

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Belt, Monk's	Equipped	1	1.0	13000.0
Eyes of the Eagle	Equipped	1	0.0	2500.0
Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny) +2 to Turning Level	Handy Haversack	1	0.5	9157.5
Dragon Helm of Wisdom +4	Equipped	1	0.0	16000.0
Gloves of Dexterity +2	Equipped	1	0.0	4000.0
Handy Haversack 0.5 lbs., 1 Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny)	Carried	1	5.0	2000.0
Kercpa Longbow +2 0 lbs. (Longbow Ironwood (+2/Tiny)), Wooden but functions as steel, does not burn	Equipped	1	0.3	8187.5
Oaktop Mace Ironwood (+1) (Heavy/Bonded/+1/Defending)	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) Absorbs 10 points of Fire damage	Equipped	1	0.0	12000.0
Vestment Save Bonus (Resistance) (+2) Resistance bonus to all saving throws of +2	Equipped	1	0.0	4000.0
TOTAL WEIGHT CARRIED/VA	ALUE		7.1 lbs	. 78861.0

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

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

Total = 0.0 gp

### **MAGIC**

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

## SPECIAL ABILITIES

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

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

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

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

Deflect Arrows twice a round as the Feat.

Divine Health

Divine Reach 2 ft

Imbue touch spell into a weapon or ammunition

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

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

Nature's Empathy (Su)

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

Slippery Mind

Spontaneous casting

Summon Fluxx (Su)

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

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

	FEATS
Brandish Magical Might	Add ability score bonus to spell resistance checks
Craft Magic Arms and Armor	You can create any magic weapon, armor, or shield whose prerequisites you meet.
Extra Turning	You can use your ability to turn or rebuke creatures four more times per day than normal.
Giantbane	Three Maneuvers:Duck Underneath: Total Defense action must be taken and be attacked by target two sizes larger, +4 to AC stacks with total Defense, if target misses make tumble DC 15 and move immediately to opposite side in any unocupied squure; Death From Below: Must have successfully used duck underneath, Gain one attack, target is flat-footed against you & +4 to hit; Climb Aboard: Must move adjacent to target, next round DC 10 Climb check as free action, Creature at -4 to hit you.
Modify Spell	Laden spell has additional power
Quicken Spell	Casting a quickened spell is a free action.
Smiting Spell	
Wild Talent-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
Effect: Copies 250 words per minute.	17	None	1 standard action	Instantaneous	Target: Object or of Close (60 ft.)	V, S	No	Caster Level: 14 Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
Effect: Creates 2 gallons/level of pure water.  Cure Minor Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Target: Up to 2 gall Touch	V, S	Yes (harmless); see text	Caster Level: 14 Conjuration (Healing)  Caster Level: 14	RSRD: SpellsC.rtf
Effect: Cures 1 point of damage.	17	None	1 standard action	Concentration, up to 1 minutes/level [D]		V, S	No	Divination  Caster Level: 14	RSRD: SpellsD-E.rtf
Effect: Detects spells and magic items within 6	17	None	1 standard action	Instantaneous	Target: Cone-shape Close (60 ft.)	V, S	No	Divination  Caster Level: 14	RSRD: SpellsD-E.rtf
Guidance  Effect: +1 on one attack roll, saving throw, or s	17	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch  Target: Creature to	V, S	Yes	Divination  Caster Level: 14	RSRD: SpellsF-G.rtf
Inflict Minor Wounds  Effect: Touch attack, 1 point of damage.	17	Will negates	1 standard action	Instantaneous	Touch  Target: Creature to	V, S	Yes	Necromancy  Caster Level: 14	RSRD: SpellsH-L.rtf
Light  Effect: Object shines like a torch.	17	None	1 standard action	10 minutes/level [D]	Touch  Target: Object touc	V, M/DF	No	Evocation [Light]  Caster Level: 14	RSRD: SpellsH-L.rtf
Long-Range Weapon	17	None	1	14 minutes or until expended	Touch		Yes (harmless, object)		APM: p. 158
Effect: Thrown weapon or projectile gains 50%	6 more r	range.	standard action		Target: 14 thrown v same kind and all o each other at the tir	of which mus		Caster Level: 14	
Mending  Effect: Makes minor repairs on an object.	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.  Target: One object	V, S	Yes (harmless, object)	Transmutation  Caster Level: 14	RSRD: SpellsM-O.rtf
Purify Food and Drink  Effect: Purifies 1 cu. ft./level of food or water.	17	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object) ninated food and water	Transmutation	RSRD: SpellsP-R.rtf
Read Magic  Effect: Read scrolls and spellbooks.	17	None	1 standard action	10 minutes/level	Personal  Target: You	V, S, F	No	Divination  Caster Level: 14	RSRD: SpellsP-R.rtf
Resistance  Effect: Subject gains +1 on saving throws.	17	Will negates (harmless)	1 standard action	1 minute	Touch  Target: Creature to		Yes (harmless)	Abjuration  Caster Level: 14	RSRD: SpellsP-R.rtf
Effect: Subject gains 1 temporary hp.	17	Fortitude negates (harmless)	1 standard action	1 min.	Touch  Target: Creature to		Yes (harmless)	Transmutation  Caster Level: 14	RSRD: SpellsT-Z.rtf
				LEVEL 1	. 9.				
Name Anarchic Water Effect: Chaos imbued damages lawful outside	18	Saving Throw Will negates [object]	Time 1 minute	<b>Duration</b> Instantaneous	Range Touch Target: Flask of wa	Comp. V,S,M	Yes [object]	School Transmutation [Chaotic] Caster Level: 14	SPELL CO: Pg.11
Astute Fighting	18	Will negates (harmless)	1 standard action	14 rounds	Touch	V, S, DF	Yes (harmless)	Transmutation	APM: p. 147
Effect: Recipient gains +2 bonus on attack roll  Axiomatic Water  Effect: Water damages chaotic outsiders for 2:	18	Will negates [object]		ack. Instantaneous	Target: Creature to Touch	V,S,M	Yes [object]	Caster Level: 14 Transmutation [Lawful] Caster Level: 14	SPELL CO: Pg.22
Bane	18	Will negates	1 standard action	1 minute/level	50 ft.	V, S, DF		Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: Enemies take -1 on attack rolls and sav  Bless  Effect: Allies gain +1 on attack rolls and +1 on	18	None	1 standard action	1 minute/level	Target: All enemies 50 ft.	V, S, DF	Yes (harmless)	Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	RSRD: SpellsA-B.rtf
		-			centered on the cas	ster			
Effect: Makes holy water.	18	Will negates (object)	1 minute	Instantaneous	Touch  Target: Flask of wa	ter touched	Yes (object)	Transmutation [Good] Caster Level: 14	RSRD: SpellsA-B.rtf
Blessed Aim  Effect: +2 morale bonus on ranged attacks for	18 your all	Will negates [harmless] lies within the spread.	1 standard action	1 minute/level	50 ft.  Target: 50 ft. spread	V,S d, centered	No on you	Divination  Caster Level: 14	SPELL CO: Pg.31
Blood Wind  Effect: Full attack action allows creature to use	18	Will negates [harmless]	1 swift action a 20 ft rai	1 round  age increment; see text	Close (60 ft.)	V,S	Yes [harmless]	Evocation  Caster Level: 14	SPELL CO: Pg.33
*Camouflage  Effect: Gain +10 circumstance bonus on Hide	18	N/A	1 standard action	10 minutes/level	Personal  Target: You	V,S	N/A	Transmutation  Caster Level: 14	SPELL CO: Pg.43
Cause Fear  Effect: One creature of 5 HD or less flees for 1	18	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 ft.)  Target: One living of	V, S	Yes		r,RSRD: SpellsC.rtf
Cold Fire  Effect: Flames deal cold damage; see text	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]  Caster Level: 14	SPELL CO: Pg.50
Encor. Francos dear cord darriage, see text				* =Domain/Speciality Spell	creature; see text	a.oc jup io d	2 20 II. GUDGJ OF OHE	545t6/ L676/. 14	

				Cleric Spells					
Command  Effect: One subject obeys selected command	18	Will negates	1 standard action	1 round	Close (60 ft.) V		Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting] Caster Level: 14	RSRD: SpellsC.rtf dent,
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 Conviction	languaç 18	yes. Will negates [harmless]	1 standard action	10 minutes/level	Target: You Touch V	/,S,M	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.52
Effect: +2 morale bonus to saves, +1 for ever	y six leve 18	els [max +5 at 18th leve Will half (harmless); see text	l]; see text 1 standard action	Instantaneous	Target: Creature touch Touch V	hed /, S	Yes (harmless); see text	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1d8 +1/level [max +5] damage.  Delay Disease	18	Will negates [harmless]	1 standard	24 hours	Target: Creature touch Touch V	hed /,S,DF	Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.63
Effect: Halts any nonmagical disease for the c	duration 18	of the spell. None	action 1 standard	Concentration, up to 10 minutes/level [D	Target: Creature touch		No	Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects o	f selecte 18	d alignment. None	action 1 standard	Concentration, up to 10 minutes/level [D	Target: Cone-shaped ]60 ft. V		n No	Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects o	f selecte 18	d alignment. None	action 1 standard	Concentration, up to 10 minutes/level [D	Target: Cone-shaped ]60 ft. V	emanatio /, S, DF		Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects o	f selecte 18	d alignment. None	action	Concentration, up to 10 minutes/level [D	Target: Cone-shaped ]60 ft. V	emanatio		Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects o	f selecte 18	d alignment. None	standard action	Concentration, up to 1 minutes/level [D]	Target: Cone-shaped 60 ft. V	emanatio		Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals undead within 60 ft.			standard action		Target: Cone-shaped	emanatio	n	Caster Level: 14	
Dispel Ward  Effect: Functions like dispel magic; see text	18	None	1 standard action	Instantaneous	Medium (240 ft.) V  Target: One warded o	bject or a		Abjuration  Caster Level: 14	SPELL CO: Pg.67
Divine Favor  Effect: You gain +4 on attack and damage rol	18 ls.	None	1 standard action	1 minute	Personal V  Target: You	/, S, DF	No	Evocation  Caster Level: 14	RSRD: SpellsD-E.rtf
Doom Doom	18	Will negates	1 standard action	1 minute/level	Medium (240 ft.) V		Yes	Necromancy [Fea Mind-Affecting]	r,RSRD: SpellsD-E.rtf
Effect: One subject takes -2 on attack rolls, da	18		1 round	Until expended or 1 minute		, S, DF		Caster Level: 14 Conjuration (Summoning)	APM: p. 151
Effect: Gain a +1 bonus on one save, check,	or attack 18	roll. None	1 standard action	10 minutes/level	Target: Surge of divine Touch V	e power. /,S,M	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.77
Effect: See normally in darkness both magica	l and na 18	tural. Will negates (harmless)	1 standard action	24 hours	Target: Creature touch Touch V	hed /, S	Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsD-E.rtf
Effect: Exist comfortably in hot or cold enviror Entropic Shield	ments. 18	None	1 standard action	1 minute/level [D]	Target: Creature touch Personal V	hed /, S	No	Caster Level: 14 Abjuration	RSRD: SpellsD-E.rtf
Effect: Ranged attacks against you have 20%	miss ch	ance. None	1 standard action	1 minute/level [D]	Target: You Personal V	/, S	No	Caster Level: 14 Transmutation	RSRD: SpellsD-E.rtf
Effect: Your speed increases by 30 ft. Faith Healing	18	Will negates [harmless]	1 standard action	Instantaneous	Target: You Touch V	<b>/</b> ,S	Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.87
Effect: Heal 8 + caster level [max +5] hit point	s. 18	None or Reflex partial		14 rounds [D] or until expended	Target: Living creature 0 V	e touched /, S, DF		Caster Level: 14 Evocation [Chaos Fire]	APM: p. 155
Effect: Small flame sheds light and deals 1d6 others.		- '	es of oppo		Target: One fiery aura			Caster Level: 14	
Flame of Good, Lesser  Effect: Small flame sheds light and deals 1d6	18 +14 fire	None or Reflex partial damage, plus dazzles for	standard action	14 rounds [D] or until expended osite alignment; 1d4 fire damage to	0 V  Target: One fiery aura	, S, DF a on your l		Evocation [Fire, Good]  Caster Level: 14	APM: p. 155
others.	18	None or Reflex partial		14 rounds [D] or until expended		, S, DF		Evocation [Fire, Law]	APM: p. 156
Effect: Small flame sheds light and deals 1d6	+14 fire	damage, plus dazzles fo	action	osite alignment; 1d4 fire damage to	Target: One fiery aura	a on your l	noly symbol	Caster Level: 14	
others.  Graph Graph Graph Control of Stone	18	None	1 standard action	1 round/level	, ,	/,M	Yes [harmless]	Transmutation [Earth]	SPELL CO: Pg.99
Effect: As long as subjects don't move they go	ain +2 A	C and +4 to Str against N/A	bull rush. 1 swift	1 round	than 30 ft. apart	level, no t /,DF	wo of which are more N/A		SPELL CO: Pg.107
Grave Strike  Effect: Allows you to make sneak attacks aga			action	i iodilu	Target: You	יוט,		Caster Level: 14	5, LLL 60. Fg.107
Guiding Light  Effect: +2 on ranged attacks	18	None	1 standard action	1 minute/level [D]		/,S a 5-ftradii	Yes	Evocation  Caster Level: 14	SPELL CO: Pg.108
Healthful Rest  Effect: Doubles the natural healing rate.	18	Will negates [harmless]	10 minutes	24 hours	Close (60 ft.) V  Target: One creature/I	',S level, no t	Yes [harmless]	Conjuration (Healing) Caster Level: 14	SPELL CO: Pg.111
□□□□□ Hide from Undead	18	Will negates (harmless); see text	1 standard action	10 minutes/level [D]	more than 30 feet apa Touch V	art /, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
Effect: Undead can't perceive 1 subject/level.	18	N/A	1 standard action	1 minute/level [D]	Target: One touched of Personal V	creature/le /,DF	evel N/A	Caster Level: 14 Evocation [Cold]	SPELL CO: Pg.119
Effect: Attack as if wearing a +1 spiked guant	let. Deal 18	s normal damage for yo Will negates	ur size + 1	d4 cold damage. 1 minute/level	Target: You Close (60 ft.)	<b>/</b> ,S	Yes	Caster Level: 14 Enchantment (Compulsion)	SPELL CO: Pg.121
Effect: Forces creature to act, it cannot delay	or ready	an action.		* =Domain/Speciality Spell	Target: Creatures in a	10-ft. bur	st	[Mind-Affecting] Caster Level: 14	

Description   Procedure   Pr
Prince: Subject to force to delay; see text
First Target pairs +5 alchemical borus on Fort seves against all possors   18   Will negates   1   10 Immines/level   1   10 Immines/le
Description of Lunia   18
Effect: Light radiating 30st. and 20st further of dim light, next round you can use the light as a ray attack dealing 1ds [double against undeed and outsides]; see text    Caster Level: 14   Caster Level
Creation   Force    February
### Agic Stone    18
## Will negates   1   1   1   1   1   1   1   1   1
Moon Lust   18   Will regates   1   1 round/level   Standard action   Standard action   Target: Creature touched   Caster Level: 14
Effect: Creature becomes fascinated for the duration of the spell.    Caster Level: 14   Personal   V.S. N/A   Abjuration   SPELL CO: Pg.14
standard action  Effect: 41 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.  Effect: 41 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.  I minute/level or until discharged [D] Personal V,S,DF N/A Evocation [Light] SPELL CO: Pg.14 at Standard action  Effect: 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 1d. 4t. Special visual properties of the standard action  Effect: Greates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of 1d. 4t. V,S No Conjuration (Creation)  Effect: Greates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of 1d. V,S No Conjuration (Creation)  Effect: Greates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of 1d. V,S No Conjuration (Creation)  Effect: Greates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of 1d. V,S No Conjuration (Creation)  Effect: Brief supplication gives you a vision that thint at how dangerous the immediate future is likely to be.; see text.  Effect: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.  Effect: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.  Effect: Up to six creatures can be chosen to recieve mental beacon.  Effect: Up to six creatures can be chosen to recieve mental beacon.  Effect: Up to six creatures can be chosen to recieve mental beacon.  Effect: Up to six creatures can be chosen to recieve mental beacon.  Effect: Up to six creatures can be chosen to recieve mental beacon.  Effect: Weapon gains bonuses against a specific foe.  Target: Weapon touched  Caster
Standard action  Effect: 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 1/1d8 + caster level .  Obscuring Mist  18 None  1 Ininute/level standard action  Effect: Fog surrounds you.  Effect: Fog surrounds you.  Target: Cloud spreads in 20-ft. radius from you, 20 ft. high  Omen of Peril  18 N/A  1 round Instantaneous  Personal  Personal  V,F  N/A  Divination  SPELL CO: Pg. 14  Close (60 ft.)  For interplanar gate or portal  Effect: Up to six creatures can be chosen to recieve mental beacon.  Effect: Weapon gains bonuses against a specific foe.  Effect: Weapon gains bonuses against a specific foe.  Effect: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impeded movement.  Target: Cloud spreads in 20-ft. radius from you, 20 ft.  V, S  No  Conjuration (Creation)  RSRD: SpellsM-Co  Coster Level: 14  Close (60 ft.)  V, S  No  Target: Vou  Caster Level: 14  SPELL CO: Pg. 16  Target: One interplanar gate or portal  Caster Level: 14  Close (60 ft.)  V, S  V, S  No  Transmutation  APM: p. 162  APM: p. 163  APM: p. 163  Effect: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impeded movement.  Target: Cloud spreads in 20-ft.  Target: You  Caster Level: 14  Close (60 ft.)  V, S  No  Conjuration (Creation) [Air, Water]  Valeri  APM: p. 163
[1d8 + caster level].    Obscuring Mist   18   None   1   1   1   minute/level   20   ft.   V, S   No   Conjuration (Creation)   RSRD: SpellsM-Conjuration   RSRD: Spells M-Conjuration   RSRD: Spells M-Conjuration   RSRD: Spells M-Conjuration   RSRD: SpellsM-Conjuration   RSRD: Spells M-Conjuration   RSRD:
standard action  Effect: Fog surrounds you.  Effect: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be; see text.  Target: Cloud spreads in 20-ft. radius from you, 20 ft. high Personal V.F. N/A Divination SPELL CO: Pg.14  Caster Level: 14  SPELL CO: Pg.16  Fifect: Up to six creatures can be chosen to recieve mental beacon.  Effect: Weapon gains bonuses against a specific foe.  Effect: Weapon gains bonuses against a specific foe.  Effect: Weapon gains bonuses against a specific foe.  Effect: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impeded movement.  Target: Cloud spreads in 20-ft. radius from you, 20 ft. high high April 12  Caster Level: 14  Concentration, up to 14 rounds [D] standard action  Target: Weapon touched  Conjuration (Creation)  APM: p. 163  APM: p. 163  Caster Level: 14  C
Effect: Fog surrounds you.    Caster Level: 14   Night   Night
Effect: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.    Close (60 ft.) V, S No Transmutation SPELL CO: Pg.16 standard action   Target: One interplanar gate or portal
Portal Beacon  18 None  1 1 hour/level standard action  Effect: Up to six creatures can be chosen to recieve mental beacon.  1 1 4 minutes  Target: One interplanar gate or portal  Caster Level: 14  Target: Weapon gains bonuses against a specific foe.  Effect: Weapon gains bonuses against a specific foe.  Target: Weapon touched  Caster Level: 14  Caster Level: 14  Caster Level: 14  Caster Level: 14  Concentration, up to 14 rounds [D]  Standard action  Target: Weapon touched  Caster Level: 14  Concentration, up to 14 rounds [D]  Standard action  Target: Veapon touched  Caster Level: 14  Concentration, up to 14 rounds [D]  Standard action  Target: Veapon touched  Caster Level: 14  Conjuration (Creation) [Air, Water]  Caster Level: 14  Concentration, up to 14 rounds [D]  Standard action  Target: Veapon touched  Caster Level: 14  Conjuration (Creation) [Air, Water]  Caster Level: 14  Conjuration (Creation) [Air, Water]
Effect: Up to six creatures can be chosen to recieve mental beacon.  Target: One interplanar gate or portal  Caster Level: 14  APM: p. 162  APM: p. 162  Effect: Weapon gains bonuses against a specific foe  Effect: Weapon gains bonuses against a specific foe  18 None  1 14 minutes
Precipitate 18 None 1 Concentration, up to 14 rounds [D] 1 Close (60 ft.) 1 Close (60 ft.) 1 Conjuration 1 Conjuration 1 Conjuration 1 Creation)   APM: p. 163 1 Conjuration 1 Creation   APM: p. 163 1 Caster Level: 14 1 Conjuration 1 Creation   APM: p. 163 1 Conjuration 1 Conjuration 1 Creation   APM: p. 163 1 Conjuration 1 Con
Protection from Chaos  18 Will negates 1 1 minute/level [D] Touch V, S, M/DF No; see text Abjuration [Lawful] RSRD: SpellsP-R standard action
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.    Target: Creature touched   Caster Level: 14
Action action  Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.  Target: Creature touched  Caster Level: 14  Touch V, S, M/DF No; see text Abjuration RSRD: SpellsP-R (Chaottic)  Action
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.  Target: Creature touched  Caster Level: 14  Close (60 ft.) V, S Yes (harmless)  Abjuration RSRD: SpellsP-R (harmless)
action  Effect: Suppresses fear or gives +4 on saves against fear for one subject/4 levels.  Target: One creature/4 levels, no two of which can be Caster Level: 14
more than 30 ft. apart  Touch V,S,DF Yes [harmless] Abjuration SPELL CO: Pg.17 [harmless] standard action
Effect: Grants limited protection from a plane's alignment traits; see text.    Target: Creature touched   Caster Level: 14
action  Effect: Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.  Target: Creature touched  Caster Level: 14  Caster L
Effect: Opponents can't attack you, and you can't attack.  Target: Creature touched  Caster Level: 14  Custom: Races of Destiny Pg.167
action  Effect: 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. Target: One book/round  Caster Level: 14    Iminute/level   Touch   V, S, M   Yes (harmless)   Abjuration   RSRD: SpellsS.rff
action  Effect: Aura grants +4 deflection bonus.  Target: Creature touched  Caster Level: 14  Continue and the property of the
Sign 18 N/A 1 10 minutes/level or until discharged standard action 1 10 minutes/level or until discharged standard standard action 1 1 10 minutes/level or until discharged Personal V,S,M N/A Enchantment (Compulsion) (Compulsion) [Mind-Affecting]    Effect: +4 bonus on your next initiative check.
Snowshoes  18 Will negates 1 1 hour/level [D] Touch V,S Yes [harmless] Transmutation SPELL CO: Pg.15 standard action
Effect: Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.  Target: Creature touched  Caster Level: 14  Personal V,S N/A Transmutation SPELL CO: Pg.15  standard  action
Effect: Hold the charge of one touch spell per arm; see text.  Target: You  Caster Level: 14  Close (60 ft.) V, S, F/DF No  Conjuration RSRD: SpellsS.rtf
(Summoning)  Effect: Calls extraplanar creature to fight for you.  Target: One summoned creature  Caster Level: 14
Updraft 18 N/A 1 swift Instantaneous Personal V,S,M N/A Conjuration SPELL CO: Pg.22 Creation [Air]  Effect: Gain 10 ft. per level of altitude, and then gently float back to the ground.  Target: You  Target: You  Target: You  Conjuration SPELL CO: Pg.22 (Creation) [Air]  Creation [Air]
Case   Four

				Cleric Spells					
Effect: Recipients gain +1 on Listen, Sense M	lotive, ar	nd Spot checks, +1 on s	action aves again	<u> </u>	Target: Up to 5 creature	es, no two	o of which can be	Caster Level: 14	
Under Vigor, Lesser	18	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	more than 30 feet apart Touch V,S		Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect: Grants target fast healing ability for the	duration 18	n of the spell. Heals 1 h None	p automation 1 standard	cally per round.  1 minute or until discharged	Target: Living creature to Touch V,S		Yes	Caster Level: 14 Divination	SPELL CO: Pg.231
Effect: Grants a +1 morale bonus to a single s	saving th	Fortitude negates		1 minute/level	Target: Creature touche		Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.240
Effect: Increases creatures swim speed by 30	ft.	[harmless]	standard action		Target: Creature touche	ed		Caster Level: 14	
				LEVEL 2					
Name	DC	Saving Throw	Time	Duration	Range Co	omp.	Spell Resistance	School	Source
Aid  Effect: +1 on attack rolls, +1 against fear, 1d8	19 +1/leve	None	standard action	1 minute/level	Touch V, S		,	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	RSRD: SpellsA-B.rtf
□□□□□ Align Weapon	19	Will negates (harmless, object)		1 minute/level			Yes (harmless, object)		RSRD: SpellsA-B.rtf
Effect: Weapon becomes good, evil, lawful, o	r chaotic				Target: Weapon touche must be in contact with casting]			Caster Level: 14	
Effect: Learns whether an action will be good	19 or bad.	None	1 minute	Instantaneous	Personal V, S Target: You	S, M, F	No	Divination  Caster Level: 14	RSRD: SpellsA-B.rtf
□□□□□Aura Against Flame	19	N/A	1 standard action	1 round/level	Personal V,S	S I	N/A	Abjuration	SPELL CO: Pg.18
Effect: Protects against first 10 points of fire of	amage, 19	it also extinguishes flam None	es; see tex	1 minute/level	Target: You 20 ft. V	,	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.19
Effect: Gain temporary respite from the natura	al effects	of a specific plane.	action		Target: One creature/le	evel in a 2	0-ft. radius burst	Caster Level: 14	
Balor Nimbus	19	N/A	1 standard action	1 round/level		S,M/DF I	N/A	Transmutation	SPELL CO: Pg.24
Effect: Any creature grappling you takes 6d6	points of 19	fire damage. None	1 standard action	10 minutes/level	Target: You Touch V,	S, DF	Yes (harmless)	Caster Level: 14 Transmutation	RSRD: SpellsA-B.rtf
Effect: Grants +5 enhancement to natural arm	nor. 19	Will negates (harmless)	1 standard action	1 minute/level	Target: Living creature to Touch V,	touched S, DF	Yes	Caster Level: 14 Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 1 minutes/	level. 19	N/A	1	1 minute/level	Target: Creature toucher Personal V,S		N/A	Caster Level: 14 Transmutation	SPELL CO: Pg.35
Effect: Sprouts dagger blades across your bo	dy able t	o inflict 1d6 +1/level [ma	standard action ax +5] piero	cing damage with a melee attack; see	Target: You			Caster Level: 14	
text.  Brambles	19	None	standard	1 round/level	Touch V,S	S,M I	No	Trasmutation	SPELL CO: Pg.38
Effect: Small magical thorns/spikes protrude f damage.	rom woo	den weapon; gains a +	action 1 to hit enh	ancement and deals +1/level [max +10]	Target: Wooden weapo	on touche	d	Caster Level: 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
Effect: Subject gains +4 to Str for 1 minutes/le	evel. 19	Will negates	1 standard	Concentration, up to 1 round/level [D]	Target: Creature touche Medium (240 ft.) V,		Yes	Caster Level: 14 Enchantment (Compulsion)	RSRD: SpellsC.rtf
Effect: Calms creatures, negating emotion eff	ects.	Will negates	action	1 minute/level	Target: Creatures in a 2			[Mind-Affecting] Caster Level: 14 Transmutation	RSRD: SpellsC.rtf
Cat's Grace		(harmless)	standard action	Timilacorever			103		NOND. Openso.ru
Effect: Subject gains +4 to Dex for 1 minutes/ Close Wounds	19	Will half [harmless]; see text	1 immediate action	Instantaneous	Target: Creature touche Close (60 ft.) V		Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.48
Effect: Cure 1d4 +1/level [max +5].  Consecrate	19	None	standard	2 hours/level	Target: One creature Close (60 ft.) V,		No	Caster Level: 14 Evocation [Good]	RSRD: SpellsC.rtf
Effect: Fills area with positive energy, makingCure Moderate Wounds	undead 19	Will half (harmless);	action	Instantaneous	Target: 20-ftradius em	S '	Yes (harmless); see	Caster Level: 14 Conjuration	RSRD: SpellsC.rtf
Effect: Cures 2d8 +1/level [max +10] damage		see text	standard action		Target: Creature touche	ed	text	(Healing)  Caster Level: 14	
Curse of III Fortune	19	Will negates	standard action	1 minute/level	, , ,		Yes	Necromancy	SPELL CO: Pg.56
Effect: Cause -3 penalty on attack rolls, savin  Dark Way	g throws 19	, ability checks and skill None		1 round/level	Target: One living creat Close (60 ft.) V,S		Yes	Caster Level: 14 Illusion (Shadow)	SPELL CO: Pg.58
Effect: Create a ribbonlike, weightless, unbrea				10 minutes/loyel IDI	Target: One bridge of four to 20 ft./level long				DCDD: Casilab F -4
Darkness	19	None	1 standard action	10 minutes/level [D]		M/DF I	INU	Evocation [Darkness]	RSRD: SpellsD-E.rtf
Effect: 20-ft. radius of supernatural shadow.  Deific Vegeance	19	Will half	1 standard action	Instantaneous	Target: Object touched Close (60 ft.) V,S		Yes	Caster Level: 14 Conjuration (Summoning)	SPELL CO: Pg.62
Effect: Causes 1d6/2 caster levels [Max 5d6]	or 1d6/c 19	aster level if undead [marker] Fortitude negates (harmless)		1 hour/level	Target: One creature Touch V,	S, DF	Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsD-E.rtf
Effect: Stops poison from harming subject for Divine Insight	1 hour/le 19	evel. N/A	1 standard action	1 hour/level or until discharged [D]	Personal V,S		N/A	Caster Level: 14 Divination	SPELL CO: Pg.70
Effect: Gain 5 + your caster level [max bonus	of 15] to 19	Will negates or None	he duratior 1	n of the spell. 1 round/level	Target: You Close (60 ft.)		Yes or No [object]; see	Caster Level: 14 Abjuration	SPELL CO: Pg.70
Effect: Temp loss of turning power & domain	powers.	[object]; see text	standard action		Target: 10-ftradius em	nanation o	text centered on a creature	,Caster Level: 14	
					object, or point in space	е			

