers temperature by 5 degrees per level [Max 50 degrees]					Target: 1-mile-radius circle centered on you			Caster Level: 14	
* =Domain/Speciality Spell									

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Cleric Spells

Cometfall	23	Reflex half	1 standard action	Instantaneous	Medium (240 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; <i>Target:</i> 400-pound ball of rock and ice									<i>Caster Level:</i> 14
Crown of Terror, Greater	23	None	1 standard action	14 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>Caster Level:</i> 14
Crown of Valor, Greater	23	Will negates (harmless)	1 standard action	14 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>Caster Level:</i> 14
Cure Moderate Wounds, Mass	23	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 2d8 +1/level [max +30] damage for many creatures.									<i>Caster Level:</i> 14
Dispel Magic, Greater	23	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.									<i>Caster Level:</i> 14
Eagle's Splendor, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> As eagle's splendor, affects 1 subject/level.									<i>Caster Level:</i> 14
Energy Immunity	23	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>Caster Level:</i> 14
Find the Path	23	None or Will negates (harmless)	3 rounds	10 minutes/level	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>Caster Level:</i> 14
Flame of Chaos, Greater	23	None or Reflex partial	1 standard action	14 minutes [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, Fire]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 2d6+14 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.									<i>Caster Level:</i> 14
Flame of Good, Greater	23	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 2d6+14 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.									<i>Caster Level:</i> 14
Flame of Law, Greater	23	None or Reflex partial	1 standard action	14 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+14 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.									<i>Caster Level:</i> 14
Forbiddance	23	See text	6 rounds	Permanent	Medium (240 ft.)	V, S, M, DF	Yes	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.									<i>Caster Level:</i> 14
Geas/Quest	23	None	10 minutes	1 day/level 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>Caster Level:</i> 14
Ghost Trap	23	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>Caster Level:</i> 14
Glyph of Warding, Greater	23	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.									<i>Caster Level:</i> 14
Harm	23	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 10 points damage/level to target.									<i>Caster Level:</i> 14
Heal	23	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.									<i>Caster Level:</i> 14
**Heroes' Feast	23	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 1 creature/level cures and grants combat bonuses.									<i>Caster Level:</i> 14
Heroes' Feast	23	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 1 creature/level cures and grants combat bonuses.									<i>Caster Level:</i> 14
Hide the Path	23	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>Caster Level:</i> 14
Ice Flowers	23	Reflex half	1 standard action	Instantaneous	Long (960 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>Caster Level:</i> 14
Inflict Moderate Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 2d8 +1/level [max +30] damage to many creatures.									<i>Caster Level:</i> 14
Lucent Lance	23	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>Caster Level:</i> 14
Make Manifest, Mass	23	N/A	1 standard action	1 round/level	Close (60 ft.)	V,S,M	N/A	Transmutation	SPELL CO: Pg.137
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.									<i>Caster Level:</i> 14
Mantle of the Icy Soul	23	Will negates	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation [Cold]	SPELL CO: Pg.138
<i>Effect:</i> Grants Cold Subtype to target.									<i>Caster Level:</i> 14
Opalescent Glare	23	Will partial; see text	1 standard action	Instantaneous	Personal	V,S,DF	Yes	Necromancy [Death, Good]	SPELL CO: Pg.150
<i>Effect:</i> Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear.									<i>Caster Level:</i> 14
Owl's Wisdom, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	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>Caster Level:</i> 14
<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart									<i>Caster Level:</i> 14

