

Turk

NAME

Clr13 Com2

105000

CLASS

EXPERIENCE

15

120000

Character Level

NEXT LEVEL

Jason Pingol

PLAYERNAME

Kercpa

Tiny

RACE

SIZE

Male

GENDER

DEITY

1' 6"

HEIGHT

Hazel

EYES

1 lbs.

WEIGHT

Red, Wild

HAIR

Neutral Good


ALIGNMENT

Darkvision (60')

VISION

0

POINTS



ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

9

-1

9

-1

9

-1

DEX

Dexterity

24

+7

26

+8

26

+8

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

15

+2

15

+2

15

+2

WIS

Wisdom

20

+5

24

+7

24

+7

CHA

Charisma

15

+2

15

+2

15

+2

VP

Vitality

122

WOUNDS/CURRENT HP

34

FLAT

26

TOUCH

28

BASE

10

ARMOR BONUS

6

SHIELD BONUS

0

STAT

8

SIZE

2

NATURAL

0

MISC

8

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

WP

Wound Points

14

DAMAGE REDUCTION

0

0

0

SPEED

Climb 40 ft., Walk 30 ft.

INITIATIVE

modifier

+10

=

+8

+

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+18

=

+8

+

+2

+

+2

+

+6

+

+0

+

REFLEX

(dexterity)

+20

=

+4

+

+8

+

+2

+

+6

+

+0

+

WILL

(wisdom)

+26

=

+11

+

+7

+

+2

+

+6

+

+0

+

MELEE

attack bonus

+11/+6

=

+10/+5

+

-1

+

+2

+

+0

+

+0

+

RANGED

attack bonus

+20/+15

=

+10/+5

+

+8

+

+2

+

+0

+

+0

+

GRAPPLE

attack bonus

+1/-4

=

+10/+5

+

-1

+

-8

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+11/+6

1d2-1

20/x2

\*Kercpa Longbow +2

CURRENT HAND

TYPE

SIZE

CRITICAL

Both

P

T

20/x3

30 ft.

100 ft.

200 ft.

300 ft.

400 ft.

To Hit

+22/+17

+22/+17

+20/+15

+18/+13

+16/+11

Dam

1d4+1

1d4+1

1d4+1

1d4+1

1d4+1

Special Properties

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

Oaktop Mace Ironwood (+1)

CURRENT HAND

TYPE

SIZE

CRITICAL

(Heavy/Bonded/+1/Defending)

Carried

B

T

20/x2

To Hit

Dam

To Hit

Dam

1H-P

+14/+9

1d4+2

2W-P-(OH)

+8/+3

1d4+2

1H-O

+10/+5

1d4+2

2W-P-(OL)

+10/+5

1d4+2

2H

+14/+9

1d4+2

2W-OH

+4

1d4+2

Special Properties

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

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

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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

Shield

+2

+0

5

+2 to Turning Level

\*Belt, Monk's

+8

+0

0

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

18/9

MISC MODIFIER

Appraise

INT

2

=

2

+

+

Balance

DEX

8

=

8

+

+

Bluff

CHA

2

=

2

+

+

Climb

STR

17

=

-1

+

1.0

+

17

Concentration

CON

19

=

2

+

17.0

+

Craft (Bowmaking)

INT

4

=

2

+

2.0

+

Craft (Untrained)

INT

2

=

2

+

+

Diplomacy

CHA

2

=

2

+

+

Disable Device

INT

3

=

2

+

1.0

+

Disguise

CHA

2

=

2

+

+

Escape Artist

DEX

8

=

8

+

+

Forgery

INT

2

=

2

+

+

Gather Information

CHA

2

=

2

+

+

Heal

WIS

15

=

7

+

8.0

+

Intimidate

CHA

2

=

2

+

+

Jump

STR

-1

=

-1

+

+

Knowledge (Arcana)

INT

8

=

2

+

6.0

+

Knowledge (Religion)

INT

17

=

2

+

15.0

+

Listen

WIS

11

=

7

+

+

4

Nature Sense

WIS

12

=

7

+

5.0

+

Open Lock

DEX

9

=

8

+

1.0

+

Psychic (Mental Contact)

CHA

3

=

2

+

1.0

+

Psychic (Psychic Healing)

WIS

8

=

7

+

1.0

+

Ride

DEX

8

=

8

+

+

Search

INT

2

=

2

+

+

Sense Motive

WIS

7

=

7

+

+

Sleight of Hand

DEX

9

=

8

+

1.0

+

Sneak

DEX

8

=

8

+

+

Sneak (Hide)