\* =Domain/Speciality Spell

				Cleric Spells					
Divine Protection	19	Will negates [harmless]	1 standard action	1 minute/level			Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	SPELL CO: Pg.70
Effect: +1 morale bonus to AC and saving the	19	Will negates (harmless)	1 standard action	1 minute/level		S, M/DF		Transmutation	RSRD: SpellsD-E.rtf
Effect: Subject gains +4 to Cha for 1 minutes  Energized Shield, Lesser	19	None	1 standard action	1 round/level		s,DF	No	Caster Level: 14 Abjuration [See text]	SPELL CO: Pg.79
Effect: Protects against on energy type [fire, Description of the content of the	19	ctricity, acid, or sonic], you Will negates; see text			Target: Touch Medium (240 ft.) V, Target: Any number of		Yes	Caster Level: 14 Enchantment (Charm) Caster Level: 14	RSRD: SpellsD-E.rtf
Extend Tentacles	19	N/A	1 standard action	Instantaneous	Personal V		N/A	Transmutation	SPELL CO: Pg.86
Effect: Extends your tentacles by 5 ft.  Fastheal, Lesser  Effect: Cures 2 hit points per character level	19 per 10 m	Will negates (harmless)	1 round	140 minutes [D]	Target: You Touch V, Target: Living creature		Yes (harmless)	Caster Level: 14 Conjuration (Healing) Caster Level: 14	APM: p. 153
□□□□□Find Traps	19	None	1 standard action	1 minute/level	Personal V,		No	Divination  Caster Level: 14	RSRD: SpellsF-G.rtf
Effect: Notice traps as a rogue does.  Graph Gra	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	19	Fortitude negates [harmless]	tures are a 1 standard action	also dazed if they failed the Reflex save.  10 minutes/level	Touch V,	S	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.100
Effect: Gain +4 Str for every set of limbs fuse	d to the	primary limb.  Will negates (object)	1	1 day/level	Target: Creature with a touched Touch V,		vo arms or tentacles Yes (object)	Caster Level: 14 Necromancy	RSRD: SpellsF-G.rtf
Gentle Repose  Effect: Preserves one corpse.	19	will negates (object)	standard action	i uayilevei	Target: Corpse touched		res (object)	Caster Level: 14	KSKD. Spellsr-G.Iti
Ghost Touch Armor	19	Will negates [harmless]	1 standard action	1 minute/level	Touch V,	S,M	Yes [harmless]	Transmutation  Caster Level: 14	SPELL CO: Pg.102
□□□□□ 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 savi	ng throws. N/A	1 standard	10 minutes/level	Target: Creature touch Personal V,	s,M	N/A	Caster Level: 14 Divination	SPELL CO: Pg.110
Effect: Allows caster with Heal ranks to remo	ve other	ailments when using Co	action onjuration [	Healing] spells. Can also heal more; see	Target: You			Caster Level: 14	
Hold Person  Effect: Paralyzes one humanoid for 1 round/l	19	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (240 ft.) V,  Target: One humanoid	S, F/DF		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	RSRD: SpellsH-L.rtf
□□□□□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]	19	None	1 standard action	10 minutes/level	Target: Creature touch 30 ft. V,  Target: 30-ft,-radius sp	S,M	No	Caster Level: 14 Conjuration (Creation)	SPELL CO: Pg.123
Effect: Inky cloud that works under water.	19	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch V,	S,DF	Yes [harmless,object]		SPELL CO: Pg.125
Effect: Hide and Move Silent check ignore the	19	penalty during the durat None	ion of the s 1 standard action	spell. 10 minutes/level [D]	Target: One suit of arm Medium (240 ft.) V,		ed/3 levels Yes; see text	Caster Level: 14 Evocation [Good, Light]	SPELL CO: Pg.132
Effect: Same as light of Lunia except damage	is 2d6 (	or 4d6 vs. undead or out Fortitude negates [harmless]	siders. 1 standard action	1 minute/level	Target: You and up to to Touch V,		see text Yes [harmless]	Caster Level: 14 Necromancy	SPELL CO: Pg.134
Effect: Not subject to sneak attacks or critical	s; -4 per 19	nalty to Cha score. None	1 standard action	Instantaneous	Target: Creature touch Medium (240 ft.) V,		Yes	Caster Level: 14 Evocation [Force]	RSRD: SpellsM-O.rtf
Effect: 1 missile/2 levels [max 5] that do 1d4-	-1 dama	ge each.	action		Target: Up to five creat more than 15 ft. apart	tures, no	two of which can be	Caster Level: 14	
□□□□ Make Whole	19	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 ft.) V,		Yes (harmless, object)		RSRD: SpellsM-O.rtf
Effect: Repairs an object.	19	Will negates	1 standard action	Permanent	Close (60 ft.)		Yes	Caster Level: 14 Necromancy	SPELL CO: Pg.138
Effect: Creates an indelible mark on the subjumped Owl's Wisdom	ects face 19	w; see text. Will negates (harmless)	1 standard action	1 minute/level	Target: One creature Touch V,	S, M/DF	Yes	Caster Level: 14 Transmutation	RSRD: SpellsM-O.rtf
Effect: Subject gains +4 to Wis for 1 minutes.  Protection from Negative Energy		Will negates [harmless]	1 standard action	10 minutes/level	Target: Creature touch Touch V,		Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.163
Effect: Subtract 10 hp worth of damage from Positive Energy	19	Will negates [harmless]	1 standard action	10 minutes/level	Target: Creature touch Touch V,	S	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.163
Effect: Subtract 10 hp worth of damage from Quick March	each po	sitive energy attack. Will negates [harmless]	1 standard action	1 round	Target: Creature touch Medium (240 ft.) V,		Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.164
Effect: Subjects base land speed increased b	y 30 fee 19	t. Will negates (harmless)	1 standard action	Instantaneous	Target: Allies in a 20-ft. Close (60 ft.) V,		yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Frees one or more creatures from par					Target: Up to four creamore 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/attar	19	Will negates (harmless)		Instantaneous		S	Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Dispels magical ability penalty or repa	irs 1d4 a 19	will negates (object); Will negates (object); Will negates (object) or Fortitude half; see	standard	Instantaneous	Target: Creature touch Close (60 ft.) V,		Yes (object)	Caster Level: 14 Evocation [Sonic]	RSRD: SpellsS.rtf
		or Forntude nair; see	aution	* =Domain/Speciality Spell					

				Cleric Spells				
Effect: Sonic vibration damages objects or cr	ystalline	text creatures.		•		d; or one solid object or one	Caster Level: 14	
Shield Other	19	Will negates (harmless)	1 standard action	1 hour/level [D]	crystalline creature Close (60 ft.) V, S,	, F Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: You take half of subject's damage.	10	NI/A		10 minutes/level ID	Target: One creature	M N/A	Caster Level: 14	SDELL CO: D= 400
Shroud of Undeath  Effect: Shroud yourself in invisbile negative e	19	N/A	1 standard action	10 minutes/level [D]	Personal V,S,I  Target: You	M N/A	Necromancy  Caster Level: 14	SPELL CO: Pg.189
spells have the opposite effect on you as if yo				1 minute/level [D]	Long (960 ft.) V, S	Yes; see text or no		RSRD: SpellsS.rtf
Effect: Negates sound in 15-ft. radius.	19	or none (object)	standard action	Timilate/level [b]		(object)  nation centered on a creatur		NOND. Openso.ru
Sound Burst	19	Fortitude partial	1	Instantaneous	object, or point in space	, F/DF Yes		RSRD: SpellsS.rtf
Effect: Deals 1d8 sonic damage to subjects;			standard action	instantaneous	Target: 10-ftradius sprea		Caster Level: 14	NONE. Openso.ru
Spawn Screen  Effect: Subject will not rise as spawn if killed	19	Will negates [harmless]	1 standard action	1 hour/level	Touch V,S,I		Necromancy  Caster Level: 14	SPELL CO: Pg.197
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 1s	st- or 2nd 19	-level spell; see text. None	1 standard action	1 round/level [D]	Target: Creature touched Medium (240 ft.) V, S,		Caster Level: 14 Evocation [Force]	RSRD: SpellsS.rtf
Effect: Magical weapon attacks on its own.	19	Will negates	1 swift	Instantaneous	Target: Magic weapon of See text V,S,I		Caster Level: 14 Conjuration	SPELL CO: Pg.204
Effect: Spell designed for battle fields, heals		[harmless]; see text	action		Target: 50-ftradius bursi		(Healing) Caster Level: 14	00.1 g.204
negates].	19	Will negates (harmless)	1 standard	1 hour/level	Touch V, S		Divination	RSRD: SpellsS.rtf
Effect: Monitors condition, position of allies.	40	Will position	action	10 minutes/lovel	Target: One/per 3 levels		Caster Level: 14	CDELL CO. D. CCC
Effect: Target gains natural armor AC bonus	19 of +3	Will negates [harmless]	1 standard action	10 minutes/level	Touch V,S,I  Target: Corporeal undead		Transmutation  Caster Level: 14	SPELL CO: Pg.208
Summon Elysian Thrush  Effect: Summons a Elysian thrush [Planar Ha	19	None	10 minutes	8 hours	Close (60 ft.) V,S,I	DF No	Conjuration (Summoning) [Good] Caster Level: 14	SPELL CO: Pg.214
Effect: Summons a Elysian thrush [Planar He  Summon Monster II  Effect: Calls extraplanar creature to fight for y	19	None	1 round	1 round/level [D]	Close (60 ft.) V, S,  Target: One or more sum	, F/DF No nmoned creatures, no two of	Caster Level: 14 Conjuration (Summoning) Caster Level: 14	RSRD: SpellsS.rtf
Undetectable Alignment	19	Will negates (object)	1 standard action	24 hours	which can be more than 3 Close (60 ft.) V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
Effect: Conceals alignment for 24 hours.  USAN Veil of Shadow	19	N/A	1 standard action	1 minute/level	Target: One creature or of Personal V,S	object N/A	Caster Level: 14 Evocation [Darkness]	SPELL CO: Pg.228
Effect: Grants you a 20% miss chance from o				A color to the color	Target: You		Caster Level: 14	
Zone of Truth	19	Will negates	1 standard	1 minute/level	Close (60 ft.) V, S,	, DF Yes	Enchantment (Compulsion)	RSRD: SpellsT-Z.rtf
Effect: Subjects within range cannot lie.	19	Will negates		1 minute/levei	Close (60 ft.) V, S,  Target: 20-ftradius email		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	RSRD: SpellsT-Z.rtf
	19	Will negates	standard	LEVEL 3			(Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
Effect: Subjects within range cannot lie.  Name	DC	Saving Throw	standard action	LEVEL 3	Target: 20-ftradius emai	nation  np. Spell Resistance	(Compulsion) [Mind-Affecting] Caster Level: 14	Source
Effect: Subjects within range cannot lie.  Name  Aid, Mass	DC 20	Saving Throw None	standard action  Time 1 standard action	LEVEL 3  Duration 1 minute/level	Target: 20-ftradius emai	nation  p. Spell Resistance  DF Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting]	
Effect: Subjects within range cannot lie.  Name  Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all	DC 20 creatures	Saving Throw None gain 1d8 +1/caster leve	Time 1 standard action	LEVEL 3  Duration 1 minute/level temporary hp.	Target: 20-ftradius emar  Range Com Close (60 ft.) V,S,I  Target: One or more crea more than 30 ft. apart	nation  Spell Resistance  Pres [harmless]  satures, no two of which are	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	Source SPELL CO: Pg.8
Effect: Subjects within range cannot lie.  Name  Cannot lie.  Name  Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all the cannot lie.	DC 20 creatures	Saving Throw None	Time 1 standard action	LEVEL 3  Duration 1 minute/level	Range Com Close (60 ft.) V,S,I  Target: One or more creamore than 30 ft. apart Touch S,M/	nation  Spell Resistance DF Yes [harmless]  atures, no two of which are DF Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation	Source
Effect: Subjects within range cannot lie.  Name  Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all	DC 20 creatures	Saving Throw None gain 1d8 +1/caster leve	Time 1 standard action  1 standard action el [max 15] 1 standard action 1 standard action	LEVEL 3  Duration 1 minute/level temporary hp.	Target: 20-ftradius emar  Range Com Close (60 ft.) V,S,I  Target: One or more crea more than 30 ft. apart	nation  Spell Resistance DF Yes [harmless]  atures, no two of which are DF Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation  Caster Level: 14	Source SPELL CO: Pg.8
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all	DC 20 creatures 20 air. 20	Saving Throw None gain 1d8 +1/caster leve Will negates [harmless] Will negates [harmless, object]	Time 1 standard action el [max 15] 1 standard action 1 standard action 1 standard action	LEVEL 3  Duration 1 minute/level temporary hp. 2 hours/level; see text	Range Com Close (60 ft.) V,S,I  Target: One or more creamore than 30 ft. apart Touch S,M'  Target: Living creatures t Close (60 ft.) V,S,I	nation  Spell Resistance DF Yes [harmless]  atures, no two of which are DF Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation  Caster Level: 14 1] Transmutation	Source SPELL CO: Pg.8 SPELL CO: Pg.8
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all of the company o	DC 20 creatures 20 air. 20	Saving Throw None gain 1d8 +1/caster leve Will negates [harmless] Will negates [harmless, object]	Time 1 standard action 2 standard action el [max 15] 1 standard action 1 standard action ectiles at a	LEVEL 3  Duration 1 minute/level temporary hp. 2 hours/level; see text	Range Com Close (60 ft.) V.S.I  Target: One or more creamore than 30 ft. apart Touch S,M  Target: Living creatures t Close (60 ft.) V.S.I  Target: One weapon/levethan 30 ft. apart	nation  Spell Resistance DF Yes [harmless]  atures, no two of which are DF Yes [harmless]  ouched DF Yes [harmless, object	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation  Caster Level: 14 t] Transmutation [See text]  Caster Level: 14 Conjuration	Source SPELL CO: Pg.8 SPELL CO: Pg.8
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all all all all all all all all all al	DC 20 creatures 20 air. 20 effects m 20	Saving Throw None s gain 1d8 +1/caster leve Will negates [harmless] Will negates [harmless, object] hultiple weapons or proje None creatures.	Time 1 standard action el [max 15] 1 standard action 1 standard action 2 standard action ectiles at a 1 standard action	LEVEL 3  Duration 1 minute/level temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D]	Range Com Close (60 ft.) V,S,I  Target: One or more creamore than 30 ft. apart Touch S,M'  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/leve than 30 ft. apart N/A V,S,I	nation  Spell Resistance DF Yes [harmless] atures, no two of which are DF Yes [harmless] ouched DF Yes [harmless, object el, no two of which are more M,DF No Idius, 20 ft. high]	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation [See text]  Caster Level: 14  Conjuration (Creation) [Chaotic, Water] Caster Level: 14	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.91
Name	DC 20 creatures 20 air. 20 effects m 20 es lawful o	Saving Throw None  gain 1d8 +1/caster leve Will negates [harmless]  Will negates [harmless, object] hultiple weapons or project None  creatures. Will negates [harmless]	Time 1 standard action el [max 15] 1 standard action el standard action 2 standard action ectiles at a 1 standard action 1 standard action 1 standard action	LEVEL 3  Duration 1 minute/level temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level	Range Com Close (60 ft.) V,S,I  Target: One or more creamore than 30 ft. apart Touch S,IW  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/levethan 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I	nation  Spell Resistance DF Yes [harmless] atures, no two of which are DF Yes [harmless] ouched DF Yes [harmless, objected, no two of which are more M,DF No dius, 20 ft. high] M,DF Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 14 Transmutation  Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration	Source SPELL CO: Pg.8  SPELL CO: Pg.8  SPELL CO: Pg.9
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all of the control o	DC 20 creatures 20 air. 20 effects m 20 es lawful o	Saving Throw None  gain 1d8 +1/caster leve Will negates [harmless]  Will negates [harmless, object] hultiple weapons or project None  creatures. Will negates [harmless]	Time 1 standard action el [max 15] 1 standard action el standard action 2 standard action ectiles at a 1 standard action 1 standard action 1 standard action	LEVEL 3  Duration 1 minute/level temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level	Range Com Close (60 ft.) V,S,I  Target: One or more creamore than 30 ft. apart Touch S,M'  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/levethan 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I	nation  Spell Resistance DF Yes [harmless] atures, no two of which are DF Yes [harmless] ouched DF Yes [harmless, objected, no two of which are more M,DF No dius, 20 ft. high] M,DF Yes [harmless]	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation [See text]  Caster Level: 14  Conjuration (Creation) [Chaotic, Water] Caster Level: 14	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.91
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all of the control o	DC 20 20 20 20 effects m 20 20 20 AC, save	Saving Throw None  s gain 1d8 +1/caster leve Will negates [harmless]  Will negates [harmless, object]  hultiple weapons or proje None  creatures.  Will negates [harmless]  s against anything drag  N/A	Time 1 standard action el [max 15] 1 standard action el standard action ectiles at a 1 standard action	LEVEL 3  Duration 1 minute/level temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours	Range Com Close (60 ft.) V,S,I  Target: One or more creamore than 30 ft. apart Touch S,M'  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/levethan 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I	nation  Spell Resistance DF Yes [harmless] atures, no two of which are DF Yes [harmless] ouched DF Yes [harmless, object al, no two of which are more M,DF No ddius, 20 ft. high] M,DF Yes [harmless] evels, no two of which are M/DF N/A	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation [See text]  Caster Level: 14  Conjuration (Creation) (Chaotic, Water] Caster Level: 14  Abjuration  Caster Level: 14	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.11  SPELL CO: Pg.14
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all of the feet: Grants creatures the ability to breath a light weapon, Mass  Effect: Functions like align weapon, except it  Anarchic Storm  Effect: All subjects granted +2 luck bonus to see text  Attune Form  Effect: Attunes the affected creatures to the part of the feet: Attunes the affected creatures to the part of the feet: Attunes the affected creatures to the part of the feet: Attunes the affected creatures to the part of the feet: Attunes the affected creatures to the part of the feet: Attunes the affected creatures to the part of the feet: Attunes the affected creatures to the part of the feet: Attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures the feet attunes the affected creatures the affected creatures to the part of the feet attunes the affected creatures to the part of the feet attunes the affected creatures	DC 20 20 creatures 20 20 effects m 20 AC, save 20 20 20	Saving Throw None  g gain 1d8 +1/caster leve Will negates [harmless, object] Will negates [harmless, object] None  creatures. Will negates [harmless] s against anything drag N/A  lare currently on, negat Will negates	Time 1 standard action el [max 15] 1 standard action el [max 15] 1 standard action ectiles at a 1 standard action 1 standard action 1 standard action on, bonus 1 standard action ing harmfu 1 standard action	LEVEL 3  Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours	Range Com Close (60 ft.) V,S,I  Target: One or more crea more than 30 ft. apart Touch S,W  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/leve than 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I  Target: One creature/2 le more than 30 ft. apart Touch V,S,I  Target: One creature/3 le Target: One creature/3 le Touch V,S,I	nation  Spell Resistance President Spell Resistance Resident Spell Resid	(Compulsion) (Mind-Affecting) Caster Level: 14  School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 14 Transmutation Caster Level: 14 Transmutation (See text) Caster Level: 14 Conjuration (Creation) (Chaotic, Water) Caster Level: 14 Transmutation  Caster Level: 14 Transmutation	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.11  SPELL CO: Pg.14
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all against fear feart: Functions like align weapon, except it against fear feart: Storm  Effect: Storm imposes penalties and damage against fear feart: All subjects granted +2 luck bonus to against fear feart: Attune form  Effect: Attunes the affected creatures to the page of the feart	DC 20 20 creatures 20 20 effects m 20 as lawful (a 20 AC, save 20 level [max age ].	Saving Throw None  gain 1d8 +1/caster leve Will negates [harmless]  Will negates [harmless, object] hultiple weapons or proje None  creatures. Will negates [harmless] s against anything drag N/A  are currently on, negat Will negates at 10d6] points of nonlet	Time  1 standard action el [max 15]  1 standard action el [max 15]  1 standard action ectiles at a  1 standard action  1 standard action extendard action on, bonus  1 standard action ing harmfu  1 standard action	LEVEL 3  Duration 1 minute/level temporary hp. 2 hours/level; see text  1 minute/level distance. 1 round/level [D]  1 minute/level increase +1 per four levels above 5th; 24 hours  I effects. Instantaneous	Range Com Close (60 ft.) V,S,I  Target: One or more creatmore than 30 ft. apart Touch S,M'  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/levethan 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I  Target: One creature/2 le more than 30 ft. apart Touch V,S,I  Target: One creature/3 le Touch V,S,I	nation  Spell Resistance DF Yes [harmless] atures, no two of which are DF Yes [harmless] ouched DF Yes [harmless, object el, no two of which are more M,DF No ddius, 20 ft. high] M,DF Yes [harmless] ovels, no two of which are M/DF N/A ovels DF Yes with Intelligence 3+	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation [See text]  Caster Level: 14  Conjuration (Creation) (Chaotic, Water) Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.11  SPELL CO: Pg.14  SPELL CO: Pg.17
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all of the state of th	DC 20 20 creatures 20 20 effects m 20 AC, save 20 level [mage. 20	Saving Throw None  signin 1d8 +1/caster level Will negates [harmless] Will negates [harmless, object] Hultiple weapons or project None  creatures. Will negates [harmless] ss against anything drag N/A are currently on, negat Will negates ax 10d6] points of nonlete None	Time  1 standard action el [max 15]  1 standard action el [max 15]  1 standard action ectiles at a  1 standard action ectiles at a  1 standard action ing harmfu  1 standard action	LEVEL 3  Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours l effects. Instantaneous ue and is stunned for 1 round. If subject is 1 round/level	Range Com Close (60 ft.) V,S,I  Target: One or more crea more than 30 ft. apart Touch S,M/  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/leve than 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I  Target: One creature/2 le more than 30 ft. apart Touch V,S,I  Target: One creature/3 le Touch V,S,I  Target: One creature/3 le Touch V,S,I	nation  Spell Resistance DF Yes [harmless]  atures, no two of which are DF Yes [harmless]  couched DF Yes [harmless, object al, no two of which are more M.DF No  dius, 20 ft. high] M.DF Yes [harmless]  evels, no two of which are M/DF N/A  seels DF Yes  with Intelligence 3+ M.DF No	(Compulsion) (Mind-Affecting) Caster Level: 14  School Enchantment (Compulsion) (Mind-Affecting) Caster Level: 14 Transmutation  Caster Level: 14 Transmutation (Creation) (Chaotic, Water) Caster Level: 14  Conjuration (Creation) (Chaotic, Water) Caster Level: 14 Transmutation  Caster Level: 14 Transmutation  Caster Level: 14 Conjuration  Caster Level: 14 Conjuration (Compulsion) (Fear, Good, Mind-Affecting) Caster Level: 14 Conjuration (Creation) [Lawful Water]	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.11  SPELL CO: Pg.17  SPELL CO: Pg.21
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all against fear feart: Functions like align weapon, except it against fear feart: Storm  Effect: Storm imposes penalties and damage against fear feart: All subjects granted +2 luck bonus to against fear feart: Attune form  Effect: Attunes the affected creatures to the page of the feart	DC 20 20 creatures 20 effects m 20 as slawful a 20 AC, save 20 level [mage. 20 out, Searce]	Saving Throw  None  Signin 1d8 +1/caster level  Will negates [harmless]  Will negates [harmless, object]  nultiple weapons or project  None  creatures.  Will negates [harmless]  Is against anything drag  N/A  Lare currently on, negat  Will negates  ax 10d6] points of nonlet  None  th and ranged attacks. E	Time  1 standard action el [max 15]  1 standard action el [max 15]  1 standard action ectiles at a  1 standard action ectiles at a  1 standard action ing harmfu  1 standard action	LEVEL 3  Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours l effects. Instantaneous ue and is stunned for 1 round. If subject is 1 round/level	Range Com Close (60 ft.) V,S,I  Target: One or more creatmore than 30 ft. apart Touch S,M'  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/levethan 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I  Target: One creature/2 le more than 30 ft. apart Touch V,S,I  Target: One creature/3 le Touch V,S,I	nation  Spell Resistance DF Yes [harmless] atures, no two of which are DF Yes [harmless] ouched DF Yes [harmless, objec el, no two of which are more M,DF No ddius, 20 ft. high] M,DF Yes [harmless] evels, no two of which are M/DF N/A evels DF Yes with Intelligence 3+ M,DF No ddius, 20 ft. high]	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation [See text]  Caster Level: 14  Conjuration (Creation) [Chaotic, Water] Caster Level: 14  Transmutation  Caster Level: 14  Conjuration (Creation) [Chaotic, Water] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Conjuration  Caster Level: 14  Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 14  Conjuration (Creation)] [Lawful	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.11  SPELL CO: Pg.17  SPELL CO: Pg.21
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all of the feet: Grants creatures the ability to breath a light Weapon, Mass  Effect: Functions like align weapon, except it  Anarchic Storm  Effect: All subjects granted +2 luck bonus to see text  Attune Form  Effect: Attunes the affected creatures to the process of the feet: Subject immediately takes 1d6/caster knocked unconscious it takes 1d6 Wis damage Axiomatic Storm  Effect: Rain falls around you4 to Listen, Spoutsiders] and random chaotic outsider takes	DC 20 creatures 20 20 effects m 20 AC, savee 20 level [mag9. 20 Lot, Searce additiona 20	Saving Throw  None  s gain 1d8 +1/caster leve  Will negates [harmless]  Will negates [harmless, object]  nultiple weapons or project  None  creatures.  Will negates [harmless]  s against anything drag  N/A  are currently on, negat  Will negates  ax 10d6] points of nonlet  None  th and ranged attacks. E  at 5d6 acid.  Will negates	Time  1 standard action el [max 15]  1 standard action el standard action ectiles at a  1 standard action beals at a  1 standard action ethal damage  1 standard action extendard action	Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours 1 effects. Instantaneous 1 round/level 1 round/level damage to chaotic creature [Double to Permanent	Range Com Close (60 ft.) V,S,I  Target: One or more creatmore than 30 ft. apart Touch S,M'  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/levethan 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I  Target: One creature/2 le more than 30 ft. apart Touch V,S,I  Target: One creature/3 le Touch V,S,I	nation  Spell Resistance DF Yes [harmless]  atures, no two of which are DF Yes [harmless]  outched DF Yes [harmless, object el, no two of which are more M,DF No  didus, 20 ft. high] M,DF Yes [harmless]  evels, no two of which are M/DF N/A  evels DF Yes  with Intelligence 3+ M,DF No  didus, 20 ft. high] Yes	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation [See text]  Caster Level: 14  Conjuration (Creation) (Chaolic, Water) Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 14  Conjuration (Creation) [Lawful Water] Caster Level: 14	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.11  SPELL CO: Pg.17  SPELL CO: Pg.21
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all of the feet: Grants creatures the ability to breath a light weapon, Mass  Effect: Functions like align weapon, except it  Anarchic Storm  Effect: All subjects granted +2 luck bonus to see text  Attune Form  Effect: Attunes the affected creatures to the process of the feet: Subject immediately takes 1d6/caster knocked unconscious it takes 1d6 Wis damage and Axiomatic Storm  Effect: Rain falls around you4 to Listen, Spoutsiders] and random chaotic outsider takes  Bestow Curse  Effect: -6 to an ability score: -4 on attack rolls	DC 20  creatures 20  effects m 20  AC, save 20  level [mage. 20  level additiona 20  s, saves. 20	Saving Throw  None  s gain 1d8 +1/caster level  Will negates [harmless, object]  Multiple weapons or project  None  creatures.  Will negates [harmless]  s again anything drag  N/A  are currently on, negate  Will negates  ax 10d6] points of nonlet  None  th and ranged attacks. Eal 5d6 acid.  Will negates  and checks; or 50% cha  Will partial	standard action  Time  1 standard action el [max 15]  1 standard action el [max 15]  1 standard action el standard action 1 standard action on, bonus 1 standard action ing harmfu 1 standard action thal damag 1 standard action beals 2d6 c 1 standard action action ing harmfu 1 standard action thal damag 1 standard action beals 2d6 c 1 standard action ance of losi 1 standard action 1 standard action	LEVEL 3  Duration 1 minute/level 1 temporary hp. 2 hours/level; see text  1 minute/level distance. 1 round/level [D]  1 minute/level increase +1 per four levels above 5th; 24 hours I effects. Instantaneous the and is stunned for 1 round. If subject is 1 round/level tamage to chaotic creature [Double to Permanent the geach action. 1 minute/level [D]	Range Com Close (60 ft.) V,S,I  Target: One or more creamore than 30 ft. apart Touch S,M'  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/leve than 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I  Target: One creature/2 le more than 30 ft. apart Touch V,S,I  Target: One creature/3 le Touch V,S,I  Target: One evil creature N/A V,S,I  Target: Cylinder [20-ft. ra Touch V,S,I  Target: Cylinder [20-ft. ra Touch V,S,I  Target: Cylinder [20-ft. ra Touch V,S,I	nation  Spell Resistance DF Yes [harmless]  atures, no two of which are DF Yes [harmless, object DF Yes [harmless, object In two of which are more M,DF No Idius, 20 ft. high] M,DF Yes [harmless]  Evels, no two of which are M/DF N/A  Evels DF Yes  with Intelligence 3+ M,DF No Idius, 20 ft. high] Yes  Idius, 20 ft. high] Yes	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation [See text]  Caster Level: 14  Conjuration (Creation) [Chaotic, Water] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Conjuration (Creation) [Chaotic, Water] Caster Level: 14  Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 14  Conjuration (Creation) [Lawful Water] Caster Level: 14  Necromancy  Caster Level: 14  Evocation	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.11  SPELL CO: Pg.17  SPELL CO: Pg.21
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all all against fear, all against fear ag	DC 20  creatures 20  effects m 20  AC, save 20  level [mage. 20  level additiona 20  s, saves. 20	Saving Throw  None  s gain 1d8 +1/caster level  Will negates [harmless, object]  Multiple weapons or project  None  creatures.  Will negates [harmless]  s again anything drag  N/A  are currently on, negate  Will negates  ax 10d6] points of nonlet  None  th and ranged attacks. Eal 5d6 acid.  Will negates  and checks; or 50% cha  Will partial	Time 1 standard action el [max 15] 1 standard action el [max 15] 1 standard action ectiles at a 1 standard action ectiles at a 1 standard action et la standard action standard action thal damag 1 standard action et la damag 1 standard action en standard action frightened 1 standard action frightened 1 standard	LEVEL 3  Duration 1 minute/level 1 temporary hp. 2 hours/level; see text  1 minute/level distance. 1 round/level [D]  1 minute/level increase +1 per four levels above 5th; 24 hours I effects. Instantaneous the and is stunned for 1 round. If subject is 1 round/level tamage to chaotic creature [Double to Permanent the geach action. 1 minute/level [D]	Range Com Close (60 ft.) V,S,I  Target: One or more creamore than 30 ft. apart Touch S,M/  Target: Living creatures t Close (60 ft.) V,S,I  Target: One weapon/leve than 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I  Target: One creature/2 le more than 30 ft. apart Touch V,S,I  Target: One creature/3 le Touch V,S,I  Target: One creature/3 le Touch V,S,I  Target: One evil creature N/A V,S,I  Target: Cylinder [20-ft. ra Touch V,S,I  Target: One creature/3 le Touch V,S,I  Target: Cylinder [20-ft. ra Touch V,S,I	nation  Spell Resistance DF Yes [harmless]  atures, no two of which are DF Yes [harmless, object DF Yes [harmless, object In two of which are more M,DF No Idius, 20 ft. high] M,DF Yes [harmless]  Evels, no two of which are M/DF N/A  Evels DF Yes  with Intelligence 3+ M,DF No Idius, 20 ft. high] Yes  Idius, 20 ft. high] Yes	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation (Creation) (Chaotic, Water] Caster Level: 14  Conjuration (Creation) (Chaotic, Water] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Conjuration (Creation) (Chaotic, Water] Caster Level: 14  Conjuration (Creation) [Fear, Good, Mind-Affecting] Caster Level: 14  Conjuration (Creation) [Lawful Water] Caster Level: 14  Necromancy  Caster Level: 14  Evocation  Caster Level: 14  Evocation	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.11  SPELL CO: Pg.14  SPELL CO: Pg.17  SPELL CO: Pg.21  SPELL CO: Pg.21
Name Aid, Mass  Effect: +1 on attack rolls, +1 against fear, all of the process o	DC 20  creatures 20  effects m 20  ass lawful a 20  AC, save 20  level [max 20  ot, Searca additions 20  s, saves, 20	Saving Throw  None  Signing Throw  Signing Throw  Will negates [harmless]  Will negates [harmless, object]  Multiple weapons or project  None  Creatures.  Will negates [harmless]  Is against anything drag  N/A  Is are currently on, negat  Will negates  Anything drag  Hard and checks; or 50% che  Will partial  Holl, Save or become the fortitude partial	standard action  Time  1 standard action el [max 15]  1 standard action	Duration 1 minute/level 1 temporary hp. 2 hours/level; see text 1 minute/level distance. 1 round/level [D] 1 minute/level increase +1 per four levels above 5th; 24 hours I effects. Instantaneous I round/level Image to chaotic creature [Double to Permanent Ing each action. 1 minute/level [D] Instantaneous Inst	Range Com Close (60 ft.) V,S,I  Target: One or more crea more than 30 ft. apart Touch S,M/  Target: One weapon/leve than 30 ft. apart N/A V,S,I  Target: Cylinder [20-ft. ra Close (60 ft.) V,S,I  Target: One creature/2 le more than 30 ft. apart Touch V,S,I  Target: One creature/2 le more than 30 ft. apart Touch V,S,I  Target: One creature/3 le Touch V,S,I  Target: Cylinder [20-ft. ra Touch V,S,I	nation  Spell Resistance DF Yes [harmless]  atures, no two of which are DF Yes [harmless, object DF Yes [harmless] DF Yes [harmless]  evels, no two of which are M/DF N/A  evels DF Yes  with Intelligence 3+ M,DF No  ddius, 20 ft. high] Yes  d DF Yes  a of gnashing teeth	(Compulsion) [Mind-Affecting] Caster Level: 14  School Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation (Creation) (Chaotic, Water] Caster Level: 14  Conjuration (Creation) (Chaotic, Water] Caster Level: 14  Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Conjuration (Creation) (Chaotic, Water] Caster Level: 14  Conjuration (Creation) [Fear, Good, Mind-Affecting] Caster Level: 14  Conjuration (Creation) [Lawful Water] Caster Level: 14  Necromancy  Caster Level: 14  Evocation  Caster Level: 14  Evocation	SOURCE SPELL CO: Pg.8  SPELL CO: Pg.8  SPELL CO: Pg.9  SPELL CO: Pg.11  SPELL CO: Pg.17  SPELL CO: Pg.21  SPELL CO: Pg.22  RSRD: SpellsA-B.rtf  SPELL CO: Pg.30