* =Domain/Speciality Spell

Cleric Spells

Planar Ally	23	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
Effect: As lesser planar ally, but up to 12 HD.					Target: 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear			Caster Level: 14	
Planar Exchange	23	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
Effect: Call a celestial creature see list; see text					Target: One called creature			Caster Level: 14	
Rejection	23	Fortitude negates	1 standard action	Instantaneous	60 ft.	V,S	Yes	Abjuration	SPELL CO: Pg.172
Effect: Creatures in the area must save or be pushed away from you to a distance of 5 ft. per caster level.					Target: Cone-shaped burst			Caster Level: 14	
*Repulsion	23	Will negates	1 standard action	1 round/level [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
Effect: Creatures can't approach you.					Target: 10 ft. radius/level emanation centered on you			Caster Level: 14	
Resistance, Superior	23	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: As resistance, except you grant the subject +6 resistance bonus.					Target: Creature touched			Caster Level: 14	
Revive Outsider	23	None; see text	1 minute	Instantaneous	Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
Effect: As raise dead, except it affects an outsider.					Target: Touch			Caster Level: 14	
Sarcophagus of Stone	23	Reflex negates	1 standard action	1 round/level?	Touch	V,S,M	No	Conjuration (Creation)	SPELL CO: Pg.180
Effect: Airtight coffin; see text.					Target: Creature touched?			Caster Level: 14	
Spider Plague	23	None	1 round	1 round/level	Close (60 ft.)	V,S	No	Conjuration (Summoning) [See text]	SPELL CO: Pg.201
Effect: Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.					Target: Five summoned spiders			Caster Level: 14	
Stone Body	23	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.207
Effect: Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text					Target: You			Caster Level: 14	
Strength of Faith	23	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	APM: p. 172
Effect: Fortifies subject against alignment effects.					Target: Creature touched			Caster Level: 14	
Summon Monster VI	23	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 14	
Symbol of Fear	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear,RSRD: SpellsS.rtf Mind-Affecting]	
Effect: Triggered rune panics nearby creatures.					Target: One symbol			Caster Level: 14	
Symbol of Persuasion	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsS.rtf
Effect: Triggered rune charms nearby creatures.					Target: One symbol			Caster Level: 14	
Undeath to Death	23	Will negates	1 standard action	Instantaneous	Medium (240 ft.)	V, S, M/DF	Yes	Necromancy [Death]	RSRD: SpellsT-Z.rtf
Effect: Destroys 1d4 [max 20d4] HD of undead.					Target: Several undead creatures within a 40-ft.-radius burst			Caster Level: 14	
Vigorous Circle	23	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect: Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.					Target: One creature/2 levels, no two of which can be more than 30 ft. apart			Caster Level: 14	
Visage of the Deity	23	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.230
Effect: Your form becomes more like your deity's, take on celestial or fiendish qualities; see text					Target: You			Caster Level: 14	
**Wind Walk	23	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]RSRD: SpellsT-Z.rtf	
Effect: You and your allies turn vaporous and travel fast.					Target: You and One touched creature/3 levels			Caster Level: 14	
Wind Walk	23	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]RSRD: SpellsT-Z.rtf	
Effect: You and your allies turn vaporous and travel fast.					Target: You and One touched creature/3 levels			Caster Level: 14	
Word of Recall	23	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
Effect: Teleports you back to designated place.					Target: You and touched objects or other willing creatures			Caster Level: 14	
Zealot Pact	23	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF,XP	Yes [harmless]	Evocation	SPELL CO: Pg.244
Effect: Gain +4 bonus and deal double damage against opposite alignment once spell is activated by first successful hit; see text.					Target: Willing living creature touched			Caster Level: 14	

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse, Greater	24	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.27
Effect: See text for details of curse options.					Target: Creature touched			Caster Level: 14	
Blood to Water	24	Fortitude half	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy [Water]	SPELL CO: Pg.33
Effect: Deals 2d6 Con damage to subject. Save halves damage.					Target: Up to five living creatures, no two of which are more than 30 ft. apart			Caster Level: 14	
Brilliant Blade	24	Will negates [harmless,object]	1 standard action	1 minute/level	Close (60 ft.)	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.40
Effect: Transform weapons into brilliant energy.					Target: One melee or thrown weapon, or fifty projectiles			Caster Level: 14	
Call Kolyarut	24	None	10 minutes	Instantaneous	Close (60 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SPELL CO: Pg.42
Effect: You recieve the aid of a Kolyarut inevitable in performing one task that cannot exceed 1 hour.					Target: One called kolyarut			Caster Level: 14	
Control Weather	24	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation	RSRD: SpellsC.rtf
Effect: Changes weather in local area.					Target: 2-mile-radius circle, centered on you; see text			Caster Level: 14	
Cure Serious Wounds, Mass	24	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
Effect: Cures 3d8 +1/level [max +35] damage for many creatures.					Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 14	
Destruction	24	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Necromancy [Death]	RSRD: SpellsD-E.rtf
Effect: Kills subject and destroys remains.					Target: One creature			Caster Level: 14	