DEX

16

=

8

+

+

8

Spellcraft

INT

12

=

2

+

10.0

+

Spot

WIS

16

=

7

+

+

9

Survival

WIS

7

=

7

+

+

Swim

STR

-1

=

-1

+

+

Tumble

DEX

13

=

8

+

5.0

+

Use Rope

DEX

8

=

8

+

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

TURN UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turning Check

1d20+4

Up to 0

9

Turn level

13

1 - 3

10

Turn damage

2d6 +15

4 - 6

11

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

7 - 9

12

10 - 12

13

13 - 15

14

16 - 18

15

19 - 21

16

22+

17

TURN/DAY

□□□□□ □□□□

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Belt, Monk's	Equipped	1	1.0	13000.0
Eyes of the Eagle	Equipped	1	0.0	2500.0
Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny)	Handy Haversack	1	0.5	9157.5
+2 to Turning Level				
Dragon Helm of Wisdom +4	Equipped	1	0.0	16000.0
Gloves of Dexterity +2	Equipped	1	0.0	4000.0
Handy Haversack	Carried	1	5.0	2000.0
0.5 lbs., 1 Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny)				
Kercpa Longbow +2	Equipped	1	0.3	8187.5
0 lbs. (Longbow Ironwood (+2/Tiny)), Wooden but functions as steel, does not burn				
Oaktop Mace Ironwood (+1) (Heavy/Bonded/+1/Defending)	Carried	1	0.8	8156.0
(Mace Ironwood (+1) (Heavy/Bonded/+1/Tiny)), (Mace Ironwood (+1) (Heavy/Bonded/+1/Defending)), can transfer some or all of sword's enhancement bonus to AC, Wooden but functions as steel, does not burn, Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.				
Outfit (Explorer's/Tiny)	Equipped	1	2.0	10.0
Minor Ring of Energy Resistance (Fire)	Equipped	1	0.0	12000.0
Absorbs 10 points of Fire damage				
Vestment Save Bonus (Resistance) (+2)	Equipped	1	0.0	4000.0
Resistance bonus to all saving throws of +2				
TOTAL WEIGHT CARRIED/VALUE			7.1 lbs.	79011.0 gp

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

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

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

SPECIAL ABILITIES
+4 racial bonus on Hide and Move Silently checks when in forested areas.
Arrow Swarm (Ex):By taking a -5 penalty to all attack rolls for a round, a kercpa may make two additional ranged attacks at its highest attack bonus, as a full attack.
Camouflage (Ex): A kercpa can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
Chosen Champion of the Earth Goddess. As the champion you have the following granted powers: +2 to your base Dex score & +2 Initiative.
Deflect Arrows twice a round as the Feat.
Divine Health
Imbue touch spell into a weapon or ammunition
Kercpas have a +8 racial bonus on Climb checks. A kercpa can always choose to take 10 on Climb checks, even if rushed or threatened. A kercpa uses its Dexterity modifier instead of its Strength modifier for Climb checks.
Land speed increased +10 ft. but lost if in medium armor or medium load.
Nature's Empathy (Su)
Once per day can reroll any damage roll (for a weapon, a spell, or an ability). This is a supernatural ability.
Slippery Mind
Summon Fluxx (Su)
Sylvan Bond (Ex): Kercpas have long fought alongside elves, and train in special tactics with them from a young age. A kercpa gains a +1 morale bonus on attack rolls when adjacent to an allied elf.
Turn Undead (Su) 9/day (turn level 13) (turn damage 2d6+15)

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Craft Magic Arms and Armor	You can create any magic weapon, armor, or shield whose prerequisites you meet.
Extra Turning	You can use your ability to turn or rebuke creatures four more times per day than normal.
Giantbane	Three Maneuvers:Duck Underneath: Total Defense action must be taken and be attacked by target two sizes larger, +4 to AC stacks with total Defense, if target misses make tumble DC 15 and move immediately to opposite side in any unoccupied square; Death From Below: Must have successfully used duck underneath, Gain one attack, target is flat-footed against you and +4 to hit; Climb Aboard: Must move adjacent to target, next round DC 10 Climb check as free action, Creature at -4 to hit you.
Modify Spell	Laden spell has additional power
Persistent Spell	See Text,A persistent spell has a duration of 24 hours.
Quicken Spell	Casting a quickened spell is a free action.
Smiting Spell	
Wild Talent (Psychic (Mental Contact)Psychic (Psychic Healing))	
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Deflect Arrows	Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