Manual professional professio					Cleric Spells				
March   Marc	Blindness/Deafness	20	Fortitude negates	standard		, ,		ŕ	RSRD: SpellsA-B.rtf
Part	□□□□□*Blur	20		standard	1 minute/level [D]	Touch V		Illusion (Glamer)	RSRD: SpellsA-B.rtf
Second contention   1	Chain of Eyes		Will negates		1 hour/level	Touch V,S		Divination	SPELL CO: Pg.45
Control Cont	Checkmate's Light	20		standard action		Touch V,S,E	DF No	Evocation [Lawfu	I] SPELL CO: Pg.46
Section 1997   Sect	bonus vs. fear in 20 ft radius of red light.		•	-		-			CDELL CO. D- 40
March   Marc	Effect: Get direction and general status of a	known ta	ırget.			Target: You		Caster Level: 14	Ů
April   Continue   Property   Continue   C	•		[harmless]	standard action				[Mind-Affecting]	SPELL CO: Pg.47
Continue   Filame	Cloak Pool  Effect: Causes a color pool on the Astral Plai		[harmless,object]	standard	1 hour/level [D]	, , , ,	No	[Mind-Affecting]	SPELL CO: Pg.48
Control Condo   Majes   Part	Continual Flame			standard	Permanent	Touch V, S,		Evocation [Light]	RSRD: SpellsC.rtf
Command Cold   Cold   Part   Fortier   Part   Secure   Part   P	Conviction, Mass		[harmless]		10 minutes/level				SPELL CO: Pg.52
Circle Continue seasons of Line and Seasons (1), and John 1170   Line 1170	Effect: Same as conviction, except it affects I			standard	1 round/level [D]				SPELL CO: Pg.52
Select Care Strong on France and Select Care Strong on France Care Strong on Select Ca	move at half speed for as ong as they remain	in the a	irea.	fect. Creat					
March   Care Serious Wounds   March	Create Food and Water  Effect: Feeds 3 humans or 1 horses/level.	20	None		24 hours; see text	Target: Food and water to	sustain 3 humans/level or	(Creation)	RSRD: SpellsC.rtf
	Cure Serious Wounds			standard	Instantaneous	Touch V, S	Yes (harmless); see	(Healing)	RSRD: SpellsC.rtf
Provide Controlled Property Transfer Contro	□□□□ Darkfire	20		standard action		0 ft. V,S		Evocation [Fire]	SPELL CO: Pg.59
Process   Proc	Effect: Produce a flame that can be used for Daylight			1 standard					RSRD: SpellsD-E.rtf
Proceedings   Procedure   Pr	Effect: 60-ft. radius of bright light.  Deeper Darkness	20	None	1 standard	1 day/level [D]		DF No	Evocation	RSRD: SpellsD-E.rtf
Effect Clarate and surveation with both Chanter and Rela subtypes Level 12 and and continues it around con	Effect: Object sheds supernatural shadow in Demon Dirge			standard	1d6 rounds; see text		DF Yes		SPELL CO: Pg.63
Effect: Creatures of Evil and Lawful subtypes take 2 dis damage (no save). Biosetize must see of the Stunned.  Effect: Creatures for living creature.  20 Will regards.  Effect: Subject gains temporary bonus to luck score.  Effect: Subject gains temporary bonus to luck score.  Effect: But leave and shying creature down 0.0 ft. or 100. ft. They take fail almange if they colled with the ground [1d6 per 10.1t.].  Effect: Effect: As lesser energized shield, except energy resistance is 10 and damage if they colled with the ground [1d6 per 10.1t.].  Effect: Choose a energy type and it causes 1d8 +1/creature level [max +20]. Vor may double the damage if you forgoe a save and Target: All creatures within a 20-ft-radiub bust contained action  Effect: Clean benefit from delay, see lext.  Effect: Clean benefit from delay, see lext.  Effect: Clean benefit from delay, see lext.  Effect: Clean benefit from delay see lext.  Effect: Small fame sheds light and deals stills+14 fire damage, plus blinds and deals stills and deals stills+14 fire damage, plus blind		th both (	Chaotic and Evil subtype	s [No Save	e. If the creature is Tanar'ri it is also	Target: Living creature		Caster Level: 14	
	Devil Blight		partial; see text	action		, ,	DF Yes		SPELL CO: Pg.64
Divine Luck  20 Will negates 1 standard standard standard standard standard action  Effect: Subject gains temporary bonus to luck score.  Effect: Subject gains temporary bonus to luck score.  Effect: Subject gains temporary bonus to luck score.  Effect: Either send a flying creature down 50 ft. or 100 ft. They take fail dam-rape if they collide with the ground [1d6 per 10 ft.].  Effect: Either send a flying creature down 50 ft. or 100 ft. They take fail dam-rape if they collide with the ground [1d6 per 10 ft.].  Effect: As lesses energized shield, except energy resistance is 10 and damage death is 2d6  Effect: As lesses energized shield, except energy resistance is 10 and damage death is 2d6  Effect: Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and rather than the damage as well.  Effect: Gain benefit from deity; see text.  Effect: Small fiame sheds light and deals 1d8+14 fire damage, plus blinds and deazes for opposite alignment; 1d6 fire damage is cortex.  Effect: Small fiame sheds light and deals 1d8+14 fire damage, plus blinds and deazes foes of opposite alignment; 1d6 fire damage of others.  Effect: Small fiame sheds light and deals 1d8+14 fire damage, plus blinds and deazes foes of opposite alignment; 1d6 fire damage to others.  Effect: Small fiame sheds light and deals 1d8+14 fire damage, plus blinds and deazes foes of opposite alignment; 1d6 fire damage to others.	Dispel Magic			1 standard	Instantaneous	Medium (240 ft.) V, S		Abjuration	RSRD: SpellsD-E.rtf
Effect: Subject gains temporary bonus to luck score.  Effect: Subject gains temporary bonus to luck subject gains temporary bonus to luck and subject to luck and subject gains temporary bonus to luck and subject gains temporary bonus to luck and subject gains temporary bonus to luck and subject gains temporary to luck and subject gains temporary to luck and subject gains and subject gains temporary to luck and subject gains and subject gain		20	Will pogetoe	1	140 minutes	20-ftradius burst			ADM: p. 151
Downdraft			Will riegates		140 minutes	10ucii v, 3,	ivi Tes (Halffiless)	Hansmutation	AFW. p. 151
Effect: 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.].    Touch   V.S., DF   No   No   No   No   No   No   No   N	Effect: Subject gains temporary bonus to luct		Reflex partial; see tex		Instantaneous		// Yes		SPELL CO: Pg.72
### Reflect: As lesser energized shield, except energy resistance is 10 and damage death is 266 Farget: Touch    Caster Level: 14   Caster Level: 14	Effect: Either send a flying creature down 50			action ge if they o 1 standard				Abjuration [See	SPELL CO: Pg.79
action  Effect: Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and Target: All creatures within a 20-ft. radius burst centered on you call take the damage as well.    Caster Level: 14   Touch   V,S,M   Yes [harmless]   Abjuration   SPELL CO: Pg.89	Effect: As lesser energized shield, except en			action e dealt is 2 1			Yes	Caster Level: 14 Evocation	SPELL CO: Pg.81
## Abjuration   SPELL CO: Pg.89   Favorable   Sacrifice   20   Will negates   harmless]   standard action   SPELL CO: Pg.89   Selfact: Gain benefit from deity; see text.   Target: Creature touched   Caster Level: 14   Cast		d8 +1/ca	aster level [max +20]. Yo	action	uble the damage if you forgoe a save and		n a 20-ftradius burst	Cold, Fire, Electricity, Sonic]	
Fell the Greatest Foe 20 Fortitude negates   1 standard action   1 round/level   1 round/level	□□□□□ Favorable Sacrifice	20			1 hour/level	Touch V,S,N	M Yes [harmless]	·	SPELL CO: Pg.89
Flame of Chaos  20 None or Reflex partial 1 14 minutes [D] or until expended at standard action  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.  1 1 or und/level 1 or until expended action  Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire 1 or until expended 20 None or Reflex partial 1 14 rounds [D] or until expended 3 V, S, DF Yes 2 Evocation [Chaos, APM: p. 155 Fire]  Target: One fiery aura on your holy symbol 2 caster Level: 14  Target: Nonmagical weapon touched 2 caster Level: 14  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire 3 tandard action  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire 3 tandard action  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire 4 tandard action  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire 4 tandard action  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire 5 tandard action  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire 5 tandard action 5 tandard action 6 tandard action 7 tandard action 7 tandard action 7 tandard action 7 tandard action 8 ta	□□□□□Fell the Greatest Foe		[harmless]	standard	1 round/level		// Yes [harmless]		SPELL CO: Pg.90
Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.  Touch V,S,M No Evocation SPELL CO: Pg.95  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch V,S,M No Evocation SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch SPELL CO: Pg.95  Target: Nonmagical weapon touched Caster Level: 14  Touch SPELL CO: Pg.95  Target: Nonmagical weapon touched Ca	Effect: Deal 1d6 damage per size category d			standard	14 minutes [D] or until expended		DF Yes	Evocation [Chaos	s, APM: p. 155
Flame of Faith  20 None  1 tround/level standard action  Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.  Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.  1 d rounds [D] or until expended  20 None or Reflex partial action  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire  1 d rounds [D] or until expended  2 None or Reflex partial action  1 d rounds [D] or until expended  3 V, S, DF Yes  4 Power One fiery aura on your holy symbol  Caster Level: 14  2 APM: p. 155  Caster Level: 14  1 d rounds [D] or until expended  3 V, S, DF Yes  Evocation  Caster Level: 14  APM: p. 156  Law]  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire  Target: One fiery aura on your holy symbol  Caster Level: 14  APM: p. 156  Law]		+14 fire	damage, plus blinds an		oes of opposite alignment; 1d6 fire	Target: One fiery aura on	your holy symbol	Caster Level: 14	
Flame of Good  20 None or Reflex partial 1 14 rounds [D] or until expended 0 V, S, DF Yes Evocation [Fire, Good]  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.  20 None or Reflex partial 1 1 14 rounds [D] or until expended 0 V, S, DF Yes Evocation [Fire, APM: p. 156 and and standard action of the standard action standard action of the stan	□□□□□ Flame of Faith			standard action	1 round/level				SPELL CO: Pg.95
Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire Target: One fiery aura on your holy symbol Caster Level: 14 damage to others.  20 None or Reflex partial 1 14 rounds [D] or until expended 0 V, S, DF Yes Evocation [Fire, APM: p. 156 Law]  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire Target: One fiery aura on your holy symbol Caster Level: 14 damage to others.	Effect: Normal or masterwork weapon becom			1 standard	14 rounds [D] or until expended			Evocation [Fire,	APM: p. 155
Plame of Law 20 None or Reflex partial 1 14 rounds (D) or until expended 0 V, S, DF Yes Evocation [Fire, APM: p. 156 standard action  Effect: Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire  Target: One fiery aura on your holy symbol  Caster Level: 14 damage to others.		+14 fire	damage, plus blinds an		oes of opposite alignment; 1d6 fire	Target: One fiery aura on	your holy symbol	Caster Level: 14	
damage to others.	☐☐☐☐Flame of Law			standard action		1, 2,		Law]	APM: p. 156
		8+14 fire	damage, plus blinds an	d dazzles f		Target: One fiery aura on	your holy symbol	Caster Level: 14	