* =Domain/Speciality Spell

Cleric Spells

□□□□□ Dictum	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, RSRD: SpellsD-E.rtf Sonic]	
Effect: Kills, paralyzes, slows, or deafens nonlawful subjects.					Target: Nonlawful creatures in a 40-ft.-radius spread centered on you			Caster Level: 14	
□□□□□ Ethereal Jaunt	24	None	1 standard action	1 round/level [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: You become ethereal for 1 round/level.					Target: You			Caster Level: 14	
□□□□□ *Forcecage	24	None	1 standard action	2 hours/level [D]	Close (60 ft.)	V, S, M	No	Evocation [Force]	RSRD: SpellsF-G.rtf
Effect: Cube or cage of force imprisons all inside.					Target: Barred cage 20 or windowless cell 10			Caster Level: 14	
□□□□□ Fortunate Fate	24	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V, S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.99
Effect: If an attack would kill target she is healed as if by a heal spell.					Target: Living creature touched			Caster Level: 14	
□□□□□ Holy Star	24	N/A	1 standard action	3 rounds [D]	0 ft.	V, S	N/A	Abjuration	SPELL CO: Pg.115
Effect: Creates light and has three functions; see text					Target: Protective star of energy			Caster Level: 14	
□□□□□ Holy Word	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	RSRD: SpellsH-L.rtf
Effect: Kills, paralyzes, blinds, or deafens nongood subjects.					Target: Nongood creatures in a 40-ft.-radius spread centered on you			Caster Level: 14	
□□□□□ Inflict Serious Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 3d8 +1/level [max +35] damage to many creatures.					Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 14	
□□□□□ *Phantasmal Disorientation	24	Will negates; see text	1 standard action	1 minute/level [D]	Medium (240 ft.)	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]	SPELL CO: Pg.155
Effect: Need to make a Will save to discern true landmarks; see text					Target: One living creature			Caster Level: 14	
□□□□□ Planar Bubble	24	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration	SPELL CO: Pg.158
Effect: Area around creature emulates it's native plane [gravity, temperature, magic, etc].					Target: 10-ft.-radius emanation from touched creature			Caster Level: 14	
□□□□□ Psychic Turmoil, Greater	24	Will partial; see text	1 standard action	14 rounds	Close (60 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
Effect: [see text]					Target: 40-ft-radius emanation centered on point in space			Caster Level: 14	
□□□□□ Radiant Assault	24	Will partial	1 standard action	Instantaneous	Long (960 ft.)	V, S, F	Yes	Evocation [Light]	SPELL CO: Pg.164
Effect: Deals 1d6 damage per caster level [max 15d6] and dazes creatures.					Target: 20-ft.-radius burst			Caster Level: 14	
□□□□□ Refuge	24	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
Effect: Alters item to transport its possessor to you.					Target: Object touched			Caster Level: 14	
□□□□□ Regenerate	24	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].					Target: Living creature touched			Caster Level: 14	
□□□□□ Renewal Pact	24	Will negates [harmless]	10 minutes	Permanent until triggered	Touch	V, S, DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.173
Effect: Reverses certain effects when contracted.					Target: Willing living creature touched			Caster Level: 14	
□□□□□ Repulsion	24	Will negates	1 standard action	1 round/level [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
Effect: Creatures can't approach you.					Target: 10 ft. radius/level emanation centered on you			Caster Level: 14	
□□□□□ Restoration, Greater	24	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: As restoration, plus restores all levels and ability scores.					Target: Creature touched			Caster Level: 14	
□□□□□ Restoration, Mass	24	Will negates [harmless]	1 round	Instantaneous	Close (60 ft.)	V, S, M	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.174
Effect: Restores level and ability score drains to each creature.					Target: One creature/level, no two of which can be more than 30 ft. apart			Caster Level: 14	
□□□□□ Resurrection	24	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Fully restore dead subject.					Target: Dead creature touched			Caster Level: 14	
□□□□□ Scrying, Greater	24	Will negates	1 standard action	1 hour/level	See text	V, S	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
Effect: As scrying, but faster and longer.					Target: Magical sensor			Caster Level: 14	
□□□□□ Slime Wave	24	Reflex negates	1 standard action	1 round/level	Close (60 ft.)	V, S, M	No	Conjuration (Summoning)	SPELL CO: Pg.192
Effect: Green slime covers everything in area, dealing damage to everything; see text.					Target: 15 ft.-radius spread			Caster Level: 14	
□□□□□ Spell Resistance, Mass	24	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V, S, DF	Yes [harmless]	Abjuration	SPELL CO: Pg.199
Effect: Each target gains Spell Resistance 12 + caster level.					Target: Up to One creature/level, no two of which can be more than 30 ft. apart			Caster Level: 14	
□□□□□ Summon Monster VII	24	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 14	
□□□□□ Symbol of Stunning	24	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
Effect: Triggered rune stuns nearby creatures.					Target: One symbol			Caster Level: 14	
□□□□□ Symbol of Weakness	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
Effect: Triggered rune weakens nearby creatures.					Target: One symbol			Caster Level: 14	
□□□□□ Symphonic Nightmare	24	Will negates	1 standard action	24 hours/level [D]	Touch; see text	V, S, F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.218
Effect: Causes creature not to be able to rest; see text.					Target: Living creature touched; see text			Caster Level: 14	
□□□□□ Wall of Swords	24	None	1 standard action	14 minutes [D]	Medium (240 ft.)	V, S	Yes; see text	Evocation [Force]	APM: p. 177
Effect: Ghostly arms attack all that come within reach.					Target: Vertical wall of blades 280 ft. long, or a ringed wall of blades with a radius of up to 35 ft.; either form 20 ft. high			Caster Level: 14	
□□□□□ Withering Palm	24	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	SPELL CO: Pg.241
Effect: Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels.					Target: Living creature touched			Caster Level: 14	
□□□□□ Word of Chaos	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	RSRD: SpellsT-Z.rtf
Effect: Kills, confuses, stuns, or deafens nonchaotic subjects.					Target: Nonchaotic creatures in a 40-ft.- radius spread centered on you			Caster Level: 14	