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

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

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

TEMPLATES
Initiate of Earth Goddess
Truename

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Amanuesis	17	Will negates [object]	1 standard action	10 minute/level	Close (60 ft.)	V, S	Yes [object]	Transmutation	SPELL CO: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 15	
☐☐☐☐ Create Water	17	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Conjuration (Creation) [Water]	: SpellsC.rtf
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 15	
☐☐☐☐ Cure Minor Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Detect Magic	17	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S	No	Divination	: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 15	
☐☐☐☐ Detect Poison	17	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Divination	: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 15	
☐☐☐☐ Guidance	17	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Inflict Minor Wounds	17	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Light	17	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
☐☐☐☐ Long-Range Weapon	17	None	1 standard action	15 minutes or until expended	Touch	V, S, DF	Yes (harmless, object)	Transmutation	APM: p. 158
<i>Effect:</i> Thrown weapon or projectile gains 50% more range.					<i>Target:</i> 15 thrown weapons or projectiles, all of the same kind and all of which must be in contact with each other at the time of casting			<i>Caster Level:</i> 15	
☐☐☐☐ Mending	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 15	
☐☐☐☐ Purify Food and Drink	17	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	: SpellsP-R.rtf
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 15	
☐☐☐☐ Read Magic	17	None	1 standard action	10 minutes/level	Personal	V, S, F	No	Divination	: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐ Resistance	17	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Virtue	17	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Anarchic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V, S, M	Yes [object]	Transmutation [Chaotic]	SPELL CO: Pg.11
<i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 15	
☐☐☐☐ Astute Fighting	18	Will negates (harmless)	1 standard action	15 rounds	Touch	V, S, DF	Yes (harmless)	Transmutation	APM: p. 147
<i>Effect:</i> Recipient gains +2 bonus on attack rolls, may be able to make an extra melee attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Axiomatic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V, S, M	Yes [object]	Transmutation [Lawful]	SPELL CO: Pg.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 15	
☐☐☐☐ Bane	18	Will negates	1 standard action	1 minute/level	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	: SpellsA-B.rtf
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 15	
☐☐☐☐ Bless	18	None	1 standard action	1 minute/level	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 15	
☐☐☐☐ Blessed Aim	18	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V, S	No	Divination	SPELL CO: Pg.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 15	
☐☐☐☐ Bless Water	18	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 15	

\* =Domain/Speciality Spell

## Cleric Spells

☐☐☐☐☐ Blood Wind	18	Will negates [harmless]	1 swift action	1 round	Close (60 ft.)	V,S	Yes [harmless]	Evocation	SPELL CO: Pg.33
<i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text					<i>Target:</i> A single creature with Intelligence 4 or higher		<i>Caster Level:</i> 15		
☐☐☐☐☐ *Camouflage	18	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Cause Fear	18	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 ft.)	V, S	Yes	Necromancy [Fear,; SpellsC.rtf Mind-Affecting]	
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD		<i>Caster Level:</i> 15		
☐☐☐☐☐ Cold Fire	18	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SPELL CO: Pg.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text		<i>Caster Level:</i> 15		
☐☐☐☐☐ Command	18	Will negates	1 standard action	1 round	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	: SpellsC.rtf
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Comprehend Languages	18	None	1 standard action	10 minutes/level	Personal	V, S, M/DF	No	Divination	: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Conviction	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Cure Light Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	: SpellsC.rtf
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Delay Disease	18	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Detect Chaos	18	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 15		
☐☐☐☐☐ Detect Evil	18	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 15		
☐☐☐☐☐ Detect Good	18	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 15		
☐☐☐☐☐ Detect Law	18	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V, S, DF	No	Divination	: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 15		
☐☐☐☐☐ Detect Undead	18	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S, M/DF	No	Divination	: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 15		
☐☐☐☐☐ Dispel Ward	18	None	1 standard action	Instantaneous	Medium (250 ft.)	V,S	No	Abjuration	SPELL CO: Pg.67
<i>Effect:</i> Functions like dispel magic; see text					<i>Target:</i> One warded object or area		<i>Caster Level:</i> 15		
☐☐☐☐☐ Divine Favor	18	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	: SpellsD-E.rtf
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Doom	18	Will negates	1 standard action	1 minute/level	Medium (250 ft.)	V, S, DF	Yes	Necromancy [Fear,; SpellsD-E.rtf Mind-Affecting]	
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.					<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
☐☐☐☐☐ Draw on Faith	18		1 round	Until expended or 1 minute	Personal	V, S, DF		Conjuration (Summoning)	APM: p. 151
<i>Effect:</i> Gain a +1 bonus on one save, check, or attack roll.					<i>Target:</i> Surge of divine power.		<i>Caster Level:</i> 15		
☐☐☐☐☐ Ebon Eyes	18	None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.77
<i>Effect:</i> See normally in darkness both magical and natural.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Endure Elements	18	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Entropic Shield	18	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Abjuration	: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ *Expeditious Retreat	18	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Transmutation	: SpellsD-E.rtf
<i>Effect:</i> Your speed increases by 30 ft.					<i>Target:</i> You		<i>Caster Level:</i> 15		
☐☐☐☐☐ Faith Healing	18	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
☐☐☐☐☐ Flame of Chaos, Lesser	18	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, APM: p. 155 Fire]	
<i>Effect:</i> Small flame sheds light and deals 1d6+15 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol		<i>Caster Level:</i> 15		
☐☐☐☐☐ Flame of Good, Lesser	18	None or Reflex partial	1 standard	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
* =Domain/Speciality Spell									