				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 time of casting]	n or fifty pro	jectiles [all in contact a	t Caster Level: 14	
□□□□□ Girallon's Blessing	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.106
Effect: Gain an additional pair of arms; see to	ext 20	See text	10 minutes	Permanent until discharged [D]	Target: Creature too Touch	V, S, M	No (object) and Yes; see text	Caster Level: 14 Abjuration	RSRD: SpellsF-G.rtf
Effect: Inscription harms those who pass it.  Grace	20	N/A	1 swift action	1 round/level	Target: Object touch Personal	hed or up to V	0.5 sq. ft/level N/A	Caster Level: 14 Transmutation [Good]	SPELL CO: Pg.107
Effect: +2 sacred bonus to Dex, Land speed  Hamatula Barbs	increase 20	s by 10 ft20 penalty to Fortitude negates	1 standard	cks. 10 minutes/level	Target: You Touch	V,S,M	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.109
Effect: Any creature hitting the subject takes			action	41	Target: Creature to		Mi	Caster Level: 14	D0DD 0
Effect: Ghostly hand leads subject to you.	20	None	1 standard action	1 hour/level	5 miles  Target: Ghostly han	V, S, DF	No	Evocation  Caster Level: 14	RSRD: SpellsH-L.rtf
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 outsiders].	checks,	-4 ranged attacks. Evil		ake 2d6 damage each round [double if	Target: Cylinder [20	)-ft. radius, 2	20 ft. high]	Caster Level: 14	
lce 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  Inflict Serious Wounds	caster le	vel [max +10]. Will half	1	Instantaneous	Target: Battleaxe-sh Touch	naped wear V, S	oon of swirling ice Yes	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 3d8 +1/level [max +15]			standard action		Target: Creature to			Caster Level: 14	
□□□□□Interplanar Message	20	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Depen	SPELL CO: Pg.124 ident]
Effect: Send 25 words or less to the targeted Invisibility Purge	creature 20	; see text. None	1 standard action	1 minute/level [D]	Target: One creatur Personal	v, S	No	Caster Level: 14 Evocation	RSRD: SpellsH-L.rtf
Effect: Dispels invisibility within 5 ft./level	20	N/A		Instantaneous	Target: You	Ven	N/A	Caster Level: 14	CDELL CO. D. 400
Effect: Teleport and end up flanking an oppo	20	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 14	SPELL CO: Pg.129
Effect: Teleport and end up flanking an oppo	nent. 20	Will negates	1 standard action	Instantaneous	Close (60 ft.)	S,DF	Yes	Divination	SPELL CO: Pg.129
Effect: Learn strengths or weaknesses of opp	oonent; s 20	ee text. Will negates	1 standard	Instantaneous	Target: One creatur Close (60 ft.)	re V,S	Yes	Caster Level: 14 Divination	SPELL CO: Pg.129
Effect: Learn any vulnerabilities and resistan	ces the to	arget has. None	1 standard	10 minutes/level [D]	Target: One creatur Medium (240 ft.)	re V,S	Yes; see text	Caster Level: 14 Evocation [Good, Light]	SPELL CO: Pg.132
Effect: Same as light of Lunia except damage	e is 3d6 (	or 6d6 vs. undead or out None	1	e text 1 minute/level	Target: You and up Long (960 ft.)	to two rays V, S, F/DF		Caster Level: 14 Divination	RSRD: SpellsH-L.rtf
Effect: Senses direction toward object [speci	fic or type	e].	standard action			ered on you	, with a radius of 400 +	Caster Level: 14	
□□□□□Magic Circle against Chaos	20	Will negates	1	10 minutes/level	40 ft. per level Touch	V, S, M/DF	No; see text	Abjuration [Lawful	] RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind con	ntrol, hec	(harmless)	standard action outsiders in				from touched creature	, ,	,,
□□□□□Magic Circle against Evil	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch		No; see text		RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind con Magic Circle against Law	ntrol, hed 20	ge out elementals and o Will negates (harmless)	outsiders in 1 standard action	n 10-ft. radius and 10 minutes/level. 10 minutes/level	Target: 10-ftradius Touch		from touched creature No; see text	Caster Level: 14 Abjuration [Chaotic]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind con Magic Vestment	ntrol, hed 20	ge out elementals and of Will negates (harmless, object)		n 10-ft. radius and 10 minutes/level. 1 hour/level	Target: 10-ftradius		from touched creature Yes (harmless, object		RSRD: SpellsM-O.rtf
Effect: Armor or shield gains +1/4 levels [ma:	x +5] enh 20	ancement N/A	1	10 minutes/level [D]	Target: Armor or sh Personal	ield touche	d N/A	Caster Level: 14 Abjuration [Chaos	s] SPELL CO: Pg.137
☐☐☐☐☐ Mantle of Chaos  Effect: Gain SR 12 + your caster level agains			standard action		Target: You	v ,O,IVI		Caster Level: 14	, 51 EEE 60. 1 g.137
□□□□ 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 agains  Meld into Stone	st spells v 20	with the chaos descripto None	r. 1 standard	10 minutes/level	Target: You Personal	V, S, DF	No	Caster Level: 14 Transmutation [Earth]	RSRD: SpellsM-O.rtf
Effect: You and your gear merge with stone.	20	Fortitude negates	action	Instantaneous	Target: You 30 ft.	V,S,M	No	Caster Level: 14 Conjuration	SPELL CO: Pg.146
Effect: Creatures in area must save or be na	useated	for 1d6 rounds.	standard action		Target: Cone-shape	ed burst		(Creation)  Caster Level: 14	
Obscure Object	20	Will negates (object)	1 standard action	8 hours [D]	Touch		Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
Effect: Masks object against scrying.  Prayer	20	None	1 standard	1 round/level	Target: One object t 40 ft.	V, S, DF		Caster Level: 14 Enchantment (Compulsion)	RSRD: SpellsP-R.rtf
Effect: Allies +1 bonus on most rolls, enemie	s -1 pena	alty.	action		Target: All allies and	d foes within	n a 40-ftradius burst	[Mind-Affecting] Caster Level: 14	
Protection from Energy	20	Fortitude negates (harmless)	1 standard	10 minutes/level or until discharged	centered on you Touch		Yes (harmless)	Abjuration 14	RSRD: SpellsP-R.rtf
Effect: Absorb 12 points of damage/level [ma	ax 120] fr 20	Fortitude negates	action	Instantaneous	Target: Creature too Touch	uched V, S	Yes (harmless)	Caster Level: 14 Conjuration	RSRD: SpellsP-R.rtf
Effect: Cures normal or magical conditions.		(harmless)	standard action		Target: Creature to			(Healing)  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.  Remove Disease	20	Fortitude negates (harmless)	1 standard	Instantaneous	Target: Creature or Touch	item touche V, S	ed Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsP-R.rtf
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				Cleric Spells					
Effect: Cures all diseases affecting subject.		5.0.1.	action		Target: Creature tou		V. B	Caster Level: 14	00511 00 5 15
Resist Energy, Mass	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	,	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: As resist energy, except that it affect					Target: One creature more than 30 ft. apa	ırt		Caster Level: 14	
Resurgence, Mass	20	Will negates [harmless]	1 standard action	Instantaneous	,	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.175
Effect: Same as resurgence, except it affect spell-like ability, or supernatural ability.		-	y on a faile		Target: One creature more than 30 ft. apa	ırt		Caster Level: 14	
Ring of Blades	20	N/A	1 standard action	1 minute/level	Personal	V,S,M	N/A	Conjuration (Creation)	SPELL CO: Pg.177
Effect: Deals 1d6 +1 per caster level [max +	-10] points 20	None or Will negates	1	s. DR does apply to damage. 10 minutes/level	Target: You Touch	V,S	No or Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.179
Effect: Subject can find the shortest, most of	lirect route	[harmless] e to safety; see text.	standard action		Target: Creature tou	ıched		Caster Level: 14	
Searing Light	20	None	1 standard action	Instantaneous		V, S	Yes	Evocation	RSRD: SpellsS.rtf
Effect: Range deals 1d8/2 levels [max 5d8] light; construct or inanimate object only take	damage; es 5d6 dar	1d6/level [max 10d6] ag		ad; 10 to undead vulnerable to bright	Target: Ray			Caster Level: 14	
Sheltered Vitality	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.188
Effect: Subject gains immunity to fatigue, ex	haustion,	and ability damage or o		1 minute/level	Target: Living creatu	ure touched	d No	Caster Level: 14 Abjuration [Good]	SPELL CO: Pg.188
Effect: Grants +1 sacred bonus to Armor Cl		[object,harmless]	standard action		Target: One shield of			Caster Level: 14	00. · g.100
Effect: Grants +1 sacred bonus to Armor Cl	ass and R	Will negates	1 standard	els [max +5]. 1 round		V,S,DF	Yes	Transmutation	SPELL CO: Pg.190
Effect: Affect creatures sink 100 ft./round; s	ee text		action		Target: One creature	e/level. no	two of which are more	Caster Level: 14	
Skull Watch	20	See text	1	Permanent	than 30 ft. apart	V,S,F	No	Necromancy	SPELL CO: Pg.191
			standard action					ŕ	00 g.ivi
Effect: Alarm affect; see text Slashing Darkness	20	None	1	Instantaneous	Target: One humani Medium (240 ft.)	iod skull V,S	Yes	Caster Level: 14 Evocation	SPELL CO: Pg.191
· ·	lame = :	ndood best see at the	standard action		Torrect: Davi			Control	
Effect: Deal 1d8/2 caster levels [max 5d8] c	amage, u 20	ndead heal equal dama Will negates [harmless]	ge. 1 standard	1 hour/level [D]	Target: Ray Close (60 ft.)	V,S	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.194
Effect: Same as Snowshoes, except as not	ed.	,	action			e/level, no	two of which are more	Caster Level: 14	
□□□□□ Sonorous Hum	20	N/A	1 standard	1 minute/level [D]	than 30 ft. apart	V,S	N/A		SPELL CO: Pg.196
Effect: The next spell you cast during the ef	fect of sor		action	ation to maintain is maintained for you.	Target: You			Caster Level: 14	
□□□□□Spark of Life	20	Will negates	1 standard action	1 round/level		V,S	Yes	Necromancy	SPELL CO: Pg.196
Effect: Undead touched temporarily acts as	if it were a	alive and vulnerable as Will negates; see text	if it weren't	undead. 1 minute/level	Target: Undead crea	ature touch	ned No	Caster Level: 14 Necromancy	RSRD: SpellsS.rtf
Effect: Corpse answers one question/2 leve	ls.	_	minutes	1 hour/level	Target: One dead cr	reature		[Language-Deper Caster Level: 14	ident]
□□□□□Spikes	20	None	1 standard action			V,S,M	No	Transmutation	SPELL CO: Pg.202
Effect: As brambles, except affected weapo	n gains +2 20	2 enhancement bonus a Will negates (harmless)	nd threat ra 1 standard	ange doubled. 14 minutes	Target: Wooden wea		ned F Yes (harmless)	Caster Level: 14 Abjuration [Mind-Affecting]	APM: p. 172
Effect: Recipient gains defenses against ch		pulsions, and mind-affe	action	s	Target: Creature tou			Caster Level: 14	
□□□□□Stone Shape		None	1 standard	Instantaneous		V, S, M/DI	F No	Transmutation [Earth]	RSRD: SpellsS.rtf
Effect: Sculpts stone into any shape.			action			ne object t	ouched, up to 10 cu. ft.	Caster Level: 14	
□□□□□Summon Monster III	20	None	1 round	1 round/level [D]	+1 cu. ft./level Close (60 ft.)	V, S, F/DF	- No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for	you.				which can be more t	than 30 ft.	ed creatures, no two of apart	Caster Level: 14	
□□□□□ Suppress Glyph	20	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SPELL CO: Pg.216
Effect: Gain enhanced awareness of magic	al writing s	such as a glyph of ward None		tt. 140 minutes	Target: 100-ftradiu: 30 feet	s emanatio	on centered on you No	Caster Level: 14 Divination	RSRD: PsionicSpells.
•			standard action					[Mind-Affecting]	
Effect: You forge a telepathic bond with and	ther willin 20	g creature with an Intell See text	1 standard	re of 6 or higher. 1 round/3 levels	Target: You and One Medium (240 ft.)		reature within 30'	Caster Level: 14 Evocation [Earth]	SPELL CO: Pg.223
Effect: Disrupts concentration; see text.	00	Mari	action	40 minds 4 4 11 18 18 18	Target: 40-ftradius		Van Berry Iv.	Caster Level: 14	CDELL CO. F. ***
□□□□Vigor, Mass Lesser	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect: Same as lesser vigor except it grant per round.	s all target			n of the spell at 1 hp automatically heale	more than 30 ft. apa	ırt		Caster Level: 14	
□□□□□ Visage of the Deity, Lesser	20	N/A	1 standard action	1 round/level		V,S,DF	N/A	Transmutation	SPELL CO: Pg.231
Effect: Your form becomes more like your d	eity's; see	text None	action 1	1 minute/level [D]	Target: You Close (60 ft.)	V,S,M	Yes; see text	Caster Level: 14	SPELL CO: Pg.234
□□□□□Wall of Light			standard action						51 ELE 00. 1°9.234
Effect: Any creature passing through the wa					square/level or hemi	i/sphere 5		Caster Level: 14	
□□□□ Water Breathing	20	Will negates (harmless)	1 standard action	2 hours/level; see text	Touch	V, S, M/DI	F Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect: Subjects can breathe underwater.	20	Will negates (harmless)	1 standard	10 minutes/level [D]	Target: Living creatu Touch		ed Yes (harmless)	Caster Level: 14 Transmutation [Water]	RSRD: SpellsT-Z.rtf
Effect: Subject treads on water as if solid.		(11011111055)	action		Target: One touched	d creature/	level	Caster Level: 14	
Weapon of Impact	20	Will negates [harmless,object]	1 standard	10 minutes/level		V,S	Yes [harmless,object]		SPELL CO: Pg.237
Effect: Double threat range of weapon.			action		Target: One bludged projectiles [all of whi	oning wear	oon or fifty blunt	Caster Level: 14	
□□□□□Weapon of the Deity	20	Fortitude negates	1	1 round/level		V,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
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## Cleric Spells

[harmless,object] standard action

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

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

				LEVEL 4	[S]				
Name	DC	Saving Throw	Time	LEVEL 4  Duration	Range	Comp.	Spell Resistance	School	Source
∩ Air Walk	21	None	1 standard action	10 minutes/level	Touch		Yes (harmless)		RSRD: SpellsA-B.rtf
Effect: Subject treads on air as if solid [climb a	at 45-de 21	gree angle]. N/A	1 swift action	1 round/level	Target: Creature [G Personal	Sargantuan o	or smaller] touched N/A	Caster Level: 14 Divination	SPELL CO: Pg.17
Effect: Gives a +10 bonus on caster level to o	vercome 21	e spell resistance of one N/A	specific c 1 standard action	reature. 24 hours/level	Target: You Close (60 ft.)	V,S,M	N/A	Caster Level: 14 Conjuration (Teleportation)	SPELL CO: Pg.17
Effect: On the Astral Plane this spell opens a	portal to 21	Will negates	ural healin 1	g can occur. 1 minute/level	Target: See text Touch	V,S	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.32
Effect: Grant blindsight to 30 ft.		[harmless]	standard action		Target: Creature to	uched		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 Contingent Energy Resistance	21	gnment. N/A	1 minute	1 hour/level [D]	Target: 10-ft. radius Personal	burst cente V,S,M	ered on you N/A	Caster Level: 14 Abjuration	SPELL CO: Pg.52
Effect: Same as Contigency, except it is more Control Water	limited. 21	None; see text	1 standard	10 minutes/level [D]	Target: You Long (960 ft.)	V, S, M/DF	No	Caster Level: 14 Transmutation [Water]	RSRD: SpellsC.rtf
Effect: Raises or lowers bodies of water.			action		Target: Water in a v	olume of 10	)-ft. by 10-ft. by 2-ft. pe	Caster Level: 14	
Crown of Terror  Effect: Enemies within 10 feet become shaker	21	None	1 standard action	14 rounds [D]	10 ft.  Target: A fiery halo	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting] Caster Level: 14	APM: p. 150
□□□□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 or Critical Wounds	n attacks 21	s and checks, +2 on sav Will half (harmless); see text	res against 1 standard action	t fear. Instantaneous	Target: A silver hald Touch	V, S	Yes (harmless); see text	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 4d8 +1/level [max +20] damage	21	Will negates (harmless)	1 standard	1 minute/level	Target: Creature to Touch		Yes (harmless)	Caster Level: 14 Necromancy	RSRD: SpellsD-E.rtf
Effect: Grants immunity to death spells and no	egative e 21	energy effects. Will negates [harmless]	1 immediat action	1 round/level e	Target: Living creat Close (60 ft.)		Yes [harmless]	Caster Level: 14 Necromancy	SPELL CO: Pg.63
Effect: Target cannot die from hit point damag	je during 21	the duration of the spe None		1 minute/level	Target: One creature Medium (240 ft.)	re V, S	Yes (object)	Caster Level: 14 Abjuration	RSRD: SpellsD-E.rtf
Effect: Bars extradimensional movement.  Discern Lies	21	Will negates	1 standard action	Concentration, up to 1 round/level	Target: Ray Close (60 ft.)	V, S, DF	No	Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals deliberate falsehoods.					Target: 1 creature/lethan 30 ft. apart	evel, no two	of which can be more		
□□□□ 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 place.  Divination	ane. 21	None	10 minutes	Instantaneous	Target: One extrapl Personal		re No	Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Effect: Provides useful advice for specific prop	oosed ad	otions. None	1 standard action	1 round/level	Target: You Personal	V, S, DF	No	Caster Level: 14 Evocation	RSRD: SpellsD-E.rtf
Effect: You gain attack bonus, +6 to Str, and 1	1 hp/leve 21	el. Will Negates (Harmless)		14 rounds	Target: You Close (60 ft.)	V, S	Yes (Harmless)	Caster Level: 14 Evocation	RSRD: PsionicSpell
Effect: You form a radiating corona around the text].		of a psionic ally, then co	nvert some		Target: One willing			Caster Level: 14	
□□□□ Freedom of Movement	21	Will negates (harmless)	1 standard action	10 minutes/level	Personal or touch	DF		Abjuration	RSRD: SpellsF-G.rtf
Effect: Subject moves normally despite imped	iments. 21	None	1 standard action	1 minute/level	Target: You or crea Close (60 ft.)	ture touched V, S, DF		Caster Level: 14 Transmutation	RSRD: SpellsF-G.rtf
Effect: Turns centipedes, scorpions, or spider	ŭ				more than 30 ft. apa	art	wo of which can be	Caster Level: 14	
□□□□Glowing Orb	21	None	1 standard action	Permanent	Touch	V,S,F	No		SPELL CO: Pg.106
Effect: Makes a light source in a globe; see te	xt 21	Fortitude negates	1 minute	1 hour/level	Target: Magical, co 10 ft.		ht source Yes	Caster Level: 14 Abjuration [See text]	SPELL CO: Pg.109
Effect: Immobile zone of warding that is permitted the same faith to enter or exit.					space				DCDD: Co-silell Last
□□□□*Haste	21	Fortitude negates (harmless)	1 standard action	1 round/level	Close (60 ft.)		Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
Effect: 1 creature/level moves faster, +1 on at	tack roll	s, AC, and Reflex saves	1	1 round/level [D]	Target: 1 creature/le than 30 ft. apart Personal		of which can be more N/A	Caster Level: 14 Transmutation	SPELL CO: Pg.116
☐☐☐☐ Holy Transformation  Effect: Change to good lawful outsider, size m			standard action			v,O,DI-		[Good]  Caster Level: 14	01 ELE 00. Fg.116
Darkvision 60', +4 Sacred Bonus to Saves, DI  Holy Transformation, Lesser			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 prote	ectar [minatures pg.66]. Fortitude partial	1 standard	Instantaneous	Target: You Close (60 ft.)	V,S	Yes	Caster Level: 14 Evocation [Cold]	SPELL CO: Pg.118
in and it is pourer mid			action						

				Cleric Spells					
Imbue with Spell Ability	21	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	RSRD: SpellsH-L.rtf
Effect: Transfer spells to subject.  Inflict Critical Wounds	21	Will half	1 standard action	Instantaneous	Target: Creature to Touch	vuched; see	text Yes	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 4d8 +1/level [max +20]	damage 21	Will negates [harmless]	1 standard	1 minute/level	Target: Creature to Touch	vuched V,S,F	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.125
Effect: Skeleton changes to Iron; grants +5 t	o natural 21	armor AC. Will negates	action 1 standard	1 minute/level	Target: Corporeal u	undead crea V,S,DF	ture touched Yes	Caster Level: 14 Abjuration	SPELL CO: Pg.131
Effect: Subject becomes immune to the effect	cts of pos	sitive energy; See text. Will negates	action	1 hour/level	Target: Creature to Close (60 ft.)		Yes (harmless, object	Caster Level: 14	RSRD: SpellsM-O.rtf
Effect: Weapon gains +1/4 levels [max +5] b		(harmless, object)	standard action		Target: One weapo	on or fifty pro	ejectiles [all of which	Caster Level: 14	
□□□□ Make Manifest	21	Will negates	1 standard	1 round/level	must be in contact casting] Close (60 ft.)	V,S,M	Yes	Transmutation	SPELL CO: Pg.137
Effect: Cause one creature on a coexistant p	lane to a	ppear on your plane; se Will negates	action e text. 1 standard	14 hours [D]	Target: One creatu Close (60 ft.)	re V, S, DF	Yes	Caster Level: 14 Transmutation	APM: p. 160
Effect: Subject is marked as an enemy, take	s a -1 pe 21	nalty on attack rolls, sav Fortitude half[living]	action es, and che 1	ecks. Instantaneous	Target: One living of Long (960 ft.)	creature V,S	Yes	Caster Level: 14 Evocation	SPELL CO: Pg.143
Effect: Bolt unerringly strikes dealing 1d4 Strounds; see text.	damage	Will negates[undead] per three caster levels	action	Undead instead fall helpless for 1d4	Target: One living oundead creatures,		reature, or two living or	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	d target gains like amou N/A	nt. 1 standard action	1 round/level	Target: Creature to Personal	v.S	N/A	Caster Level: 14 Necromancy	SPELL CO: Pg.146
Effect: Living creatures within 10 ft. lose 1 hp	o/3 caste 21	r level [max 5] each rour Will negates (harmless, object)		10 minutes/level	Target: 10-ftradiu:		Yes (harmless, object	Caster Level: 14 ) Conjuration (Healing)	RSRD: SpellsM-O.rtf
Effect: Immunizes subject against poison, de		venom in or on subject.	action	44	Target: Creature or touched			Caster Level: 14	N 1 212 2
*Otiluke's Resilient Sphere  Effect: Force globe protects but traps one su	21 hiect	Reflex negates	1 standard action	14 minutes [D]	Close (60 ft.)  Target: 14 ft. diame	V, S, M	Yes	Evocation [Force]  Caster Level: 14	Named: PHB 3.5
Panacea	21	Will half [harmless]; see text	1 standard	Instantaneous	creature Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.152
Effect: Removes most conditions; see text.	21	None	10 minutes	Instantaneous	Target: Creature to Close (60 ft.)	v. S, DF,	No	Caster Level: 14 Conjuration (Calling) [See	RSRD: SpellsP-R.rtf
Effect: Your deity sends you an elemental or	outsider	of the deity's choice of		s.	Target: One called less		r outsider of 6 HD or	Text] Caster Level: 14	
Planar Exchange, Lesser  Effect: Call a celestial creature see list; see t		None	1 round	1 round/level [D]	0 ft.  Target: One called		No	Conjuration (Calling) Caster Level: 14	SPELL CO: Pg.159
□□□□□ Planar Tolerance  Effect: Gain temporary respite from the natu	21	None	1 immediate action	1 hour/level e	20 ft.  Taraet: One creatu	V	Yes [harmless]	Abjuration  Caster Level: 14	SPELL CO: Pg.159
	21	Fortitude negates; see	ı 1	Instantaneous: see text	centered on you	V, S, DF		Necromancy	RSRD: SpellsP-R.rtf
Poison  Effect: Touch deals 1d10 Con damage, repe		text	standard action	mistantaneous, see text	Target: Living creat			Caster Level: 14	NOND. Opensr - N.Iti
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 damage.					Target: 10-ftradius			Caster Level: 14	
Recitation  Effect: Allies gain +2 [or +3 for worshipers] o	21	None	standard action	1 round/level	60 ft.	V,S,DF	Yes n a 60 ftradius burst	Conjuration (Creation) Caster Level: 14	SPELL CO: Pg.170
Repel Vermin	21	None or Will negates; see text	1 standard	10 minutes/level [D]	centered on you.	V, S, DF		Abjuration	RSRD: SpellsP-R.rtf
Effect: Insects, spiders, and other vermin sta	y 10 ft. a	way. Will negates [harmless]	action 1 standard	24 hours	Target: 10 ft. radius		centered on you Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.174
Effect: As resistance, except you grant the s	ubject +3 21	resistance bonus. Will negates	action	Instantaneous	Target: Creature to	vuched V, S, M	Yes (harmless)	Caster Level: 14 Conjuration	RSRD: SpellsP-R.rtf
Effect: Restores level and ability score drain:	s. 21	(harmless) None; see text	1 standard	1 minute/level	Target: Creature to Touch	vuched V,S,DF	Yes [harmless]	(Healing) Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.175
Effect: Brings an ally back to life for duration	of spell; 21	see text.	action 1	14 rounds [D]	Target: Dead ally to Personal	ouched V, S, DF		Caster Level: 14 Conjuration	APM: p. 166
Effect: See text	21	None	standard action	1 round/level; see text	Target: You See text	V, S, M/DF	- No	(Teleportation)  Caster Level: 14  Evocation	RSRD: SpellsS.rtf
□□□□□ Sending  Effect: Delivers short message anywhere, in  □□□□□□ Shadowblast		Fort negates	minutes	Insta	Target: One creatu		Yes	Caster Level: 14	SPELL CO: Pg.186
Effect: Creatures stunned for 1d6 rounds; na		shadow vulnerable take			Target: 20-ftradius	s spread	Vac (harmian-1	Caster Level: 14	
Shield of Faith, Mass  Effect: As shield of faith, except it affects mu	21 Itiple cre	Will negates [harmless] atures.	1 standard action	1 minute/level	Close (60 ft.)  Target: One creatu	V,S,M re/level, no	Yes [harmless] two of which are more	Abjuration  Caster Level: 14	SPELL CO: Pg.188
Smite Foe	21	Will partial	1 standard	Instantaneous; see text	than 30 ft. apart 60 ft.	V, S, DF		Evocation	APM: p. 169
Effect: Ray of divine power deals 3d8 damag	ge to one 21	target and sickens a liv Fortitude half	action ing target fo 1	or 2d4 rounds. Instantaneous	Target: Ray Medium (240 ft.)	V,S	Yes	Caster Level: 14 Evocation [Sonic]	SPELL CO: Pg.196
				* =Domain/Speciality Spell					