* =Domain/Speciality Spell

Cleric Spells

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Antimagic Field	25	None	1 standard action	10 minutes/level [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> 14	
Brilliant Aura	25	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> 14	
Cloak of Chaos	25	See text	1 standard action	1 round/level [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> 1 creature/level in a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 14	
Cure Critical Wounds, Mass	25	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 4d8 +1/level [max +40] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
Death Pact	25	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> 14	
Death Ward, Mass	25	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> 14	
Dimensional Lock	25	None	1 standard action	1 day/level	Medium (240 ft.)	V, S	Yes	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Teleportation and interplanar travel blocked for one day/level.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 14	
Discern Location	25	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> 14	
Earthquake	25	See text	1 standard action	1 round	Long (960 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> 14	
Fierce Pride of the Beastlands	25	None	10 minutes	10 minutes/level [D]	Medium (240 ft.)	V,S	No	Conjuration (Summoning) [Chaotic, Good]	SPELL CO: Pg.91
<i>Effect:</i> Summons 2d4 celestial lions with maximum hit points; see text.					<i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 14	
Fire Storm	25	Reflex half	1 round	Instantaneous	Medium (240 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.					<i>Target:</i> 2 10-ft. cubes/level [S]			<i>Caster Level:</i> 14	
Heat Drain	25	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> 14	
Holy Aura	25	See text	1 standard action	1 round/level [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]	RSRD: SpellsH-L.rtf
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.					<i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 14	
Inflict Critical Wounds, Mass	25	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 4d8 +1/level [max +40] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
Lion's Roar	25	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> 14	
Planar Ally, Greater	25	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> 14	
Planar Exchange, Greater	25	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> 14	
Plane Shift, Greater	25	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> 14	
Shield of Law	25	See text	1 standard action	1 round/level [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]	RSRD: SpellsS.rtf
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.					<i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 14	
Spell Immunity, Greater	25	Will negates (harmless)	1 standard action	10 minutes/level	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> 14	
Stormrage	25	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> 14	
Summon Monster VIII	25	None	1 round	1 round/level [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> 14	
Symbol of Death	25	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> 14	
Symbol of Insanity	25	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> 14	
Wall of Greater Dispel Magic	25	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SPELL CO: Pg.234
<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> 14	