					Cleric Spells					
				standard action	•					
	ffect: Deals 1d8 per caster level [max 10d8].	21	Will negates	1	10 minutes/level	Target: One creature		Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsS.rtf
	Spell Immunity		(harmless)	standard action	10 minutes/level			res (namiess)		NOND. Openso.ru
	ffect: Subject is immune to 3 spells, up to 4th spell Vulnerability	1-level sp 21	Fortitude negates	1 round	1 minute/level	Target: Creature tour Close (60 ft.)	v,S	No	Caster Level: 14 Transmutation	SPELL CO: Pg.200
	ffect: Reduces subject's spell resistance by 1 Summon Hound Archon	per cas	ster level [max reduction None		uction can't reduce below 0.  Concentration, up to 1 round/level + 1	Target: One creature Close (60 ft.)	V,S,DF	No	Caster Level: 14 Conjuration	SPELL CO: Pg.214
					round				(Summoning) [Good, Lawful]	
_	ffect: Summons a hound archon [MM 16]; see Summon Monster IV	21	None	1 round	1 round/level [D]	Target: One summor Close (60 ft.)	V, S, F/DF		Caster Level: 14 Conjuration	RSRD: SpellsS.rtf
Ef	ffect: Calls extraplanar creature to fight for yo	ou.				Target: One or more which can be more the			(Summoning) Caster Level: 14	
S	lymbol of Despair	21	Will negates	10 minutes	See text			Yes	Enchantment (Compulsion)	APM: p. 173
Ef	ffect: Triggered rune fills nearby creatures with	th utter o	despair.	minutes		Target: One symbol			[Mind-Affecting] Caster Level: 14	
	ongues	21	Will negates (harmless)	1 standard	10 minutes/level	Touch	V, M/DF	No	Divination	RSRD: SpellsT-Z.rtf
Ef	ffect: Speak any language.			action		Target: Creature tou	ched		Caster Level: 14	
UCCCC	Indead Bane Weapon	21	Will negates [harmless,object]	1 standard	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.226
Ef	ffect: Give weapon touched undead bane spe	ecial abi	lity; add +2 enhanceme	action ent bonus a	and deals +2d6 of bonus damage.			projectiles [all of which	Caster Level: 14	
	Vall of Chaos	21	See text	1	10 minutes/level	must be touching at to Close (60 ft.)	the time of V,S,M/DF		Abjuration	SPELL CO: Pg.233
				standard action					[Chaotic]	
the	ffect: +2 to AC and saves, counter mind contribe designated hostile side.					Target: A straight was square/level or hemia	sphere 5 f	t./2 levels	Caster Level: 14	CDELL CO. D. CO.
	Vall of Good	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	rės	Abjuration [Good]	SPELL CO: Pg.233
	ffect: +2 to AC and saves, counter mind conti e designated hostile side.	rol, hedo	ge out elementals and o		10-ft. radius and 10 minutes/level from	Target: A straight was square/level or hemia			Caster Level: 14	
	-	21	See text	1 standard	10 minutes/level		V,S,M/DF		Abjuration [Law]	SPELL CO: Pg.234
E	ffect: +2 to AC and saves, counter mind conti	rol bode	as out alamontals and s	action	10 ft radius and 10 minutes/level from	Target: A straight wa	ll whose o	roa io un to ono 10 ft	Caster Level: 14	
the	e designated hostile side.	21	None	1	Concentration +1 round/level	square/level or hemi/ Medium (240 ft.)	sphere 5 f	t./2 levels	Conjuration Conjuration	SPELL CO: Pg.235
	vali of Sand	21	None	standard	Concentration +1 Tourid/level	Wedidili (240 it.)	V,3,IVI/DI	140	(Creation) [Earth]	37 ELE 00. 1 g.233
Ef	ffect: Creates a churning wall of sand.			dollori		Target: A straight was	III whose a	rea is up to one 10-ft.	Caster Level: 14	
					LEVEL 5					
Na	ame	DC	Saving Throw		Duration			Spell Resistance	School	Source
		22	None	1 hour	Instantaneous		V, S, M, F, DF, XP	Yes	Abjuration	RSRD: SpellsA-B.rtf
	ffect: Removes burden of misdeeds from sub Lura of Evasion	oject. 22	No	1	1 minute/level	Target: Living creatu 10 ft.	re touched V,S,M,DF		Caster Level: 14 Abjuration	SPELL CO: Pg.18
A	ura of Evasion	22		1 standard action		10 ft.	V,S,M,DF	No	Abjuration	SPELL CO: Pg.18
Ef ev	tura of Evasion  ffect: You and all creatures within the area gays asion gain a +4 to Reflex saves against breat	22 ain evasi ath wear	ion but only against bre	action ath weapo	ns, those who have evasion or improved	10 ft.  Target: 10-ft. radius	V,S,M,DF emanation	No centered on you	Abjuration  Caster Level: 14	
Ef ev	ura of Evasion  ffect: You and all creatures within the area ga	22 ain evas	ion but only against bre	action eath weapo 1 standard		10 ft.  Target: 10-ft. radius	V,S,M,DF	No	Abjuration	SPELL CO: Pg.18  SPELL CO: Pg.33
Ef	tura of Evasion  Iffect: You and all creatures within the area gavesion gain a +4 to Reflex saves against breat distering Radiance  Iffect: All sighted creatures in area are dazzlee	22 ain evas ath wear 22 ed [no sa	ion but only against bre cons. None and Fortitude partial; see text ve], and take 2d6 fire d	action eath weapo 1 standard action amage eac	ns, those who have evasion or improved 1 round/level ch round.	10 ft.  Target: 10-ft. radius (Long (960 ft.)  Target: 50-ftradius	V,S,M,DF emanation V,S,M spread	No centered on you Yes	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14	SPELL CO: Pg.33
Ef	ura of Evasion  ffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against brea flistering Radiance	22 ain evas ath wear 22 ad [no sa 22	ion but only against bre cons.  None and Fortitude partial; see text  ve], and take 2d6 fire d See text	action eath weapo 1 standard action amage eac 1 minute	ns, those who have evasion or improved 1 round/level	10 ft.  Target: 10-ft. radius of Long (960 ft.)  Target: 50-ftradius of Close (60 ft.)  Target: Up to 1 creat	V,S,M,DF emanation V,S,M spread V, S	No centered on you	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration	
Ef	tura of Evasion  Iffect: You and all creatures within the area grassion gain a +4 to Reflex saves against breatlistering Radiance  Iffect: All sighted creatures in area are dazzler  Ifect: Erees subjects from enchantments, alter	22 ain evas ath wear 22 ad [no sa 22	ion but only against bre cons.  None and Fortitude partial; see text  ve], and take 2d6 fire d See text	action eath weapon 1 standard action amage eac 1 minute in.	ns, those who have evasion or improved 1 round/level ch round.	Target: 10-ft. radius (Long (960 ft.)  Target: 50-ftradius (Close (60 ft.))  Target: Up to 1 creat other	V,S,M,DF emanation V,S,M spread V, S	No centered on you Yes No No still within 30 ft. of each	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration	SPELL CO: Pg.33
Ef	tura of Evasion  ffect: You and all creatures within the area gavesion gain a +4 to Reflex saves against breathistering Radiance  ffect: All sighted creatures in area are dazzleteak Enchantment	ain evas ath weap 22 ad [no sa 22 erations,	ion but only against bre bons. None and Fortitude partial; see text ve], and take 2d6 fire d See text curses, and petrificatio None	action eath weapon 1 standard action amage each 1 minute in. 10 minutes t cannot ex	ns, those who have evasion or improved 1 round/level ch round. Instantaneous Instantaneous cceed 1 hour.	Target: 10-ft. radius (Long (960 ft.)  Target: 50-ftradius (Close (60 ft.))  Target: Up to 1 creat other	V,S,M,DF emanation V,S,M spread V,S ture/level, a	No centered on you Yes No No still within 30 ft. of each	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42
El Constant	tura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against brea  Idistering Radiance  Iffect: All sighted creatures in area are dazzle  Iffect: Frees subjects from enchantments, alte  Call Zelekhut	ain evas ath weap 22 ad [no sa 22 erations,	ion but only against bre bons. None and Fortitude partial; see text ve], and take 2d6 fire d See text curses, and petrificatio None	action eath weapon 1 standard action amage each 1 minute in. 10 minutes t cannot ex	ns, those who have evasion or improved 1 round/level ch round. Instantaneous	10 ft.  Target: 10-ft. radius ( Long (960 ft.)  Target: 50-ftradius ( Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called ze	V,S,M,DF emanation V,S,M spread V,S ture/level, a	No centered on you Yes No all within 30 ft. of each	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Caster Level: 14  Evocation [Calling) [Lawful]  Caster Level: 14  Evocation [Fear, Language-Depend	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against brea  Idistering Radiance  Iffect: All sighted creatures in area are dazzle  Iffect: All sighted creatures in area are dazzle  Iffect: Frees subjects from enchantments, alte  Call Zelekhut  Iffect: You recieve the aid of a Zelekhut inevit.  Chastise Person  Iffect: You cause pain and damage to one or a	ain evas ath wear 22 ad [no sa 22 erations, 22 able in p	ion but only against bre sons. None and Fortitude partial; see text ve), and take 2d6 fire d See text curses, and petrificatio None performing one task that Will partial; see text	action ath weapo  1 standard action amage eac 1 minute n.  10 minutes t cannot ex 1 round	ns, those who have evasion or improved 1 round/level ch round. Instantaneous Instantaneous acced 1 hour. Concentration, up to 14 rounds	10 ft.  Target: 10-ft. radius of Long (960 ft.)  Target: 50-ftradius of Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called zero of the Close (60 ft.)	V,S,M,DF emanation V,S,M spread V, S rure/level, a V,S,DF,XP elekhut V,S,DF manoids, r	No centered on you Yes No all within 30 ft. of each No Yes to two of which can be	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Evocation [Fear, Language-Depending-Affecting]	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149
	tura of Evasion  Iffect: You and all creatures within the area gas vasion gain a +4 to Reflex saves against bree distering Radiance  Iffect: All sighted creatures in area are dazzler treak Enchantment  Iffect: Frees subjects from enchantments, alter all Zelekhut  Iffect: You recieve the aid of a Zelekhut inevite thastise Person	ain evas ath wear 22 ad [no sa 22 erations, 22 able in p	ion but only against bre sons. None and Fortitude partial; see text ve), and take 2d6 fire d See text curses, and petrificatio None performing one task that Will partial; see text	action action action 1 standard action amage eac 1 minute n. 10 minutes t cannot ex 1 round penalty or	ns, those who have evasion or improved 1 round/level ch round. Instantaneous Instantaneous acced 1 hour. Concentration, up to 14 rounds	10 ft.  Target: 10-ft. radius (Long (960 ft.))  Target: 50-ftradius (Close (60 ft.))  Target: Up to 1 creat other Close (60 ft.)  Target: One called zo 30 ft.  Target: 1 or more humore than 30 feet ap	V,S,M,DF emanation V,S,M spread V, S rure/level, a V,S,DF,XP elekhut V,S,DF manoids, r	No centered on you Yes No all within 30 ft. of each No Yes to two of which can be	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Evocation [Fear, Language-Depending-Affecting]  Caster Level: 14  Enchantment	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against breat listering Radiance  Iffect: All sighted creatures in area are dazzlereak Enchantment ffect: Frees subjects from enchantments, altereak Eall Zelekhut  Iffect: You recieve the aid of a Zelekhut inevitational freet: You cause pain and damage to one or necks.	ain evas ath wear 22 ad [no sa 22 erations, 22 able in p 22	ion but only against bre bons.  None and Fortitude partial; see text  ve], and take 2d6 fire d See text  curses, and petrificatio  None  performing one task that  Will partial; see text	action ath weapo  1 standard action amage eac 1 minute n.  10 minutes t cannot ex 1 round penalty or	ns, those who have evasion or improved 1 round/level ch round. Instantaneous Instantaneous acced 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability	10 ft.  Target: 10-ft. radius (Long (960 ft.))  Target: 50-ftradius (Close (60 ft.))  Target: Up to 1 creat other Close (60 ft.)  Target: One called zo 30 ft.  Target: 1 or more humore than 30 feet ap	V,S,M,DF emanation V,S,M spread V, S rure/level, a v,S,DF,XP elekhut V, S, DF manoids, r,	No centered on you Yes No all within 30 ft. of each No Yes to two of which can be tt	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Evocation [Fear, Language-Depen Mind-Affecting]  Caster Level: 14  Enchantment (Compulsion)	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against breat listering Radiance  Iffect: All sighted creatures in area are dazzlereak Enchantment ffect: Frees subjects from enchantments, altereak Eall Zelekhut  Iffect: You recieve the aid of a Zelekhut inevitational freet: You cause pain and damage to one or necks.	ain evas ath weap 22 ad [no sa 22 erations, 22 able in p 22 more hu	ion but only against bre bons.  None and Fortitude partial; see text  ve], and take 2d6 fire d See text  curses, and petrificatio  None  performing one task that  Will partial; see text	action atth weapo  1 standard action amage eac 1 minute n.  10 minutes t cannot ex 1 round penalty or 1 standard	ns, those who have evasion or improved 1 round/level ch round. Instantaneous Instantaneous acced 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability	Target: 10-ft. radius at Long (960 ft.)  Target: 50-ftradius at Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called ze 30 ft.  Target: 1 or more hu more than 30 feet ap Close (60 ft.)	V,S,M,DF emanation V,S,M spread V, S ture/level, a V,S,DF,XP elekhut V,S,DF manoids, r hart; see te:	No centered on you Yes  No all within 30 ft. of each No Yes to two of which can be kt Yes	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  (Calling) [Lawful]  Caster Level: 14  Evocation [Fear, Language-Depenc Mind-Affecting]  Caster Level: 14  Evocation [Fear, Language-Depenc Mind-Affecting]  Caster Level: 14  Enchantment (Compulsion)	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf
	tura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against breat distering Radiance  Iffect: All sighted creatures in area are dazzler treak Enchantment  Iffect: Frees subjects from enchantments, alter all Zelekhut  Iffect: You recieve the aid of a Zelekhut inevite chastise Person  Iffect: You cause pain and damage to one or necks.  Command, Greater  Iffect: As command, but affects 1 subject/leve	ain evas ath weap 22 ad [no sa 22 erations, 22 able in p 22 more hu	ion but only against bre bons.  None and Fortitude partial; see text  ve], and take 2d6 fire d See text  curses, and petrificatio  None  performing one task that  Will partial; see text	action eath weapo  1 standard action amage eact 1 minute in.  10 minutes to cannot ex 1 round penalty or 1 standard action	ns, those who have evasion or improved 1 round/level ch round. Instantaneous Instantaneous acced 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability	10 ft.  Target: 10-ft. radius of Long (960 ft.)  Target: 50-ftradius: Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called zo 30 ft.  Target: 1 or more humore than 30 feet ap Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Personal	V,S,M,DF emanation V,S,M spread V,S,S urre/level, z V,S,DF,XP elekhut V,S,DF manoids, r,See te: V vel, no two V,S,M,	No centered on you Yes  No all within 30 ft. of each No Yes to two of which can be kt Yes	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Caster Level: 14  Caster Level: 14  Evocation [Fear, Level: 14  Enchantment (Compulsion)  [Language-Dependind-Affecting]	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against break distering Radiance  Iffect: All sighted creatures in area are dazzler treak Enchantment  Iffect: Frees subjects from enchantments, alter  Call Zelekhut  Iffect: You recieve the aid of a Zelekhut inevite chastise Person  Iffect: You cause pain and damage to one or necks.  Command, Greater  Iffect: As command, but affects 1 subject/leve  Commune  Iffect: Deity answers one yes-or-no question/life	22 22 22 22 22 22 22 22 22 22 22 22 22	ion but only against bre soons.  None and Fortitude partial; see text ve), and take 2d6 fire d See text curses, and petrification None performing one task that Will partial; see text manaoids, who suffer -4 Will negates	action action weapon of the standard action armage each of the standard action armage each of the standard action	ns, those who have evasion or improved 1 round/level ch round. Instantaneous Instantaneous cceed 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability 1 round/level	10 ft.  Target: 10-ft. radius of Long (960 ft.)  Target: 50-ftradius of Close (60 ft.)  Target: Up to 1 creat other  Close (60 ft.)  Target: One called ze and the control of the contro	V,S,M,DF  emanation V,S,M  spread V,S  ure/level, a V,S,DF,XP  elekhut V,S,DF  manoids, r  sart; see te: V  vel, no two V,S,M, DF,XP	No centered on you Yes  No all within 30 ft. of each No Yes to two of which can be xt Yes of which can be more No	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration  (Calling) [Lawful]  Caster Level: 14  Evocation [Fear, Language-Depend Mind-Affecting]  Caster Level: 14  Enchantment  (Compulsion)  Language-Dependind-Affecting  Caster Level: 14  Divination  Caster Level: 14	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf  dent,
	tura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against break distering Radiance  Iffect: All sighted creatures in area are dazzler treak Enchantment  Iffect: Frees subjects from enchantments, alter  Call Zelekhut  Iffect: You recieve the aid of a Zelekhut inevite chastise Person  Iffect: You cause pain and damage to one or necks.  Command, Greater  Iffect: As command, but affects 1 subject/lever  Commune  Iffect: Deity answers one yes-or-no question/lectawling Darkness	22  d (no sa 22  erations, 22  able in p. 22  more hu 22  evel. 22	ion but only against bre 2009s.  None and Fortitude partial; see text veel, and take 2d6 fire d See text curses, and petrification None performing one task that Will partial; see text umanoids, who suffer -4 Will negates	action action wath weapo 1 standard action amage ead 1 minutes to cannot ex 1 round penalty or 1 standard action 10 minutes to 1 round 10 minutes 11 round 12 round 12 round 12 round 12 round 12 round 13 round 13 round 15 round 1	ns, those who have evasion or improved 1 round/level 2h round. Instantaneous Instantaneous cceed 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability 1 round/level 1 round/level 1 minute/level [D]	Target: 10-ft. radius is Long (960 ft.)  Target: 50-ftradius: Close (60 ft.)  Target: Up to 1 creat other  Close (60 ft.)  Target: 1 or more humore than 30 feet ap Close (60 ft.)  Target: 1 creature/let than 30 ft. apart  Personal  Target: You  Personal	V,S,M,DF emanation V,S,M spread V,S,S urre/level, z V,S,DF,XP elekhut V,S,DF manoids, r,See te: V vel, no two V,S,M,	No centered on you Yes No all within 30 ft. of each No Yes to two of which can be xt Yes of which can be more	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Conjuration (Fear, Language-Depen Mind-Affecting]  Caster Level: 14  Enchantment (Compulsion) [Language-Depen Mind-Affecting]  Caster Level: 14  Divination  Caster Level: 14  Conjuration (Creation)	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 dant,  RSRD: SpellsC.rtf dent,
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against break distering Radiance  Iffect: All sighted creatures in area are dazzler greak Enchantment  Iffect: Frees subjects from enchantments, alter greak Enchantment  Iffect: You recieve the aid of a Zelekhut inevite chastise Person  Iffect: You cause pain and damage to one or necks.  Command, Greater  Iffect: As command, but affects 1 subject/leve command.  Iffect: Delity answers one yes-or-no question/lect grawling Darkness  Iffect: Tentacles surround you but don't interfactures. +4 competence bonus to Grapple, Cl	22 d [no sa 22 arations, 22 able in p 22 more hu 22 devel. 22 evel. 22	ion but only against bre zons.  None and Fortitude partial; see text  ve), and take 2d6 fire d See text  curses, and petrificatio  None  performing one task tha  Will partial; see text  wall partial; see text  will negates  None  N/A  movement or casting. T	action wath weapo 1 standard action amage eac 1 minute in. 10 minutes t cannot ex 1 round penalty or 1 standard action 10 minutes 1 round 11 round	ns, those who have evasion or improved 1 round/level 2 h round. Instantaneous Instantaneous acced 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability 1 round/level 1 round/level 1 minute/level [D] le concealment and completely hide your	10 ft.  Target: 10-ft. radius at Long (960 ft.)  Target: 50-ftradius at Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called ze 30 ft.  Target: 1 or more hu more than 30 ft. apart Personal  Target: You Personal  Target: You	V,S,M,DF  emanation V,S,M  spread V,S  ure/level, a V,S,DF,XP  elekhut V,S,DF  manoids, r  sart; see te: V  vel, no two V,S,M, DF,XP	No centered on you Yes  No all within 30 ft. of each No Yes to two of which can be xt Yes of which can be more No	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Evocation [Fear, Language-Depen Mind-Affecting]  Caster Level: 14  Enchantment (Compulsion) [Language-Depen Mind-Affecting]  Caster Level: 14  Divination  Caster Level: 14  Divination  Caster Level: 14  Conjuration	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf  dent,
Effective of the control of the cont	tura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against bree distering Radiance  Iffect: All sighted creatures in area are dazzlevireak Enchantment  Iffect: Frees subjects from enchantments, altered and the subjects from enchantments and the state of the subject from the subjec	22 d [no sa 22 arations, 22 able in p 22 more hu 22 devel. 22 evel. 22	ion but only against bre zons.  None and Fortitude partial; see text  ve), and take 2d6 fire d See text  curses, and petrificatio  None  performing one task tha  Will partial; see text  wall partial; see text  will negates  None  N/A  movement or casting. T	action action wath weapo 1 standard action amage eac 1 minute in. 10 minutes t cannot ex 1 round penalty or 1 standard action 10 minutes 1 round 11 round 11 round 12 round 13 round 14 round 15 round 17 round 17 round 17 round 18 round 19	ns, those who have evasion or improved 1 round/level 2 h round. Instantaneous Instantaneous acced 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability 1 round/level 1 round/level 1 minute/level [D] le concealment and completely hide your	10 ft.  Target: 10-ft. radius of Long (960 ft.)  Target: 50-ftradius of Close (60 ft.)  Target: Up to 1 creat other  Close (60 ft.)  Target: One called ze 30 ft.  Target: 1 or more humore than 30 feet ap Close (60 ft.)  Target: 1 creature/lethan 30 ft. apart Personal  Target: You  Personal  Target: You  B	V,S,M,DF  emanation V,S,M  spread V,S  ure/level, a V,S,DF,XP  elekhut V,S,DF  manoids, r  sart; see te: V  vel, no two V,S,M, DF,XP	No centered on you Yes  No all within 30 ft. of each No Yes to two of which can be xt Yes of which can be more No	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Enchantment (Compulsion) [Language-Dependind-Affecting]  Caster Level: 14  Divination  Caster Level: 14  Conjuration (Creation)  Caster Level: 14  Conjuration (Creation)  Caster Level: 14	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf  dent,
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against break distering Radiance  Iffect: All sighted creatures in area are dazzler greak Enchantment  Iffect: Frees subjects from enchantments, alter and the subjects from enchantments, alter and the subjects from enchantments, alter and the subject great and damage to one or necks.  Command, Greater  Iffect: As command, but affects 1 subject/lever and the subject from the subjec	22 22 22 22 22 22 22 22 22 22 22 22 22	ion but only against bre 2000s.  None and Fortitude partial; see text ve), and take 2d6 fire d See text curses, and petrification None performing one task that will partial; see text manoids, who suffer -4 will negates  None  N/A  movement or casting. T I Escape Artist checks.  Will half (harmless) or will half; see text	action leath weapon of the standard action amage each of the standard action amage each of the standard action of	ns, those who have evasion or improved 1 round/level 2 h round. Instantaneous Instanta	10 ft.  Target: 10-ft. radius it Long (960 ft.)  Target: 50-ftradius: Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: 1 or more humore than 30 feet ap Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Personal Target: You Personal Target: You B Close (60 ft.)  Target: 1 creature/let Close (60 ft.)	V,S,M,DF emanation V,S,M spread V,S ure/level, ε V,S,DF,XP elekhut V,S,DF manoids,r,see te: V vel, no two V,S,M, DF,XP V,S,DF,XP	No centered on you Yes No all within 30 ft. of each No Yes no two of which can be xt Yes of which can be more No N/A Yes (harmless) or Yes	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration  (Calling) [Lawful]  Caster Level: 14  Evocation [Fear, Language-Depen Mind-Affecting]  Caster Level: 14  Enchantment (Compulsion)  Language-Depen Mind-Affecting 1  Caster Level: 14  Divination  Caster Level: 14  Conjuration  Creation)  Caster Level: 14  Conjuration  Creater Level: 14  Conjuration  Creater Level: 14  Conjuration  Creater Level: 14	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf dent,  RSRD: SpellsC.rtf  SPELL CO: Pg.55
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against brea  Idistering Radiance  Iffect: All sighted creatures in area are dazzle  Iffect: All sighted creatures in area are dazzle  Iffect: Frees subjects from enchantments, alte  Call Zelekhut  Iffect: You recieve the aid of a Zelekhut inevit  Chastise Person  Iffect: You cause pain and damage to one or necks.  Command, Greater  Iffect: As command, but affects 1 subject/leve  Commune  Iffect: Deity answers one yes-or-no question/lo  Crawling Darkness  Iffect: Tentacles surround you but don't interfe  atures. +4 competence bonus to Grapple, Cl  Wisj dealing 1d12 damage.  Cure Light Wounds, Mass  Iffect: Cures 1d8+1/level [max+25] damage 1	22 22 22 22 22 22 22 22 22 22 22 22 22	ion but only against bre 2000s.  None and Fortitude partial; see text ve), and take 2d6 fire d See text curses, and petrification None performing one task that will partial; see text manoids, who suffer -4 will negates  None  N/A  movement or casting. T I Escape Artist checks.  Will half (harmless) or will half; see text	action action wath weapo 1 standard action amage ead 1 minutes t annot ex 1 round penalty or 1 standard action 10 minutes 1 round 17 round 17 round 18 standard action 1 standard action 1 standard action 1 standard action 1	ns, those who have evasion or improved 1 round/level 2 h round. Instantaneous Instanta	10 ft.  Target: 10-ft. radius it Long (960 ft.)  Target: 50-ftradius : Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called zi 30 ft.  Target: 1 or more hu more than 30 feet ap Close (60 ft.)  Target: 1 creature/lethan 30 ft. apart Personal Target: You Personal Target: You B  Close (60 ft.)  Target: 1 creature/lethan 30 ft. apart B  Close (60 ft.)	V,S,M,DF emanation V,S,M spread V,S ure/level, ε V,S,DF,XP elekhut V,S,DF manoids,r,see te: V vel, no two V,S,M, DF,XP V,S,DF,XP	No centered on you Yes No No all within 30 ft. of each No Yes no two of which can be xt Yes of which can be more No N/A Yes (harmless) or Yes see text	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration  (Calling) [Lawful]  Caster Level: 14  Evocation [Fear, Language-Depen Mind-Affecting]  Caster Level: 14  Enchantment (Compulsion)  Language-Depen Mind-Affecting 1  Caster Level: 14  Divination  Caster Level: 14  Conjuration  Creation)  Caster Level: 14  Conjuration  Creater Level: 14  Conjuration  Creater Level: 14  Conjuration  Creater Level: 14	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf dent,  RSRD: SpellsC.rtf  SPELL CO: Pg.55
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against bree values and all creatures in area are dazzler freet: All sighted creatures in area are dazzler freek Enchantment  Iffect: Frees subjects from enchantments, alter and in the state of a Zelekhut inevite chastise Person  Iffect: You cause pain and damage to one or recks.  Command, Greater  Command, Greater  Commune  Iffect: Deity answers one yes-or-no question/lect: Tentacles surround you but don't interfeatures. +4 competence bonus to Grapple, Clawling Darkness  Iffect: Tentacles surround you but don't interfeatures. +4 competence bonus to Grapple, Clawling dealing 1d12 damage.  Cure Light Wounds, Mass  Iffect: Cures 1d8 +1/level [max +25] damage 1 curse of III Fortune, Mass	22 dd (no sa 22 erations, 22 more hu 22 more hu 22 ere with limb and 22 for many 22	ion but only against bre soons.  None and Fortitude partial; see text ve), and take 2d6 fire d See text curses, and petrification None performing one task that will partial; see text will partial; see text will negates  None  N/A  Movement or casting. T I Escape Artist checks.  Will half; see text v creatures.  Will negates	action action wath weapon action wath weapon 1 standard action amage each 1 minutes to annot exist a cannot exi	ns, those who have evasion or improved 1 round/level ch round. Instantaneous Instantaneous ceed 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability 1 round/level 1 minute/level [D] le concealment and completely hide your attack the tentacles strike back [Your BAI Instantaneous 1 minute/level	10 ft.  Target: 10-ft. radius at Long (960 ft.)  Target: 50-ftradius at Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called ze 30 ft.  Target: 1 or more hu more than 30 feet ap Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Personal  Target: You Personal  Target: You B  Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Holdium (240 ft.)	V,S,M,DF emanation V,S,M spread V,S ure/level, ε V,S,DF,XP elekhut V,S,DF manoids,r, ser te: V V,S,DF,XP V,S,DF,XP V,S,DF,XP V,S,DF	No centered on you Yes  No all within 30 ft. of each No Yes no two of which can be kt Yes of which can be more No N/A  Yes (harmless) or Yes see text of which can be more Yes	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Evocation [Fear, Language-Depen Mind-Affecting]  Caster Level: 14  Enchantment (Compulsion) [Language-Depen Mind-Affecting]  Caster Level: 14  Divination  Caster Level: 14  Divination  Creation)  Caster Level: 14  Conjuration (Creation)  Caster Level: 14  Conjuration (Healing)  Caster Level: 14  Necromancy	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf  dent,  SPELL CO: Pg.55  RSRD: SpellsC.rtf
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree value of the control of th	22 dd (no sa 22 erations, 22 more hu 22 more hu 22 ere with limb and 22 for many 22	ion but only against bre soons.  None and Fortitude partial; see text ve), and take 2d6 fire d See text curses, and petrification None performing one task that will partial; see text will partial; see text will negates  None  N/A  Movement or casting. T I Escape Artist checks.  Will half; see text v creatures.  Will negates	action action wath weapon action wath weapon 1 standard action amage eac 1 minute in. 10 minutes t cannot ex 1 round penalty or 1 standard action 1 standard action 1 standard action checks to 1	ns, those who have evasion or improved 1 round/level ch round. Instantaneous Instantaneous ceed 1 hour. Concentration, up to 14 rounds a attack rolls, skill checks, and ability 1 round/level 1 minute/level [D] le concealment and completely hide your attack the tentacles strike back [Your BAI Instantaneous 1 minute/level	10 ft.  Target: 10-ft. radius it. Long (960 ft.)  Target: 50-ftradius it. Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called zi. 30 ft.  Target: 1 or more hu more than 30 feet ap. Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Personal Target: You Personal Target: You B Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Medium (240 ft.)  Target: Enemies in a	V,S,M,DF emanation V,S,M spread V,S ure/level, ε V,S,DF,XP elekhut V,S,DF manoids,r, ser te: V V,S,DF,XP V,S,DF,XP V,S,DF,XP V,S,DF	No centered on you Yes  No all within 30 ft. of each No Yes no two of which can be kt Yes of which can be more No N/A  Yes (harmless) or Yes see text of which can be more Yes	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Enchantment (Compulsion) [Language-Depene Mind-Affecting]  Caster Level: 14  Divination  Caster Level: 14  Conjuration (Creation)  Caster Level: 14  Conjuration (Healing)	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf  dent,  SPELL CO: Pg.55  RSRD: SpellsC.rtf
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against bree distering Radiance  Iffect: All sighted creatures in area are dazzler freak Enchantment  Iffect: Frees subjects from enchantments, alter and the subjects from enchantments, alter and the subjects from enchantments, alter and the subject from enchantments and enchantments and the subject from enchantments and enchantm	22 dd (no sa 22 able in p. 22 more hu 22 evel. 22 evel. 22 for many 22 g throws,	ion but only against bre 2009s.  None and Fortitude partial; see text veel, and take 2d6 fire of See text curses, and petrification None performing one task that Will partial; see text umanoids, who suffer -4 Will negates  None  N/A  movement or casting. T. I Escape Artist checks.  Will half (harmless) or Will half, see text y creatures.  Will negates  Will negates	action action wath weapon of the standard action amage each of the standard action amage each of the standard extensive standard action of the standard action o	ns, those who have evasion or improved 1 round/level 2h round. Instantaneous	10 ft.  Target: 10-ft. radius it Long (960 ft.)  Target: 50-ftradius: Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called zi 30 ft.  Target: 1 or more hu more than 30 feet ap Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Personal  Target: You Personal  Target: You B  Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Medium (240 ft.)  Target: Enemies in a 5 ft./level	V,S,M,DF  emanation V,S,M  spread V,S  ture/level, a V,S,DF,XP elekhut V,S,DF,XP elekhut V,S,DF  wel, no two V,S,M, DF,XP V,S,DF  V,S,DF  V,S,DF  V,S,DF  L20-ft,-radi V,S	No centered on you Yes  No No all within 30 ft. of each No Yes to two of which can be tt Yes of which can be more No N/A  Yes (harmless) or Yes see text of which can be more Yes us burst No	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Enchantment (Compulsion) [Language-Depen Mind-Affecting]  Caster Level: 14  Divination  Caster Level: 14  Conjuration (Creation)  Caster Level: 14  Conjuration (Healing)  Caster Level: 14  Necromancy  Caster Level: 14  Abjuration	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 dant,  RSRD: SpellsC.rtf dent,  RSRD: SpellsC.rtf  SPELL CO: Pg.55  RSRD: SpellsC.rtf
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree value of the control of th	22 dd (no sa 22 able in p. 22 more hu 22 evel. 22 evel. 22 for many 22 g throws,	ion but only against bre 2009s.  None and Fortitude partial; see text veel, and take 2d6 fire of See text curses, and petrification None performing one task that Will partial; see text umanoids, who suffer -4 Will negates  None  N/A  movement or casting. T. I Escape Artist checks.  Will half (harmless) or Will half, see text y creatures.  Will negates  Will negates	action action wath weapo 1 standard action amage ead 1 minutes to annote the total penalty or 1 standard action 10 minutes to action action 11 standard action 1	ns, those who have evasion or improved 1 round/level 2h round. Instantaneous	10 ft.  Target: 10-ft. radius at Long (960 ft.)  Target: 50-ftradius at Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called ze 30 ft.  Target: 1 or more hu more than 30 feet ap Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Personal Target: You Personal Target: You B  Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Medium (240 ft.)  Target: Enemies in a 5 ft./level-rad	V,S,M,DF  emanation V,S,M  spread V,S  ture/level, a V,S,DF,XP elekhut V,S,DF,XP elekhut V,S,DF  wel, no two V,S,M, DF,XP V,S,DF  V,S,DF  V,S,DF  V,S,DF  L20-ft,-radi V,S	No centered on you Yes  No No all within 30 ft. of each No Yes to two of which can be tt Yes of which can be more No N/A  Yes (harmless) or Yes see text of which can be more Yes us burst No	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Enchantment (Compulsion) [Language-Depen Mind-Affecting]  Caster Level: 14  Divination  Caster Level: 14  Conjuration (Creation)  Caster Level: 14  Conjuration (Creation)  Caster Level: 14  Necromancy  Caster Level: 14  Necromancy  Caster Level: 14  Necromancy  Caster Level: 14  Necromancy	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 dant,  RSRD: SpellsC.rtf dent,  RSRD: SpellsC.rtf  SPELL CO: Pg.55  RSRD: SpellsC.rtf
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree value of the ct. All sighted creatures in area are dazzler value of the ct. Frees subjects from enchantments, alter call Zelekhut  Iffect: Frees subjects from enchantments, alter call Zelekhut  Iffect: You recieve the aid of a Zelekhut inevite. Chastise Person  Iffect: You cause pain and damage to one or recess.  In the command, Greater  Iffect: As command, but affects 1 subject/leve command.  Iffect: Polity answers one yes-or-no question/leves.  Iffect: Tentacles surround you but don't interfeatures. +4 competence bonus to Grapple, Cl. Wisj dealing 1d12 damage.  Iffect: Cures 1d8 +1/level [max +25] damage to cure Light Wounds, Mass  Iffect: Cause -3 penalty on attack rolls, saving Dance of the Unicorn  Iffect: Purifies surrounding area; see text.  Ideath Throes	22 dd (no sa a 22 able in p. 22 dd (no sa a 22 able in p. 22 do (no sa a 22 able in p. 22 do (no sa a 22 do (no sa	ion but only against bre 2009s.  None and Fortitude partial; see text veel, and take 2d6 fire of See text curses, and petrification None performing one task that Will partial; see text umanoids, who suffer -4 Will negates  None  N/A  movement or casting. T  I Escape Artist checks.  Will half, (harmless) or Will half, see text or creatures.  Will negates  Ability checks and skill None	action action wath weapo 1 standard action amage ead 1 minutes t annot ex 1 round penalty or 1 standard action 10 minutes 1 round 11 standard action 12 standard action 13 standard action 14 standard action 15 standard acti	ns, those who have evasion or improved 1 round/level 2 ch round. Instantaneous I minute/level [D] I concealment and completely hide your attack the tentacles strike back [Your BAI Instantaneous I minute/level Instantaneous Instantane	10 ft.  Target: 10-ft. radius it. Long (960 ft.)  Target: 50-ftradius: Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called zo 30 ft.  Target: 1 or more humore than 30 feet ap Close (60 ft.)  Target: 1 creature/lethan 30 ft. apart Personal  Target: You Personal  Close (60 ft.)  Target: 1 creature/lethan 30 ft. apart Medium (240 ft.)  Target: Enemies in a 5 ft./level-rad Personal	V,S,M,DF emanation V,S,M spread V,S ture/level, ε V,S,DF,XP elekhut V,S,DF,XP elekhut V,S,DF,XP vel, no two V,S,M, DF,XP V,S,DF V,S,DF V,S,DF L20-ft,-radi	No centered on you Yes  No all within 30 ft. of each No Yes no two of which can be xt Yes  of which can be more No N/A  Yes (harmless) or Yes see text of which can be more Yes us burst No	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Caster Level: 14  Conjuration [Fear, Language-Depen Mind-Affecting]  Caster Level: 14  Enchantment (Compulsion) [Language-Depen Mind-Affecting]  Caster Level: 14  Divination (Creation)  Caster Level: 14  Conjuration (Creation)  Caster Level: 14  Conjuration (Healing)  Caster Level: 14  Necromancy	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf dent,  RSRD: SpellsC.rtf  SPELL CO: Pg.55  RSRD: SpellsC.rtf  SPELL CO: Pg.56  SPELL CO: Pg.58
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against bree values and all creatures in area are dazzler freet: All sighted creatures in area are dazzler freet: All sighted creatures in area are dazzler freet: Frees subjects from enchantments, alter all Zelekhut  Iffect: Frees subjects from enchantments, alter all Zelekhut  Iffect: You recieve the aid of a Zelekhut inevite thastise Person  Iffect: You cause pain and damage to one or recess.  Command, Greater  Iffect: As command, but affects 1 subject/leve  Commune  Iffect: Deity answers one yes-or-no question/lect alures, +4 competence bonus to Grapple, Cleating 1012 damage.  Cure Light Wounds, Mass  Iffect: Cures 108 +1/level [max +25] damage 100 curse of Ill Fortune, Mass  Iffect: Cause -3 penalty on attack rolls, saving Dance of the Unicorn  Iffect: Purifies surrounding area; see text.	22 dd (no sa a 22 able in p. 22 dd (no sa a 22 able in p. 22 do (no sa a 22 able in p. 22 do (no sa a 22 do (no sa	ion but only against bre 2009s.  None and Fortitude partial; see text veel, and take 2d6 fire of See text curses, and petrification None performing one task that Will partial; see text umanoids, who suffer -4 Will negates  None  N/A  movement or casting. T  I Escape Artist checks.  Will half, (harmless) or Will half, see text or creatures.  Will negates  Ability checks and skill None	action leath weapon at the weapon action leath weapon 1 standard action amange each 1 minutes to annot exist and action action 10 minutes 1 round 10 minutes 1 round 10 minutes 1 round 11 standard action 11 standard action 12 standard action 13 standard action 14 standard action 15 standard action 17 standard action 17 standard action 18 standard action 19 standard action	ns, those who have evasion or improved 1 round/level 2th round. Instantaneous Instanta	10 ft.  Target: 10-ft. radius it Long (960 ft.)  Target: 50-ftradius: Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called zi 30 ft.  Target: 1 or more hu more than 30 feet ap Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Personal  Target: You B  Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Medium (240 ft.)  Target: Enemies in a 5 ft./level  Target: 5 ft./level-rad Personal  Target: 5 ft./level-rad Personal	V,S,M,DF emanation V,S,M spread V,S ture/level, ε V,S,DF,XP elekhut V,S,DF,XP elekhut V,S,DF,XP vel, no two V,S,M, DF,XP V,S,DF V,S,DF V,S,DF L20-ft,-radi	No centered on you Yes  No No all within 30 ft. of each No Yes to two of which can be tt Yes of which can be more No N/A  Yes (harmless) or Yes see text of which can be more Yes us burst No tion centered on you No	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration  Caster Level: 14  Conjuration  Caster Level: 14  Enchantment  (Compulsion)  Caster Level: 14  Enchantment  (Compulsion)  Caster Level: 14  Enchantment  (Compulsion)  Caster Level: 14  Divination  Caster Level: 14  Conjuration  (Creation)  Caster Level: 14  Conjuration  (Healing)  Caster Level: 14  Necromancy  Caster Level: 14	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf dent,  RSRD: SpellsC.rtf  SPELL CO: Pg.55  RSRD: SpellsC.rtf  SPELL CO: Pg.56  SPELL CO: Pg.58
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree vasion gain a +4 to Reflex saves against bree values of the creatures in area are dazzler treak Enchantment  Iffect: All sighted creatures in area are dazzler treak Enchantment  Iffect: Frees subjects from enchantments, alter and the comment of the com	22 dd (no sa 22 22 abble in p. 22 abble in p. 22 abble in p. 22 arations, 22 aratio	ion but only against bre 2009s.  None and Fortitude partial; see text vel), and take 2d6 fire d See text curses, and petrification None  None performing one task that Will partial; see text manoids, who suffer -4  Will negates  None  N/A  movement or casting. T.  Escape Artist checks.  Will half (harmless) or will half; see text or creatures.  Will negates  ability checks and skill None  None	action leath weapon at the weapon action leath weapon 1 standard action amange each 1 minutes to annot exist and action action 10 minutes 1 round 10 minutes 1 round 10 minutes 1 round 11 standard action 11 standard action 12 standard action 13 standard action 14 standard action 15 standard action 17 standard action 17 standard action 18 standard action 19 standard action	ns, those who have evasion or improved 1 round/level 2h round. Instantaneous I minute/level [D] I concealment and completely hide your attack the tentacles strike back [Your BAI Instantaneous I minute/level Instantaneous I minute/level Instantaneous I minute/level [D] I hour/level or until you are killed Veryone within 30 ft.	10 ft.  Target: 10-ft. radius at Long (960 ft.)  Target: 50-ftradius: Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called ze 30 ft.  Target: 1 creature/let than 30 ft. apart Personal  Target: You Personal  Target: You B  Close (60 ft.)  Target: You Target: T creature/let than 30 ft. apart Personal  Target: You Target: T creature/let than 30 ft. apart Target: You Target: T creature/let than 30 ft. apart Target: T creature/let than 30 ft. apart Target: T creature/let than 30 ft. apart Medium (240 ft.)	V,S,M,DF emanation V,S,M spread V,S ure/level, ε V,S,DF,XP elekhut V,S,DF,XP elekhut V,S,DF,XP vel, no two V,S,M, DF,XP V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF	No centered on you Yes  No No all within 30 ft. of each No Yes no two of which can be st Yes of which can be more No N/A  Yes (harmless) or Yes see text of which can be more Yes us burst No See text	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration (Calling) [Lawful]  Evocation [Fear, Language-Depen Mind-Affecting]  Caster Level: 14  Enchantment (Compulsion) [Language-Depen Mind-Affecting]  Caster Level: 14  Enchantment (Compulsion) [Caster Level: 14  Divination  Caster Level: 14  Conjuration (Creation)  Caster Level: 14  Necromancy  Caster Level: 14  Necromancy  Caster Level: 14  Necromancy  Caster Level: 14  Necromancy  Caster Level: 14  Caster Level: 14	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf  dent,  RSRD: SpellsC.rtf  SPELL CO: Pg.55  RSRD: SpellsC.rtf  SPELL CO: Pg.56  SPELL CO: Pg.58  SPELL CO: Pg.60
	Aura of Evasion  Iffect: You and all creatures within the area ge vasion gain a +4 to Reflex saves against break saves against break saves against break streak Enchantment  Iffect: All sighted creatures in area are dazzler treak Enchantment  Iffect: Frees subjects from enchantments, alter the streak Enchantment  Iffect: You recieve the aid of a Zelekhut inevite that is a proper to the streak Enchantment  Iffect: You cause pain and damage to one or necks.  Command, Greater  Iffect: As command, but affects 1 subject/leve that is a proper to the stream of the	22 dd (no sa 22 22 abble in p. 22 abble in p. 22 abble in p. 22 arations, 22 aratio	ion but only against bre 2009s.  None and Fortitude partial; see text vel), and take 2d6 fire d See text curses, and petrification None  None performing one task that Will partial; see text manoids, who suffer -4  Will negates  None  N/A  movement or casting. T.  Escape Artist checks.  Will half (harmless) or will half; see text or creatures.  Will negates  ability checks and skill None  None	action action wath weapon action wath weapon 1 standard action amage each 1 minute in. 10 minutes t cannot ex 1 round penalty or 1 standard action 2 standard action 3 standard action 3 standard 3 standar	ns, those who have evasion or improved 1 round/level 2th round. Instantaneous Instanta	10 ft.  Target: 10-ft. radius it. Long (960 ft.)  Target: 50-ftradius: Close (60 ft.)  Target: Up to 1 creat other Close (60 ft.)  Target: One called zi 30 ft.  Target: 1 or more humore than 30 feet ap Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Personal Target: You Personal Close (60 ft.)  Target: 1 creature/let than 30 ft. apart Medium (240 ft.)  Target: Enemies in a 5 ft./level-rad Personal  Target: 5 ft./level-rad Personal  Target: You Barget: 1 creature/let than 30 ft. apart Medium (240 ft.)  Target: Enemies in a 5 ft./level-rad Personal  Target: You and a to	V,S,M,DF emanation V,S,M spread V,S ture/level, a V,S,DF,XP elekhut V,S,DF,XP elekhut V,S,DF wel, no two V,S,M, DF,XP V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF V,S,DF vel, no two v,S,DF	No centered on you Yes  No No all within 30 ft. of each No Yes no two of which can be tt Yes of which can be more No N/A  Yes (harmless) or Yes see text of which can be more Yes us burst No See text otic centered on you No See text	Abjuration  Caster Level: 14  Evocation [Fire, Light]  Caster Level: 14  Abjuration  Caster Level: 14  Conjuration  Caster Level: 14  Conjuration  Caster Level: 14  Enchantment  (Compulsion)  Caster Level: 14  Enchantment  (Compulsion)  Caster Level: 14  Enchantment  (Compulsion)  Caster Level: 14  Divination  Caster Level: 14  Conjuration  (Creation)  Caster Level: 14  Conjuration  (Healing)  Caster Level: 14  Necromancy  Caster Level: 14	SPELL CO: Pg.33  RSRD: SpellsA-B.rtf  SPELL CO: Pg.42  APM: p. 149 Jant,  RSRD: SpellsC.rtf  dent,  RSRD: SpellsC.rtf  SPELL CO: Pg.55  RSRD: SpellsC.rtf  SPELL CO: Pg.56  SPELL CO: Pg.58  SPELL CO: Pg.60

\* =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.			404011			n enchantm	creature from another nent or evil spell on a	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.			40.011		Target: You and a to another plane; or yo spell on a touched of	ou and an e	nchantment or lawful	Caster Level: 14	
Disrupting Weapon	22	Will negates (harmless, object); see text	1 estandard action	1 round/level	Touch	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsD-E.rtf
Effect: Melee weapon destroys undead.  Divine Agility	22	Will negates [harmless]	1 standard action	1 round/level	Target: One melee	weapon V,S	No	Caster Level: 14 Transmutation	SPELL CO: Pg.69
Effect: Grants +10 enhancement to Dex.  Doomtide	22	Will negates	1 standard action	1 round/level	Target: Living create 80 ft.	vre touched V,S,DF	Yes	Caster Level: 14 Illusion (Pattern)	SPELL CO: Pg.70
Effect: Creatures must save or be dazed for 1 Dragonbreath	round. I	Mist obscures vision to 5 See text	ft. 1 standard action	1 round/level	Target: Eight 10-ft. o Personal	v,S,M/DF	nding straight from you No	Caster Level: 14 Evocation	SPELL CO: Pg.72
Effect: Gain a true dragons breath weapon at	tack; see 22	e text Reflex partial	1 standard action	Instantaneous	Target: You Medium (240 ft.)	V,S	Yes	Caster Level: 14 Transmutation [Fire]	SPELL CO: Pg.75
Effect: Deals 4d6 from impact and 3d6 fire [no	save], r	must make a save or be Will negates	knocked p	orone. 14 hours [D]	Target: 20-ftradius		Yes (harmless)	Caster Level: 14 Conjuration	APM: p. 153
Effect: As lesser fastheal, but 14 hours.		(harmless)			Target: Living create	ure touched	i	(Healing) 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/leve	22 22	5d6) damage. Will negates (harmless)	1 standard action	14 rounds	Target: Cylinder 10 Close (60 ft.)	V, S, DF	Yes (harmless)	Caster Level: 14 Transmutation	APM: p. 157
Effect: Subjects gain an extra attack with the	full attacl		n damage	rolls and Reflex saves.	30 ft. apart	no two of v	which can be more than		
Hallow	22	See text	24 hours	Instantaneous	Touch	DF	See text		RSRD: SpellsH-L.rtf
Effect: Designates location as holy.	22	Will negates	1 standard action	Instantaneous	Medium (240 ft.)	V,S	from the touched point Yes	Necromancy [Death]	SPELL CO: Pg.121
Effect: The spell destroys 1d4/caster level [m:	22	Will half	1 standard action	Instantaneous	Target: 50-ftradius Close (60 ft.)	V, S	Yes	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 1d8 +1/level damage to many co	eatures.		4	A minute llevel	than 30 ft. apart		of which can be more		DCDD, CII-III -#
Effect: Locust swarms attack creatures.	22	None	i round	1 minute/level	Long (960 ft.)  Target: One swarm which must be adias			Conjuration (Summoning) Caster Level: 14	RSRD: SpellsH-L.rtf
Life's Grace	22	Will negates [harmless]	1 standard action	1 minute/level	Touch		Yes [harmless]	Abjuration	SPELL CO: Pg.131
Effect: Subjects become immune to all death text	spells, m	nagical death effects, en		, and any negative energy effects; see	Target: Living create	ure touched	i	Caster Level: 14	
Mark of Justice	22	None	10 minutes	Permanent;see text	Touch		Yes	Necromancy	RSRD: SpellsM-O.rtf
Effect: Designates action that will trigger curs	e on sub 22	ject. Will negates	1 standard action	Instantaneous	Target: Creature tou Touch	v, S, F	Yes	Caster Level: 14 Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
Effect: As many as eight subjects travel to an	other pla	ne.			Target: Creature tou creatures joining ha		p to eight willing	Caster Level: 14	
Psychic Turmoil	22	Will partial; see text	1 standard action	14 rounds	Close (60 ft.)		Yes	Abjuration	RSRD: PsionicSpells.rtf
Effect: [see text]	00	Mariana	4	Laterday	space		centered on point in	Caster Level: 14	DODD 0 II D D
Raise Dead  Effect: Restores life to subject who died as lo	22 no:as 1 d	None; see text day/level ago.	i minute	Instantaneous	Touch  Target: Dead creatu	DF	Yes (harmless)	Conjuration (Healing) Caster Level: 14	RSRD: SpellsP-R.rtf
□□□□ 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 s	pell resto 22	ores the subject to -1 HF None	1 standard action	1 round/level [D]	Target: Dead creatu Personal	re touched V, S, DF		Caster Level: 14 Transmutation	RSRD: SpellsP-R.rtf
Effect: Your size increases, and you gain con Righteous Wrath of the Faithful		uses. None	1 standard	1 round/level	Target: You 30 ft.	V,S,DF	Yes	Caster Level: 14 Enchantment (Compulsion)	SPELL CO: Pg.177
Effect: Allies gain one additional melee attack grant extra attacks]. +3 morale bonus to attack	k and da	ımage.			you		idius burst centered on		
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 o		ck; see text.  Fortitude partial	1	Instantaneous	Target: One creatur than 30 ft. apart 30 ft.	e/level, no t		Caster Level: 14	ADM: p. 466
Scourge Foes	22	·	standard action				162	Evocation [Sonic]	Arw. p. 100
Effect: Blast of divine power deals 7d8 damage Scrying  Effect: Spies on subject from a distance.	je, deafe 22	ens foes for 2d4 rounds, Will negates		neir actions for 1 round.  1 minute/level	Target: Cone-shape See text Target: Magical sen	V, S, M/DF, F	Yes	Caster Level: 14 Divination (Scrying) Caster Level: 14	RSRD: SpellsS.rtf
□□□□□ Secret Speech	22	None; see text	1 standard action	14 minutes	30 ft.	V, S	Yes (harmless)	Illusion (Glamer) [Language-Depen	
Effect: You and creatures you select conceal				Instantaneous	can be more than 30	0 feet apart		Caster Level: 14	DCDD: 0#-0 **
Effect: Touch attack kills subject.	22	Fortitude partial	1 standard action	Instantaneous	Touch  Target: Living creati	V, S	Yes	Necromancy [Death] Caster Level: 14	RSRD: SpellsS.rtf
□□□□□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.				* =Domain/Speciality Spell	Target: Creature tou	uched		Caster Level: 14	