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Astral Projection	26	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> Projects you and companions onto Astral Plane.					<i>Target:</i> You plus one additional willing creature/2 levels touched			<i>Caster Level:</i> 14	

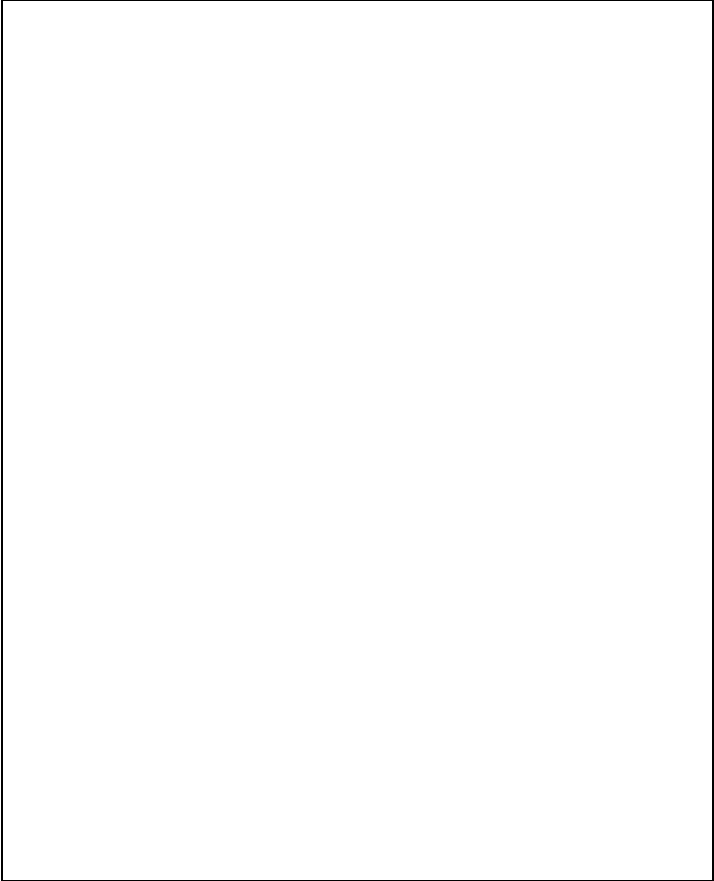
* =Domain/Speciality Spell

Cleric Spells

□□□□□ Call Marut	26	None	10 minutes	Instantaneous	Close (60 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SPELL CO: Pg.42
<i>Effect:</i> You recieve the aid of a Marut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called marut			<i>Caster Level:</i> 14	
□□□□□ Energy Drain	26	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains 2d4 negative levels.					<i>Target:</i> Ray of negative energy			<i>Caster Level:</i> 14	
□□□□□ Etherealness	26	None	1 standard action	1 minute/level [D]	Touch; see text	V, S	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Travel to Ethereal Plane with companions.					<i>Target:</i> You and one other touched creature/3 levels			<i>Caster Level:</i> 14	
□□□□□ Gate	26	None	1 standard action	Instantaneous or concentration 0; see text	Medium (240 ft.)	V, S, XP; see text	No	Conjuration (Calling, Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Connects two planes for travel or summoning.					<i>Target:</i> See text			<i>Caster Level:</i> 14	
□□□□□ Heal, Mass	26	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
<i>Effect:</i> As heal, but with several subjects.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
□□□□□ Heavenly Host	26	None	10 minutes	10 minutes/level	Medium (240 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SPELL CO: Pg.113
<i>Effect:</i> Summons multiple creatures; see text					<i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 14	
□□□□□ Implosion	26	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (60 ft.)	V, S	Yes	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Kills one creature/round.					<i>Target:</i> One corporeal creature/round			<i>Caster Level:</i> 14	
□□□□□ Miracle	26	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Requests a deity's intercession.					<i>Target:</i> See text			<i>Caster Level:</i> 14	
□□□□□ Soul Bind	26	Will negates	1 standard action	Permanent	Close (60 ft.)	V, S, F	No	Necromancy	RSRD: SpellsS.rtf
<i>Effect:</i> Traps newly dead soul to prevent resurrection.					<i>Target:</i> Corpse			<i>Caster Level:</i> 14	
□□□□□ Storm of Vengeance	26	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (960 ft.)	V, S	Yes	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Storm rains acid, lightning, and hail.					<i>Target:</i> 360-ft.-radius storm cloud			<i>Caster Level:</i> 14	