				Cleric Spells					
□□□□□Stalwart Pact	22	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch V	,S,DF	Yes [harmless]	Evocation	SPELL CO: Pg.204
Effect: Upon losing half HP, gain 5 hp/two co	aster level 22	ls [max 35 hp], DR 5/ma None			Target: Willing living c Touch V	reature to ',S,M/DF		Caster Level: 14 Transmutation [Earth]	SPELL CO: Pg.208
Effect: Sculpts stone into any shape.			action		Target: Stone or stone + 10 cu. ft./level	e object to	uched, up to 10 cu. ft.	Caster Level: 14	
Subvert Planar Essence	22	Fortitude negates	1 standard	1 round/level		,S,M/DF	Yes	Transmutation	SPELL CO: Pg.211
Effect: Outsiders that fail their save have the	eir damage	e reduction and spell re	action sistance re	duced by 10.	Target: 20-ftradius en	manation	centered on a point in	Caster Level: 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
Effect: Summons a bralani eladrin [MM 93];  Summon Monster V  Effect: Calls extraplanar creature to fight for	22	None	1 round	1 round/level [D]	Target: One summone Close (60 ft.) V Target: One or more s	, S, F/DF	No	Caster Level: 14 Conjuration (Summoning) Caster Level: 14	RSRD: SpellsS.rtf
Symbol of Sleep	22	Will negates	10	See text	which can be more that	an 30 ft. a		Enchantment	RSRD: SpellsS.rtf
Effect: Triggered rune puts nearby creatures	into cata	utonic slumbor	minutes		Target: One symbol			(Compulsion) [Mind-Affecting] Caster Level: 14	
Symbol of Spell Loss	22	Will negates	10 minutes	See text		,S	No	Universal	SPELL CO: Pg.218
Effect: Symbol causes spellcasters within 60	) ft. to lose 22	e their highest level eac None	1	til the symbol absorbs 30 levels.  1 hour/level or until expended; see text	Target: One symbol Personal V	, S, DF	No	Caster Level: 14 Conjuration	RSRD: SpellsT-Z.rtf
Effect: Step from one tree to another far awa	av.		standard action		Target: You			(Teleportation)  Caster Level: 14	
□□□□□ Triadspell	22	N/A	1 standard action	Instantaneous	Personal V	<b>',</b> S	N/A	Transmutation	SPELL CO: Pg.224
Effect: Cast one 3rd or lower spell an additional addit	onal two ti	mes. Will negates (harmless)	1 standard	1 minute/level	Target: You Touch V	', S, M	Yes (harmless)	Caster Level: 14 Divination	RSRD: SpellsT-Z.rtf
Effect: Lets you see all things as they really			action		Target: Creature touch			Caster Level: 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
Effect: Same as lesser vigor except it grants round.								Caster Level: 14	
Unerability	22	Will negates	1 standard action	1 round/level		,,s	Yes	Transmutation	SPELL CO: Pg.232
Effect: Lowers subject's damage reduction by Wall of Dispel Magic	y 5 [to a r 22	minimum 5]. None	1 standard	1 minute/level	Target: Creature touch Close (60 ft.) V		No	Caster Level: 14 Abjuration	SPELL CO: Pg.233
Effect: Anyone crossing is subject to dispel i	magic; se	e text.	action		Target: A straight wall	whose ar	rea is up to one 10-ft	Caster Level: 14	
□□□□*Wall of Force	22	None	1 standard	1 round/level [D]	square/level Close (60 ft.)	, S, M	No	Evocation [Force]	RSRD: SpellsT-Z.rtf
Effect: Wall is immune to damage.			action		Target: Wall whose ar	ea is up t	o one 10-ft.	Caster Level: 14	
UNDER WAIT OF LIMBS	22	Reflex negates; see text	1 round	1 round/level [D]	square/level Medium (240 ft.) V	',S	Yes	Evocation	SPELL CO: Pg.234
Effect: A creature attempting to move through	the wal		ake Str che	eck or become stuck in the wall; see text.	. Target: A wall of whirli or ring with radius up t			Caster Level: 14	
□□□□□Wall of Stone	22	See text	1 standard action	Instantaneous	Medium (240 ft.) V			Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf
						ose area	is up to one 5-ft.	Caster Level: 14	
Effect: Creates a stone wall that can be sha		None	2 roundo	1 minuto/loval	square/level [S]	CM		Abjuration	CDELL CO: Da 244
Zone of Respite  Effect: Creates a region that is temporarily p	22 rotected f				square/level [S] 20 ft. V Target: 20-ftradius el	manation		Abjuration Caster Level: 14	SPELL CO: Pg.244
□□□□Zone of Respite  Effect: Creates a region that is temporarily p □□□□□Zone of Revelation	22 protected f 22	from interplanar intrusion None	n; see text. 1 standard action		square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V	manation ',S,M/DF	centered on you Yes	Caster Level: 14 Divination	SPELL CO: Pg.244 SPELL CO: Pg.244
Zone of Respite  Effect: Creates a region that is temporarily p	22 protected f 22	from interplanar intrusion None	n; see text. 1 standard action	1 minute/level	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V	manation ',S,M/DF	centered on you	Caster Level: 14 Divination	-
Zone of Respite  Effect: Creates a region that is temporarily p  Zone of Revelation  Effect: All creatures and objects with a zone	22 Protected f 22 of relevat	from interplanar intrusion None tion are made visible; se	n; see text.  1 standard action ee text.	1 minute/level	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V Target: 5-ftradius/lev in space	manation r,S,M/DF rel emana	centered on you Yes tion centered on a poir	Caster Level: 14 Divination	SPELL CO: Pg.244
Zone of Respite  Effect: Creates a region that is temporarily p  Zone of Revelation  Effect: All creatures and objects with a zone  Name  Animate Objects	22 protected f 22	from interplanar intrusion None	n; see text. 1 standard action	1 minute/level	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V  Target: 5-ftradius/lev in space  Range C Medium (240 ft.) V	manation y,S,M/DF yel emana comp.	centered on you Yes tion centered on a poir Spell Resistance No	Caster Level: 14 Divination	-
Zone of Respite  Effect: Creates a region that is temporarily p  Zone of Revelation  Effect: All creatures and objects with a zone	22 Protected f 22 of relevan	from interplanar intrusion None tion are made visible; se	n; see text.  1 standard action ee text.  Time 1 standard	1 minute/level  LEVEL 6  Duration	square/level [S] 20 ft. V 7arget: 20-ftradius et Close (60 ft.) V 7arget: 5-ftradius/lev in space  Range C Medium (240 ft.) V 7arget: One Small obj	manation y,S,M/DF yel emana comp.	centered on you Yes tion centered on a poir Spell Resistance No	Caster Level: 14 Divination  at Caster Level: 14 School	SPELL CO: Pg.244  Source
Zone of Respite  Effect: Creates a region that is temporarily p  Zone of Revelation  Effect: All creatures and objects with a zone  Name  Animate Objects  Effect: Objects attack your foes.	22 protected ff 22 of relevat	from interplanar intrusion None tion are made visible; se Saving Throw None	n; see text.  1 standard action ee text.  Time 1 standard action 1 round 1	1 minute/level  LEVEL 6  Duration 1 round/level	square/level [S] 20 ft. V  **Target: 20-ftradius et Close (60 ft.) V  **Target: 5-ftradius/lev in space  **Range C  **Medium (240 ft.) V  **Target: One Small obj 10 ft. V  **Target: 10-ftradius et	manation	centered on you Yes tion centered on a poir Spell Resistance No see text Yes	Caster Level: 14 Divination at Caster Level: 14 School Transmutation Caster Level: 14	SPELL CO: Pg.244  Source RSRD: SpellsA-B.rtf
Zone of Respite  Effect: Creates a region that is temporarily p  Zone of Revelation  Effect: All creatures and objects with a zone  Name  Animate Objects  Effect: Objects attack your foes.  Antilife Shell  Effect: 10-ft. field hedges out living creatures.	22 protected from 22 protected from 22 protected from 22 protected from 23 protected from 24 protected from 25 protected	from interplanar intrusion None tion are made visible; se Saving Throw None None	n; see text.  1 standard action see text.  Time 1 standard action 1 round	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D]	square/level [S] 20 ft. V 7	manation ,,S,M/DF  rel emana  comp. ,, S  iect/level; ,, S, DF  manation, ,, S, F	centered on you Yes  tion centered on a poir  Spell Resistance No  see text Yes centered on you Yes	Caster Level: 14 Divination  at Caster Level: 14  School Transmutation  Caster Level: 14 Abjuration  Caster Level: 14 Abjuration	SPELL CO: Pg.244  Source RSRD: SpellsA-B.rtf
Antilife Shell  Effect: 10-ft. field hedges out living creatures	22 protected from 22 protected from 22 protected from 22 protected from 23 protected from 24 protected from 25 protected	from interplanar intrusion None tion are made visible; se Saving Throw None None	n; see text.  1 standard action ee text.  Time 1 standard action 1 round 1 standard action 1 standard action	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D]	square/level [S] 20 ft. V  **Target: 20-ftradius et Close (60 ft.) V  **Target: 5-ftradius/lev in space  **Range C  **Medium (240 ft.) V  **Target: One Small obj 10 ft. V  **Target: 10-ftradius et Close (60 ft.) V  **Target: One or more et which can be more the	manation ,S,M/DF  rel emana  comp. ,S,S  gect/level; ,S,DF  ry,S,F  extraplana an 30 ft. a	centered on you Yes  tion centered on a poir  Spell Resistance No see text Yes centered on you Yes or creatures, no two of	Caster Level: 14 Divination  at Caster Level: 14  School  Transmutation  Caster Level: 14  Abjuration  Caster Level: 14	SPELL CO: Pg.244  Source RSRD: SpellsA-B.rtf
Careates a region that is temporarily processed in the control of	22 protected f 22 of relevat  DC 23  23 s. 23 reatures. 23	rom interplanar intrusion None tition are made visible; se Saving Throw None  None  Will negates	n; see text.  1 standard action se text.  Time 1 standard action 1 round 1 standard action 1 standard action	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D] Instantaneous  14 minutes	square/level [S] 20 ft. V 7arget: 20-ftradius et Close (60 ft.) V 7arget: 5-ftradius/lev in space  Range C Medium (240 ft.) V 7arget: 0-ftradius et Close (60 ft.) V 7arget: 10-ftradius et Close (60 ft.) V 7arget: One or more et which can be more the Close (60 ft.) V 7arget: You plus 4 will	manation  , S,M/DF  well emana  comp. , S  dect/level; , S, DF  manation, , S, F  extraplana an 30 ft. a , S, DF	centered on you Yes  tion centered on a poir  Spell Resistance No see text Yes .centered on you Yes r creatures, no two of part Yes (harmless)	Caster Level: 14 Divination at Caster Level: 14 School Transmutation Caster Level: 14 Abjuration Caster Level: 14 Abjuration Caster Level: 14 Divination Caster Level: 14 Caster Level: 14 Caster Level: 14	Source RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf
Plact: Objects attack your foes.  Antilife Shell  Effect: Banishes 2 HD/level of extraplanar of the steril Bear's Endurance, Mass	22 protected ff 22 of releval  DC 23 23 as. 23 preatures. 23 nse. 23	from interplanar intrusion None tion are made visible; se Saving Throw None None Will negates	n; see text.  1 standard action ee text.  Time 1 standard action 1 round 1 standard action 1 standard action	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D]  Instantaneous	square/level [S] 20 ft. V  Target: 20-ftradius et Close (60 ft.) V  Target: 5-ftradius/lev in space  Range C  Medium (240 ft.) V  Target: One Small obj 10 ft. V  Target: 10-ftradius et Close (60 ft.) V  Target: One or more et which can be more the Close (60 ft.) V  Target: You plus 4 will Close (60 ft.) V	manation  ",S,M/DF  "el emana  comp.  ",S, S  ject/level; ",S, DF  manation, ",S, F  extraplana an 30 ft. a  ",S, DF	centered on you Yes  tion centered on a poin  Spell Resistance No  see text Yes centered on you Yes  r creatures, no two of part Yes (harmless)  ures Yes	Caster Level: 14 Divination  at Caster Level: 14  School Transmutation  Caster Level: 14 Abjuration  Caster Level: 14 Divination  Caster Level: 14 Divination  Caster Level: 14 Transmutation	Source RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf
Name Animate Objects  Effect: Objects attack your foes.  Antilife Shell  Effect: 10-ft. field hedges out living creatures  Banishment  Effect: Banishes 2 HD/level of extraplanar of the state of the st	22 protected ff 22 of releval  DC 23 23 s. 23 reatures. 23 nse. 23 ct/level.	rom interplanar intrusion None  tion are made visible; se  Saving Throw None  None  Will negates (harmless)	n; see text.  1 standard action see text.  Time 1 standard action 1 round 1 standard action	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D] Instantaneous  14 minutes 1 minute/level	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V Target: 5-ftradius/lev in space  Range C Medium (240 ft.) V  Target: One Small obj 10 ft. V  Target: 10-ftradius et Close (60 ft.) V  Target: One or more et which can be more the Close (60 ft.) V  Target: You plus 4 will Close (60 ft.) V  Target: 1 creature/lev than 30 ft. apart	manation ',S,M/DF  rel emana  comp. ',S  iect/level; ',S,DF  manation, ',S,F  extraplana 30 ft. a ',S,DF  continuous cont	centered on you Yes  tion centered on a poir  Spell Resistance No see text Yes , centered on you Yes or creatures, no two of part Yes (harmless)  ures Yes of which can be more	Caster Level: 14 Divination  at Caster Level: 14  School Transmutation  Caster Level: 14 Abjuration  Caster Level: 14 Divination  Caster Level: 14 Divination  Caster Level: 14	Source RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf
Careates a region that is temporarily process.  Careates a region that is temporarily process.  Careates a region that is temporarily process.  Careates and objects with a zone process.  Careates and objects with a zone process.  Careates attack your foes.  Careates of the process of the pr	22 protected ff 22 of releval  DC 23 23 as. 23 preatures. 23 nse. 23	rom interplanar intrusion None tion are made visible; se Saving Throw None  None  Will negates  Will negates	n; see text.  1 standard action see text.  Time 1 standard action 1 round 1 standard action	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D] Instantaneous  14 minutes	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V Target: 5-ftradius/lev in space  Range C Medium (240 ft.) V  Target: One Small obj 10 ft. V  Target: 10-ftradius et Close (60 ft.) V  Target: One or more et which can be more the Close (60 ft.) V  Target: You plus 4 will Close (60 ft.) V  Target: 1 creature/lev than 30 ft. apart	manation  ",S,M/DF  "el emana  comp.  ",S, S  ject/level; ",S, DF  manation, ",S, F  extraplana an 30 ft. a  ",S, DF	centered on you Yes  tion centered on a poin  Spell Resistance No  see text Yes centered on you Yes  r creatures, no two of part Yes (harmless)  ures Yes	Caster Level: 14 Divination  at Caster Level: 14  School Transmutation  Caster Level: 14 Abjuration  Caster Level: 14 Divination  Caster Level: 14 Divination  Caster Level: 14	Source RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf
Animate Objects  Effect: Objects attack your foes.  Antilife Shell  Effect: 10-ft. field hedges out living creatures  Banishment  Effect: Banishes 2 HD/level of extraplanar of the shell  Effect: All occurrence of extraplanar occurrence of extraplanar occurrence of the shell occurrence of extraplanar occurrence of the shell occurrence of extraplanar occurrence of extraplanar occurrence of extraplanar occurrence of extraplanar occurrence o	22 protected f 22 of relevat  DC 23  23 s. 23 reatures. 23 nse. 23 ct/level. 23	rom interplanar intrusion None  tion are made visible; se  Saving Throw None  Will negates  Will negates (harmless)	n; see text.  1 standard action see text.  Time 1 standard action 1 round 1 standard action	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D] Instantaneous  14 minutes 1 minute/level	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V Target: 5-ftradius/lev in space  Range C Medium (240 ft.) V  Target: One Small obj 10 ft. V  Target: 10-ftradius et Close (60 ft.) V  Target: One or more et which can be more the Close (60 ft.) V  Target: You plus 4 will Close (60 ft.) V  Target: 1 creature/lev than 30 ft. apart Medium (240 ft.) V  Target: Wall of whirling	manation ,S,M/DF  rel emana  comp. ,S,S  gect/level; ,S,DF  manation, ,S,DF  extraplana an 30 ft. a ,S,DF  el, no two ,S  g blades g blades g blades	centered on you Yes  tion centered on a poir  Spell Resistance No  see text Yes centered on you Yes or creatures, no two of part Yes (harmless) ures Yes of which can be more Yes up to 20 ft./level long, c	Caster Level: 14 Divination  Caster Level: 14  School Transmutation  Caster Level: 14 Abjuration  Caster Level: 14 Divination  Caster Level: 14 Divination  Caster Level: 14 Transmutation  Caster Level: 14 Transmutation  Caster Level: 14 Caster Level: 14 Caster Level: 14 Transmutation	Source RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf
Zone of Respite	22 protected f 22 of relevat  DC 23  23 s. 23 reatures. 23 nse. 23 ct/level. 23	rom interplanar intrusion None  tion are made visible; se  Saving Throw None  Will negates  Will negates (harmless)	n; see text.  1 standard action be text.  Time 1 standard action 1 round 1 standard action	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D] Instantaneous  14 minutes 1 minute/level	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V  Target: 5-ftradius/lev in space  Range C Medium (240 ft.) V  Target: One Small obj 10 ft. V  Target: One or more et which can be more the Close (60 ft.) V  Target: You plus 4 will Close (60 ft.) V  Target: You plus 4 will Close (60 ft.) V  Target: 1 creature/lev than 30 ft. apart Medium (240 ft.) V  Target: Wall of whirlin a ringed wall of whirlin a ringed wall of whirlin a ringed wall of whirlin a ft. either form 20 ft.	manation ,'s,M/DF  rel emana  comp. ,'s ,'s  ect/level; ,'s, DF  manation, ,'s, F  extraplana an 30 ft. an', S, DF  el, no two ,'s g blades ug blades u	centered on you Yes  tion centered on a poir  Spell Resistance No  see text Yes centered on you Yes or creatures, no two of part Yes (harmless) ures Yes of which can be more Yes up to 20 ft./level long, c	Caster Level: 14 Divination  Caster Level: 14  School Transmutation  Caster Level: 14 Abjuration  Caster Level: 14 Divination  Caster Level: 14 Divination  Caster Level: 14 Transmutation  Caster Level: 14 Transmutation  Caster Level: 14 Caster Level: 14 Caster Level: 14 Transmutation	Source RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf
Zone of Respite	22 protected f 22 of relevat  DC 23  23  23 s. 23 reatures. 23  ct/level. 23 25d6] dam 23	rom interplanar intrusion None  tion are made visible; se  Saving Throw None  Will negates (harmless)  Reflex half or Reflex negates; see text hage.  Will negates	n; see text.  1 standard action se text.  Time 1 standard action 1 round 1 standard action	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D]  Instantaneous  14 minutes  1 minute/level  1 minute/level [D]	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V  Target: 5-ftradius/lev in space  Range C Medium (240 ft.) V  Target: One Small obj 10 ft. V  Target: 10-ftradiuse Close (60 ft.) V  Target: You plus 4 will Close (60 ft.) V  Target: You plus 4 will Close (60 ft.) V  Target: 1 creature/level than 30 ft. apart Medium (240 ft.) V  Target: Wall of whirlin a ringed wall of whi	manation  ",S,M/DF  "el emana  comp. ",S  incet/level; ",S,DF  manation, ",S,F  extraplana an 30 ft. a ",S,DF  elling create ",S,DF  ell, no two ",S  g blades to	centered on you Yes  tion centered on a poir  Spell Resistance No  see text Yes  centered on you Yes  or creatures, no two of part Yes (harmless)  ures Yes of which can be more Yes up to 20 ft./level long, c with a radius of up to	Caster Level: 14 Divination  at Caster Level: 14  School Transmutation  Caster Level: 14 Abjuration  Caster Level: 14 Divination  Caster Level: 14 Divination  Caster Level: 14 Divination  Caster Level: 14 Transmutation  Caster Level: 14 Evocation [Force]	Source RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf  APM: p. 147  RSRD: SpellsA-B.rtf
Zone of Respite  Effect: Creates a region that is temporarily p  Zone of Revelation  Effect: All creatures and objects with a zone  Name  Animate Objects  Effect: Objects attack your foes.  Antilife Shell  Effect: 10-ft. field hedges out living creatures  Banishment  Effect: Banishes 2 HD/level of extraplanar of the company of the com	22 protected f 22 of relevat  DC 23  23  23 s. 23 reatures. 23  ct/level. 23 25d6] dam 23	rom interplanar intrusion None  tion are made visible; se  Saving Throw None  Will negates (harmless)  Reflex half or Reflex negates; see text hage.  Will negates	n; see text.  1 standard action be text.  Time 1 standard action 1 round 1 standard action	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D]  Instantaneous  14 minutes  1 minute/level  1 minute/level [D]	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V  Range C Medium (240 ft.) V  Target: One or more et which can be more the Close (60 ft.) V  Target: 10-ftradius et Close (60 ft.) V  Target: One or more et which can be more the Close (60 ft.) V  Target: 1 creature/levet than 30 ft. apart Medium (240 ft.) V  Target: Well of whirlin 35 ft. either form 20 ft. Close (60 ft.) V  Target: 1 creature/levet	manation  ,s,M/DF  rel emana  comp. , s  , s  lect/level; , s, DF  manation, , s, F  manation , s, DF  manation , s, DF  el, no two  , s  g blades to g blades to g blades , s, M/DF  el, no two	centered on you Yes  tion centered on a poir  Spell Resistance No  see text Yes centered on you Yes  or creatures, no two of part Yes (harmless)  ures Yes of which can be more Yes up to 20 ft./level long, c with a radius of up to Yes (harmless)	Caster Level: 14 Divination  Caster Level: 14  School Transmutation  Caster Level: 14 Abjuration  Caster Level: 14 Divination  Caster Level: 14 Divination  Caster Level: 14 Transmutation  Caster Level: 14 Transmutation  Caster Level: 14 Transmutation  Caster Level: 14 Conjuration  Caster Level: 14 Conjuration	Source RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf  APM: p. 147  RSRD: SpellsA-B.rtf
Cloak of Gloom  Some of Respite  Effect: Creates a region that is temporarily processed and objects with a zone of Revelation  Effect: All creatures and objects with a zone of Revelation  Effect: All creatures and objects with a zone of Revelation  Antilife Shell  Effect: 10-ft. field hedges out living creatures of Banishment  Effect: Banishes 2 HD/level of extraplanar of Battlelink  Effect: Allies can coordinate attack and deferment of Bear's Endurance, Mass  Effect: As bear's endurance, affects 1 subjection of Bear of Battlelink  Effect: As bear's endurance, affects 1 subjection of Battlelink  Effect: As bear's endurance, affects 1 subjection of Battlelink  Effect: Battlelink  Effect: Wall of blades deals 1d6/level [max 1]  Cloak of Gloom  Effect: Barrier or personal effect grans cono	22 protected ff 22 of relevate 23  DC 23  23 s. 23 reatures. 23 ct/level. 23  t/ level. 23  ealment, c	rom interplanar intrusion None  tion are made visible; se  Saving Throw  None  Will negates  None  Will negates (harmless)  Will negates; see text  ange.  Will negates (harmless)	n; see text.  1 standard action be text.  Time 1 standard action 1 round 1 standard action 1 round 1 standard action 1 renemies'	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D] Instantaneous  14 minutes 1 minute/level 1 minute/level [D]  1 minute/level 140 minutes [D]  will.	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V  Target: 5-ftradius/lev in space  Range C Medium (240 ft.) V  Target: One Small obj 10 ft. V  Target: 10-ftradius et Close (60 ft.) V  Target: 10-ftradius et Close (60 ft.) V  Target: One or more et which can be more ft Close (60 ft.) V  Target: You plus 4 will Close (60 ft.) V  Target: 1 creature/lev than 30 ft. apart Medium (240 ft.) V  Target: Wall of whirlin a ringed wall of whirlin a ft; either form 20 ft. Close (60 ft.) V  Target: 1 creature/lev than 30 ft. apart Personal or Close V	manation  ",S,M/DF  rel emana  comp. ", S  lect/level; ", S, DF  manation, ", S, F  manation, ", S, F  ean 30 ft. a ", S, DF  el, no two ", S  g blades to g blades ", S, M/DF  el, no two ", S, M/DF  el, no two ", S, M/DF  el, no two ", S, M/DF	centered on you Yes  tion centered on a poir  Spell Resistance No  see text Yes centered on you Yes  reatures, no two of part Yes (harmless)  ures Yes of which can be more Yes up to 20 ft./level long, c with a radius of up to Yes (harmless)  of which can be more Yes	Caster Level: 14 Divination  at Caster Level: 14  School Transmutation  Caster Level: 14 Abjuration  Caster Level: 14 Divination  Caster Level: 14 Divination  Caster Level: 14 Transmutation  Caster Level: 14  Evocation [Force]  or Caster Level: 14  Transmutation  Caster Level: 14  Conjuration  Caster Level: 14	Source RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf  APM: p. 147  RSRD: SpellsA-B.rtf  RSRD: SpellsA-B.rtf
Zone of Respite  Effect: Creates a region that is temporarily p  Zone of Revelation  Effect: All creatures and objects with a zone  Name  Animate Objects  Effect: Objects attack your foes.  Antilife Shell  Effect: 10-ft. field hedges out living creatures  Banishment  Effect: Banishes 2 HD/level of extraplanar companies attack and defeed to the companies of the	22 protected ff 22 of relevate 23  DC 23  23 s. 23 reatures. 23  ct/level. 23 t/ level. 23  ealment, c 23	rom interplanar intrusion None  tion are made visible; set   Saving Throw None  None  Will negates (harmless)  Reflex half or Reflex negates; see text nage.  Will negates (harmless)  Will partial; see text dims light, and saps you None	n; see text.  1 standard action be text.  Time 1 standard action 1 round 1 standard action 1 round 1 standard action 1 renemies'	1 minute/level  LEVEL 6  Duration 1 round/level  10 minutes/level [D]  Instantaneous  14 minutes  1 minute/level  1 minute/level [D]  1 minute/level  1 minute/level	square/level [S] 20 ft. V Target: 20-ftradius et Close (60 ft.) V  Target: 5-ftradius/lev in space  Range C Medium (240 ft.) V  Target: One Small obj 10 ft. V  Target: 10-ftradius et Close (60 ft.) V  Target: 10-ftradius et Close (60 ft.) V  Target: One or more et which can be more ft Close (60 ft.) V  Target: You plus 4 will Close (60 ft.) V  Target: 1 creature/lev than 30 ft. apart Medium (240 ft.) V  Target: Wall of whirlin a ringed wall of whirlin a ft; either form 20 ft. Close (60 ft.) V  Target: 1 creature/lev than 30 ft. apart Personal or Close V	manation ,'s,M/DF  rel emana  comp. ,'s	centered on you Yes  tion centered on a poir  Spell Resistance No  see text Yes centered on you Yes  or creatures, no two of part Yes (harmless)  ures Yes of which can be more Yes up to 20 ft./level long, c with a radius of up to Yes (harmless)  of which can be more Yes	Caster Level: 14 Divination  Caster Level: 14  School Transmutation  Caster Level: 14 Abjuration  Caster Level: 14 Abjuration  Caster Level: 14 Divination  Caster Level: 14 Transmutation  Caster Level: 14 Transmutation  Caster Level: 14  Transmutation  Caster Level: 14  Conjuration  Caster Level: 14	Source RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf RSRD: SpellsA-B.rtf

			Cleric Spells					
Cometfall	23 Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50
Effect: Comet falls to the ground dealing 1d see text	6/level [max 15d6] to eve		. Creatures that fail their Reflex are prone	e; Target: 400-pound b	all of rock a	and ice	Caster Level: 14	
Crown of Terror, Greater	23 None	1 standard action	14 rounds [D]		V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
Effect: Enemies within 30 feet become frigh	tened or panicked.  23 Will negates (harmless)	1 standard action	14 minutes [D]	Target: A fiery halo 30 ft.	V, S, M/DF	Yes (harmless)	Caster Level: 14 Conjuration (Creation) [Mind-Affecting]	APM: p. 150
Effect: You and allies within 30 feet gain +2	23 Will half (harr	nless) or 1	Instantaneous	Target: A silver halo Close (60 ft.)	V, S	Yes (harmless) or Yes		RSRD: SpellsC.rtf
Effect: Cures 2d8 +1/level [max +30] damag	Will half; see ge for many creatures.	text standard action		Target: 1 creature/le	vel, no two	see text of which can be more	(Healing)  Caster Level: 14	
Dispel Magic, Greater	23 None	1 standard	Instantaneous		V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect: As dispel magic, but +20 on check.		action		Target: One spellcas 20-ftradius burst	ster, creatu	re, or object; or	Caster Level: 14	
□□□□□ Eagle's Splendor, Mass	23 Will negates (harmless)	1 standard action	1 minute/level		V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: As eagle's splendor, affects 1 subject	t/level.			Target: 1 creature/le than 30 ft. apart	vel, no two	of which can be more	Caster Level: 14	
□□□□□ Energy Immunity	23 None	1 standard action	24 hours		V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80
Effect: Become immune to one energy type	23 None or Will	negates 3 rounds	10 minutes/level	Target: Creature tou Personal or touch		No or Yes (harmless)	Caster Level: 14 Divination	RSRD: SpellsF-G.rtf
Effect: Shows most direct way to a location.  Greater	(harmless)	ex partial 1	14 minutes [D] or until expended	Target: You or creat		d Yes	Caster Level: 14 Evocation [Chaos	, APM: p. 155
Effect: Small flame sheds light and deals 2c		standard action		Target: One fiery au			Fire]  Caster Level: 14	
fire damage to others.  Flame of Good, Greater	23 None or Refl		14 rounds [D] or until expended	,	V, S, DF	* *	Evocation [Fire,	APM: p. 155
,		standard action		•			Good]	7.1. III. p. 100
Effect: Small flame sheds light and deals 2d fire damage to others.				Target: One fiery au			Caster Level: 14	ADM - 450
□□□□□Flame of Law, Greater		standard action			V, S, DF		Evocation [Fire, Law]	APM: p. 156
Effect: Small flame sheds light and deals 2d fire damage to others.	16+14 fire damage, plus i		dazzles foes of opposite alignment; 1d8  Permanent	Target: One fiery au	•	Yes	Caster Level: 14	RSRD: SpellsF-G.rtf
Forbiddance  Effect: Blocks planar travel, damages create			remanent		DF	res	Abjuration  Caster Level: 14	NOND. Spellsr-G.III
□□□□ Geas/Quest	23 None	10 minutes	1 day/level or until discharged [D]	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting]	RSRD: SpellsF-G.rtf
Effect: As lesser geas, plus it affects any cre	eature. 23 None	1	1 minute/level [D]	Target: One living cr 5 ft./level	v,S	No	Caster Level: 14 Abjuration	SPELL CO: Pg.103
Effect: Field of energy negates incorporealn	ness within a 5 ft./caster I	standard action evel radius. 10	Permanent until discharged [D]			tion centered on you No (object) and Yes;	Caster Level: 14 Abjuration	RSRD: SpellsF-G.rtf
Glyph of Warding, Greater  Effect: As glyph of warding, but up to 10d8		minutes	r emanem unun discharged [D]	Target: Object touch		see text	Caster Level: 14	NOND. Opellar -0.1ti
□□□□ Harm	23 Will half; see	text 1 standard action	Instantaneous		V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 10 points damage/level to targ	23 Will negates (harmless)	1 standard action	Instantaneous	Target: Creature tou Touch	V, S	Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsH-L.rtf
Effect: Cures 10 points of damage/level [ma	ax 150], all diseases and 23 None		1 hour plus 12 hours; see text	Target: Creature tou Close (60 ft.)	ched V, S, DF	No	Caster Level: 14 Conjuration	RSRD: SpellsH-L.rtf
Effect: Food for 1 creature/level cures and c	grants combat bonuses.	minutes		Target: Feast for 1 c	reature/leve	el	(Creation) [Creation] Caster Level: 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
Effect: Food for 1 creature/level cures and g	grants combat bonuses. 23 None	10	24 hours [D]	Target: Feast for 1 of Anywhere in the		el No	Caster Level: 14 Abjuration	SPELL CO: Pg.114
Effect: Protects area against divinations; se		minutes	Instantaneous	Target: Up to 200 so			Caster Level: 14	SPELL CO. Dc 440
Ice Flowers	23 Reflex half	1 standard action			V,S	No	Transmutation [Cold]	SPELL CO: Pg.119
Effect: Creates dense rumble and causes 1		6]. No affect in des 1 standard	Instantaneous	Target: 20-ftradius Close (60 ft.)	V, S	Yes	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 2d8 +1/level [max +30] damag	ge to many creatures.	action			vel, no two	of which can be more	Caster Level: 14	
Lucent Lance	23 None	1 standard	Instantaneous	than 30 ft. apart Close (60 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SPELL CO: Pg.134
Effect: Ranged touch attack blinds creature	for 1 round; see text.	action 1	1 round/level	Target: Ray Close (60 ft.)	V,S,M	N/A	Caster Level: 14 Transmutation	SPELL CO: Pg.137
□□□□Make Manifest, Mass		standard action						5. ELE 00. F g. 107
Effect: As make manifest, except all creatur		ı appear.	1 hour/level	space		centered on a point is		SPELL CO. D. 100
Mantle of the Icy Soul	23 Will negates	1 standard action	1 hour/level		V,S,M	Yes	Transmutation [Cold]	SPELL CO: Pg.138
Effect: Grants Cold Subtype to target.  Opalescent Glare	23 Will partial; s	ee text 1	Instantaneous	Target: Creature tou Personal	ched V,S,DF	Yes	Caster Level: 14 Necromancy [Death, Good]	SPELL CO: Pg.150
Effect: Gain gaze attack, evil creatures of 5		action ur gaze it dies [unl	ess it saves] but is affected as if by fear.	Target: You	V C 1:2-	· V	Caster Level: 14	DODD, C. H. L. C
Owl's Wisdom, Mass	23 Will negates (harmless)	1 standard action	1 minute/level	,	V, S, M/DF		Transmutation	RSRD: SpellsM-O.rtf
Effect: As owl's wisdom, affects one subject	t/ level.		* =Domain/Speciality Spell	Target: 1 creature/le than 30 ft. apart	vel, no two	of which can be more	Caster Level: 14	
			-Domain/Speciality Spell					

				Cleric Spells					
□□□□□Planar Ally	23	None	10 minutes	Instantaneous		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 elemore than 12 HD, whapart when they app	hich canno	r outsiders totaling no t be more than 30 ft.	Caster Level: 14	
Planar Exchange  Effect: Call a celestial creature see list; see to	23 ext	None	1 round	1 round/level [D]		V,S,DF	No	Conjuration (Calling) Caster Level: 14	SPELL CO: Pg.159
□□□□ Rejection	23	Fortitude negates	1 standard action	Instantaneous		V,S	Yes	Abjuration	SPELL CO: Pg.172
Effect: Creatures in the area must save or be **Repulsion	pushed 23	away from you to a dista Will negates	ance of 5 f 1 standard action	t. per caster level. 1 round/level [D]	Target: Cone-shaped Up to 10 ft./level		Yes	Caster Level: 14 Abjuration	RSRD: SpellsP-R.rtf
Effect: Creatures can't approach you.  Resistance, Superior	23	Will negates [harmless]	1 standard action	24 hours			ation centered on you Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.174
Effect: As resistance, except you grant the su	23	resistance bonus. None; see text	1 minute	Instantaneous			Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.175
Effect: As raise dead, except it affects an out	sider. 23	Reflex negates	1 standard action	1 round/level?	Target: Touch Touch	V,S,M	No	Caster Level: 14 Conjuration (Creation)	SPELL CO: Pg.180
Effect: Airtight coffin; see text.  Spider Plague	23	None		1 round/level	Target: Creature tour Close (60 ft.)	ched? V,S	No	Caster Level: 14 Conjuration (Summoning) [See	SPELL CO: Pg.201
Effect: Summon five celestial or fiendish Larg	e monst	rous spiders [MM 289]; : N/A	1	1 minute/level [D]	Target: Five summor	ned spiders V,S,M	s N/A	text] Caster Level: 14 Transmutation	SPELL CO: Pg.207
Effect: Body becomes stone with DR 10/adar	nantine a	and a +4 enhancement t	standard action to Strength	, but take a -4 penalty to Dexterity; see	Target: You			Caster Level: 14	
text Strength of Faith	23	Will negates (harmless)	1 standard	14 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	APM: p. 172
Effect: Fortifies subject against alignment effect: Fortifies subject against alignment effect.	23	None	action 1 round	1 round/level [D]	, ,	V, S, F/DF	No d creatures, no two of	Caster Level: 14 Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for y	ou. 23	Will negates	10	See text	which can be more to			Caster Level: 14 Necromancy [Fea	r,RSRD: SpellsS.rtf
Effect: Triggered rune panics nearby creature			minutes	See text	Target: One symbol		Yes	Mind-Affecting] Caster Level: 14 Enchantment	
Effect: Triggered rune charms nearby creatur		Will negates	minutes	See text	0 ft.; see text  Target: One symbol	V, S, M	res	(Charm) [Mind-Affecting]  Caster Level: 14	RSRD: SpellsS.rtf
Undeath to Death	23	Will negates	1 standard action	Instantaneous		V, S, M/DF	Yes	Necromancy [Death]	RSRD: SpellsT-Z.rtf
Effect: Destroys 1d4 [max 20d4] HD of under	ıd.		action		Target: Several under burst	ead creatur	es within a 40-ftradius	Caster Level: 14	
UUUUVigorous 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 g healed per round.			ity for the o	· · · · ·	more than 30 ft. apar	rt	no two of which can be		
□□□□ Visage of the Deity	23	N/A	standard action	1 round/level		V,S,DF	N/A	Transmutation	SPELL CO: Pg.230
Effect: Your form becomes more like your de	23	No and Will negates (harmless)	qualities; 1 standard action	1 hour/level [D]; see text			No and Yes (harmless)	-	RSRD: SpellsT-Z.rtf
Effect: You and your allies turn vaporous and Wind Walk	travel fa 23	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Target: You and One Touch	touched o	No and Yes (harmless)	Caster Level: 14 Transmutation [Air	PRSRD: SpellsT-Z.rtf
Effect: You and your allies turn vaporous and Word of Recall	travel fa	None or Will negates	1	Instantaneous	Target: You and One Unlimited	e touched o	No or Yes (harmless,	Caster Level: 14 Conjuration	RSRD: SpellsT-Z.rtf
Effect: Teleports you back to designated place	e.	(harmless, object)	standard action		Target: You and touc	ched objec	object) ts or other willing	(Teleportation)  Caster Level: 14	
Zealot Pact	23	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch Touch	V,S,DF,XF	Yes [harmless]	Evocation	SPELL CO: Pg.244
Effect: Gain +4 bonus and deal double dama	ge again			activated by first successful hit; see text.	. Target: Willing living	creature to	ouched	Caster Level: 14	
Name	DC	Saving Throw	Time	LEVEL 7	Range	Comp.	Spell Resistance	School	Source
Bestow Curse, Greater	24	Will negates	1 standard action	Permanent		V,S	Yes	Necromancy	SPELL CO: Pg.27
Effect: See text for details of curse options.  Blood to Water	24	Fortitude half	1 standard	Instantaneous	Target: Creature tour Close (60 ft.)	ched V,S	Yes	Caster Level: 14 Necromancy [Water]	SPELL CO: Pg.33
Effect: Deals 2d6 Con damage to subject. Sa	ve halve	s damage.	action		Target: Up to five livi more than 30 ft. apar		es, no two of which are	Caster Level: 14	
□□□□□Brilliant Blade	24	Will negates [harmless,object]	1 standard action	1 minute/level		V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.40
Effect: Transform weapons into brilliant energ					Target: One melee of projectiles			Caster Level: 14	
Call Kolyarut  Effect: You recieve the aid of a Kolyarut inevi	24 table in t	None performing one task that	10 minutes cannot ex	Instantaneous	Close (60 ft.)  Target: One called ke	V,S,DF,XF	No	Conjuration (Calling) [Lawful] Caster Level: 14	SPELL CO: Pg.42
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.  Cure Serious Wounds, Mass	24	Will half (harmless) or Will half; see text	standard	Instantaneous		circle, cer V, S	ntered on you; see text Yes (harmless) or Yes see text		RSRD: SpellsC.rtf
Effect: Cures 3d8 +1/level [max +35] damage	for man	y creatures.	action		Target: 1 creature/lethan 30 ft. apart	vel, no two	of which can be more	Caster Level: 14	
Destruction	24	Fortitude partial	1 standard action	Instantaneous		V, S, F	Yes	Necromancy [Death]	RSRD: SpellsD-E.rtf
Effect: Kills subject and destroys remains.			addoll	* =Domain/Speciality Spell	Target: One creature	•		Caster Level: 14	

				Cleric Spells					
Dictum	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful Sonic]	, RSRD: SpellsD-E.rtf
Effect: Kills, paralyzes, slows, or deafens no	onlawful su	ubjects.	action		Target: Nonlawful o	reatures in	a 40-ftradius spread	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/lev	/el. 24	None	1 standard action	2 hours/level [D]	Target: You Close (60 ft.)	V, S, M	No	Caster Level: 14 Evocation [Force]	RSRD: SpellsF-G.rtf
Effect: Cube or cage of force imprisons all i	nside. 24	None [harmless]		10 minutes/level or until discharged	Target: Barred cage Touch	e 20 or wind V,S	dowless cell 10 Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.99
Effect: If an attack would kill target she is he had been shadown as the beautiful target she is he would kill target she would kill target sh	ealed as if	by a heal spell.	1	3 rounds [D]	Target: Living creat 0 t.	ure touched	d N/A	Caster Level: 14 Abjuration	SPELL CO: Pg.115
Effect: Creates light and has three function:			standard action	C rounds [2]	Target: Protective s	,-		Caster Level: 14	0. 222 00. 1 g. 1 10
Holy Word	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Sonic]	RSRD: SpellsH-L.rtf
Effect: Kills, paralyzes, blinds, or deafens n	-	•			centered on you		a 40-ftradius spread	Caster Level: 14	
Inflict Serious Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 3d8 +1/level [max +35] damag	ge to many				than 30 ft. apart		o of which can be more		
*Phantasmal Disorientation	24	Will negates; see text	1 standard action	1 minute/level [D]	, ,	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SPELL CO: Pg.155
Effect: Need to make a Will save to discern Planar Bubble	24	Will negates	1 standard	10 minutes/level	Target: One living of Touch		No; see text	Caster Level: 14 Abjuration	SPELL CO: Pg.158
Effect: Area around creature emulates it's r	ativo ele	[harmless]	standard action	1	Tamet 10 th and	omonati	n from touched creature	Castar Laurel At	
Psychic Turmoil, Greater	24	Will partial; see text	1 standard	14 rounds	Close (60 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
Effect: [see text]			action		Target: 40-ft-radius	emanation	centered on point in	Caster Level: 14	
	24	Will partial	1	Instantaneous	space Long (960 ft.)	V,S,F	Yes		SPELL CO: Pg.164
Radiant Assault  Effect: Deals 1d6 damage per caster level			standard action	mota italieus	Target: 20-ftradius		. 05	Caster Level: 14	0. EEE 00. Fg.104
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 possesso	24	Fortitude negates (harmless)	3 full rounds	Instantaneous	Target: Object touc	V, S, DF	Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Subject's severed limbs grow back,  Renewal Pact	24	+1/level [max +35]. Will negates [harmless]	10 minutes	Permanent until triggered	Target: Living creat Touch	V,S,DF	Yes [harmless]	Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.173
Effect: Reverses certain effects when contr	acted. 24	Will negates	1 standard action	1 round/level [D]	Target: Willing living Up to 10 ft./level			Caster Level: 14 Abjuration	RSRD: SpellsP-R.rtf
Effect: Creatures can't approach you.  Restoration, Greater	24	Will negates (harmless)	10 minutes	Instantaneous	Target: 10 ft. radius Touch		nation centered on you Yes (harmless)	Caster Level: 14 Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: As restoration, plus restores all level	ls and abili 24			Instantaneous	Target: Creature to Close (60 ft.)	uched V,S,M	Yes [harmless]	Caster Level: 14 Conjuration	SPELL CO: Pa.174
Restoration, Mass  Effect: Restores level and ability score drain		[harmless]	riound	matana 10000		re/level, no	two of which can be	(Healing) Caster Level: 14	Of EEE 00.1 g.174
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.  Scrying, Greater	24	Will negates	1 standard	1 hour/level	Target: Dead create See text	vre touched V, S	Yes	Caster Level: 14 Divination (Scrying)	RSRD: SpellsS.rtf
Effect: As scrying, but faster and longer.			action		Target: Magical ser			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 an DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	ea, dealing 24	damage to everything; Will negates [harmless]	see text. 1 standard action	1 round/level	Target: 15 ftradius Close (60 ft.)	v,S,DF	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.199
Effect: Each target gains Spell Resistance	12 + caste	r level.			Target: Up to One of be more than 30 ft.		el, no two of which can	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 fo	r you.				Target: One or mor which can be more		ed creatures, no two of apart		
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 creatur	24	Fortitude negates	10 minutes	See text	Target: One symbo 0 ft.; see text	V, S, M	Yes	Caster Level: 14 Necromancy [Death]	RSRD: SpellsS.rtf
Effect: Triggered rune weakens nearby crea	atures. 24	Will negates	1 standard action	24 hours/level [D]	Target: One symbo Touch; see text	V,S,F	Yes	Caster Level: 14 Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.218
Effect: Causes creature not to be able to re	st; see tex 24	t. None	1 standard	14 minutes [D]	Target: Living creat Medium (240 ft.)		d; see text Yes; see text	Caster Level: 14 Evocation [Force]	APM: p. 177
Effect: Ghostly arms attack all that come wi	thin reach.		action		wall of blades with a	l of blades :	280 ft. long, or a ringed up to 35 ft.; either form	Caster Level: 14	
□□□□□Withering Palm	24	Fortitude negates	1	Instantaneous	20 ft. high Touch	V,S	Yes	Necromancy	SPELL CO: Pg.241
Effect: Your touch deals 1 pt of damage to					Target: Living creat			Caster Level: 14	
□□□□□Word of Chaos	24	None or Will negates; see text	standard	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	RSRD: SpellsT-Z.rtf
Effect: Kills, confuses, stuns, or deafens no	nchaotic s	ubjects.	action		Target: Nonchaotic centered on you	creatures i	n a 40-ft radius spread	Caster Level: 14	
				* =Domain/Speciality Spell					

				Cleric Spells					
				LEVEL 8					
Name  Antimagic Field	DC 25	Saving Throw None	Time 1 standard	<b>Duration</b> 10 minutes/level [D]	Range 10 ft.	Comp. V, S, M/DI	Spell Resistance F See text	<b>School</b> Abjuration	Source RSRD: SpellsA-B.rtf
Effect: Negates magic within 10 ft.	25	Will negates [harmless]	action 1 standard	1 round/level	Target: 10-ftradius Close (60 ft.)	s emanation V,S	n, centered on you Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.39
Effect: Functions as brilliant blade, except al	subject	•	action		Target: Weapons of	arried by on	ne creature/2 levels, no	Caster Level: 14	
Cloak of Chaos	25	See text	1 standard	1 round/level [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]	RSRD: SpellsC.rtf
Effect: +4 to AC, +4 resistance, and SR 25 a	gainst la	wful spells.	action		Target: 1 creature/l centered on you	evel in a 20	-ftradius burst	Caster Level: 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	s;Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 4d8 +1/level [max +40] damag				D	than 30 ft. apart		o of which can be more		005H 00 D 00
Death Pact  Effect: Brings target back to life but with a pr	25 ice; see t	None ext.	10 minutes	Permanent until triggered	Touch  Target: Willing livin	V,S,M/DF g creature to		Necromancy  Caster Level: 14	SPELL CO: Pg.60
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
Effect: Grants immunity to death spells and	ŭ	· ·			more than 30 ft. ap	art	two of which can be	Caster Level: 14	
□□□□□ Dimensional Lock	25	None	1 standard action	1 day/level	Medium (240 ft.)	V, S	Yes	Abjuration	RSRD: SpellsD-E.rtf
Effect: Teleportation and interplanar travel b		·	40	lastastas and	Target: 20-ftradius space Unlimited		centered on a point in		DODD: CII-D E -#
Discern Location  Effect: Reveals exact location of creature or	25 object.	None	10 minutes	Instantaneous	Target: One creatu	V, S, DF re or object	INU	Divination  Caster Level: 14	RSRD: SpellsD-E.rtf
□□□□□ Earthquake	25	See text	1 standard action	1 round	Long (960 ft.)		No	Evocation [Earth]	RSRD: SpellsD-E.rtf
Effect: Intense tremor shakes 80-ftradius.  ———— Fierce Pride of the Beastlands	25	None	10 minutes	10 minutes/level [D]	Target: 80-ftradius Medium (240 ft.)		No	Caster Level: 14 Conjuration (Summoning) [Chaotic, Good]	SPELL CO: Pg.91
Effect: Summons 2d4 celestial lions with ma		t points; see text.  Reflex half	1 round	Instantaneous	which are more tha	n 30 ft. apa		Caster Level: 14	BSBD: SpolleE C eff
Fire Storm  Effect: Deals 1d6/level [max 20d6] fire dama			1 round	Instantaneous	Medium (240 ft.)  Target: 2 10-ft. cub		Yes	Evocation [Fire] Caster Level: 14	RSRD: SpellsF-G.rtf
□□□□ Heat Drain	25	Fortitude negates	1 standard action	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Col	d]SPELL CO: Pg.112
Effect: Deals 1d6/caster level [max 20d6] co	ld damag 25	e, for every living create See text	1 standard action	1 round/level [D]	Target: 20-ftradius 20 ft.	V, S, F	ered on you Yes (harmless)	Caster Level: 14 Abjuration [Good]	RSRD: SpellsH-L.rtf
Effect: +4 to AC, +4 resistance, and SR 25 a	gainst ev	·	dollon		Target: 1 creature/l centered on you		-ftradius burst	Caster Level: 14	
□□□□□Inflict Critical Wounds, Mass	25	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 4d8 +1/level [max +40] damag					than 30 ft. apart		o of which can be more		
□□□□□Lion's Roar	25	Fortitude partial or Wi negates [harmless]	standard action		120 ft.	V,S,DF	Yes or Yes [harmless] see text		SPELL CO: Pg.133
Effect: Deals 1d8/caster level [max 10d8] so temporary hp.		-		<u> </u>	Target: 120-ftradii			Caster Level: 14	DCDD: CII-D D -4
□□□□□ Planar Ally, Greater  Effect: As lesser planar ally, but up to 18 HD	. 25	None	10 minutes	Instantaneous	Close (60 ft.)  Target: Up to three	V, S, DF, XP	nentals or outsiders,	Conjuration (Calling) [See Text] Caster Level: 14	RSRD: SpellsP-R.rtf
DDDDDDDaner Evenenge Creater	25	None	1 round	1 round/level [D]	totaling no more the more than 30 ft. ap 0 ft.	art when the	to two of which can be be appear.  No	Conjuration	SPELL CO: Pg.159
Planar Exchange, Greater  Effect: Call a celestial creature see list; see l	ext				Target: One called	creature		(Calling) Caster Level: 14	
□□□□□Plane Shift, Greater	25	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	SPELL CO: Pg.159
Effect: As many as eight subjects travel to a	nother pla	See text	1	1 round/level [D]	Target: Creature to creatures joining ha 20 ft.	ands	p to eight willing Yes (harmless)	Caster Level: 14	RSRD: SpellsS.rtf
□□□□□Shield of Law			standard action			V, S, F		, ,	J KSKD: SpellsS.rti
Effect: +4 to AC, +4 resistance, and SR 25 a	gainst ch	aotic spells. Will negates	1	10 minutes/level	Target: 1 creature/l centered on you Touch		-ftradius burst Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsS.rtf
Spell Immunity, Greater  Effect: Subject is immune to 3 spells, up to 8		(harmless)	standard action		Target: Creature to		(	Caster Level: 14	э оролооли
□□□□□ Stormrage	25	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SPELL CO: Pg.210
Effect: Launch lightning bolts 1d6 per level;  Summon Monster VIII  Effect: Calls extraplanar creature to fight for	25	None	1 round	1 round/level [D]	Target: You Close (60 ft.)  Target: One or more	V, S, F/DF	No ed creatures, no two of	Caster Level: 14 Conjuration (Summoning) Caster Level: 14	RSRD: SpellsS.rtf
Symbol of Death	you. 25	Fortitude negates	10 minutes	See text	which can be more 0 ft.; see text			Necromancy	RSRD: SpellsS.rtf
Effect: Triggered rune slays nearby creature	s. 25	Will negates	10 minutes	See text	Target: One symbol 0 ft.; see text	V, S, M	Yes	[Death] Caster Level: 14 Enchantment (Compulsion)	RSRD: SpellsS.rtf
Effect: Triggered rune renders nearby creatu	res insar 25	ne. None	1	1 minute/level	Target: One symbo	V,S,DF	No	[Mind-Affecting] Caster Level: 14 Abjuration	SPELL CO: Pg.234
Effect: As wall of dispel magic, but is like gre			standard action				rea is up to one 10-ft.	,	Ç
				LEVEL 9	5400.0/10761				
Name	DC 26	Saving Throw None	Time 30	Duration See text	Range Touch	Comp. V, S, M	Spell Resistance Yes	School Necromancy	Source RSRD: SpellsA-B.rtf
Astral Projection  Effect: Projects you and companions onto A			minutes		Target: You plus or			Caster Level: 14	Oponori Ditt
Created using PCGen				* =Domain/Speciality Spell	levels touched				Dago

				Cleric Spells					
Call Marut	26	None	10 minutes	Instantaneous	Close (60 ft.)	V,S,DF,XF	<sup>o</sup> No	Conjuration (Calling) [Lawful]	SPELL CO: Pg.42
Effect: You recieve the aid of a Marut inevita	ole in pe	rforming one task that c	annot exce	ed 1 hour.	Target: One called	marut		Caster Level: 14	
□□□□□ Energy Drain	26	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
Effect: Subject gains 2d4 negative levels.					Target: Ray of nega	ative energy		Caster Level: 14	
Etherealness	26	None	1 standard action	1 minute/level [D]	Touch; see text	V, S	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: Travel to Ethereal Plane with compan							thed creature/3 levels	Caster Level: 14	
□□□□□Gate	26	None	1 standard action	Instantaneous or concentration 0; see text	Medium (240 ft.)	V, S, XP; see text	NO	Conjuration (Calling, Creation)	RSRD: SpellsF-G.rtf
Effect: Connects two planes for travel or sun					Target: See text			Caster Level: 14	
□□□□ Heal, Mass	26	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
Effect: As heal, but with several subjects.					Target: One or more more than 30 ft. ap		no two of which can be	e Caster Level: 14	
□□□□□Heavenly Host	26	None	10 minutes	10 minutes/level	Medium (240 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SPELL CO: Pg.113
Effect: Summons multiple creatures; see tex					Target: Two or mor which are more that		d creatures, no two of t	Caster Level: 14	
□□□□ Implosion	26	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (60 ft.)	V, S	Yes	Evocation	RSRD: SpellsH-L.rtf
Effect: Kills one creature/round.					Target: One corpor	eal creature	/round	Caster Level: 14	
□□□□ Miracle	26	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation	RSRD: SpellsM-O.rtf
Effect: Requests a deity's intercession.	00	MPH		B	Target: See text	\\ 0 F	M	Caster Level: 14	DODD 0 II. 0 //
Soul Bind  Effect: Traps newly dead soul to prevent res	26	Will negates	1 standard action	Permanent	Close (60 ft.)	V, S, F	No	Necromancy	RSRD: SpellsS.rtf
	26	See text	1 round	Concentration [maximum 10 rounds] [D]	Target: Corpse	V, S	Yes	Caster Level: 14 Conjuration	RSRD: SpellsS.rtf
Storm of Vengeance  Effect: Storm rains acid, lightning, and hail.	20	See text	i iouna	Concentration [maximum 10 founds] [D]	,			(Summoning) Caster Level: 14	KSKD. SpellsS.III
	26	None	1 round	Concentration, up to 1 round/level	Target: 360-ftradii Medium (240 ft.)	V,S,M	No	Conjuration 14	SPELL CO: Pg.214
Summon Elemental Monolith	20	None	riouna	Concentration, up to 1 round/level	` '			(Summoning) [see text]	
Effect: Summon monolith to do your bidding.					Target: One summ			Caster Level: 14	
□□□□ Summon Monster IX	26	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF		Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for					which can be more	than 30 ft. a		Caster Level: 14	
True Resurrection  Effect: As resurrection, plus remains aren't n	26	None; see text	10 minutes	Instantaneous	Touch  Target: Dead creat	DF	Yes (harmless)	Conjuration (Healing) Caster Level: 14	RSRD: SpellsT-Z.rtf
	26	None	1	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]		SPELL CO: Pg.226
Undeath's Eternal Foe	20	None	standard action	i Touridilever	Close (60 II.)	V,3,DF	res [riairilless]	Abjuration [Good]	SFELL CO. Fg.226
Effect: Grant subjects special abilities agains	t undead				Target: One creatu			Caster Level: 14	
UUUUVisage of the Deity, Greater	26	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.231
Effect: Your form becomes more like your de	ity's - be	come half-celestial or ha	alf-fiend; se	ee text	Target: You			Caster Level: 14	

Turk	
	Kercpa
	RACE
	15 AGE
	AGE
	Male
	GENDER
	Darkvision (60') VISION
	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

## 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