□□□□□ Summon Elemental Monolith	26	None	1 round	Concentration, up to 1 round/level	Medium (240 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SPELL CO: Pg.214
<i>Effect:</i> Summon monolith to do your bidding.					<i>Target:</i> One summoned elemental monolith			<i>Caster Level:</i> 14	
□□□□□ Summon Monster IX	26	None	1 round	1 round/level [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> 14	
□□□□□ True Resurrection	26	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> As resurrection, plus remains aren't needed.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 14	
□□□□□ Undeath's Eternal Foe	26	None	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SPELL CO: Pg.226
<i>Effect:</i> Grant subjects special abilities against undead; see text					<i>Target:</i> One creature/5 levels			<i>Caster Level:</i> 14	
□□□□□ Visage of the Deity, Greater	26	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.231
<i>Effect:</i> Your form becomes more like your deity's - become half-celestial or half-fiend; see text					<i>Target:</i> You			<i>Caster Level:</i> 14	

* =Domain/Speciality Spell

Turk



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

Description:

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

Biography:

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

Notes:

Character Sheet Notes:

Lu - Phil
Jessabelle - Rebekah
Gian - Dan
Fox - Nick
Lo - Cody
FAITH: 137 (157 w/ Helm)
15
4
4
5
7
7
9
7
12
10

Quests:

In-progress:
Defeat four elemental temples
Prevent Tharizdun's return
Completed:
Clear Brightstone Keep
Figure out dream (Eye behind gate)
Defeat Belak the Druid and stop the gulthias tree
Recover Wyrmling for Kobolds - Aquired key to Dragon Priest

Tomb

Find Siblings in Sunless Citadel - Monentary Reward

NPCs:

Friend indicates friendly or favorable response to your presence/requests, does not denote a true friendship.
Enemy is self explanatory - Unfriendly intentions at time of meeting
Duke Borba Drefus - Emplorer/Friend - Gave Brightstone keep to party, if they secure it against others.
Current Mission for Duke: Clear Brightstone Keep; party may keep it and property it resides on. No taxable interest
Tom - Friend - Messenger from Duke Borba Drefus
The Hunter - ENEMY - An agent of the drow after Lu.
Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.
SUNLESS CITADEL Contacts:
Yesdryl - Friend - Kobold Sorceress and Leader of Sunless Citadel Tribe
Calcryx - Friend - White Wyrmling