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<i>Effect:</i> Small flame sheds light and deals 1d6+15 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15	
□□□□□Flame of Law, Lesser	18	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 1d6+15 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15	
□□□□□Foundation of Stone	18	None	1 standard action	1 round/level	Close (60 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SPELL CO: Pg.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
□□□□□Grave Strike	18	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SPELL CO: Pg.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Guiding Light	18	None	1 standard action	1 minute/level [D]	Long (1000 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.108
<i>Effect:</i> +2 on ranged attacks					<i>Target:</i> Creatures in a 5-ft.-radius burst			<i>Caster Level:</i> 15	
□□□□□Healthful Rest	18	Will negates [harmless]	10 minutes	24 hours	Close (60 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.111
<i>Effect:</i> Doubles the natural healing rate.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 15	
□□□□□Hide from Undead	18	Will negates (harmless); see text	1 standard action	10 minutes/level [D]	Touch	V, S, DF	Yes	Abjuration	: Spellsh-L.rtf
<i>Effect:</i> Undead can't perceive 1 subject/level.					<i>Target:</i> One touched creature/level			<i>Caster Level:</i> 15	
□□□□□Ice Gauntlet	18	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold]	SPELL CO: Pg.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Incite	18	Will negates	1 swift action	1 minute/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.					<i>Target:</i> Creatures in a 10-ft. burst			<i>Caster Level:</i> 15	
□□□□□Inflict Light Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	: Spellsh-L.rtf
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Inhibit	18	Will negates	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.123
<i>Effect:</i> Subject is forced to delay; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□Ironguts	18	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration	SPELL CO: Pg.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Light of Lunia	18	None	1 standard action	10 minutes/level [D]	Medium (250 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 15	
□□□□□*Mage Armor	18	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	: Spellsm-O.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Magic Stone	18	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	: Spellsm-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched			<i>Caster Level:</i> 15	
□□□□□Magic Weapon	18	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless, object)	Transmutation	: Spellsm-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 15	
□□□□□Moon Lust	18	Will negates [harmless]	1 standard action	1 round/level	Medium (250 ft.)	V,S,F	Yes	Illision (Pattern) [Mind-Affecting]	SPELL CO: Pg.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Nightshield	18	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Nimbus of Light	18	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SPELL CO: Pg.148
<i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Obscuring Mist	18	None	1 standard action	1 minute/level	20 ft.	V, S	No	Conjuration (Creation)	: Spellsm-O.rtf
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 15	
□□□□□Omen of Peril	18	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SPELL CO: Pg.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Portal Beacon	18	None	1 standard action	1 hour/level	Close (60 ft.)	V,S	No	Transmutation	SPELL CO: Pg.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.					<i>Target:</i> One interplanar gate or portal			<i>Caster Level:</i> 15	
□□□□□Potent Weapon	18	None	1 standard action	15 minutes	Touch	V, S	Yes (harmless)	Transmutation	APM: p. 162
<i>Effect:</i> Weapon gains bonuses against a specific foe.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 15	
□□□□□Precipitate	18	None	1 standard action	Concentration, up to 15 rounds [D]	Close (60 ft.)	V, S, M/DF	No	Conjuration (Creation) [Air, Water]	APM: p. 163
<i>Effect:</i> Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impeded movement.					<i>Target:</i> Cylinder 40			<i>Caster Level:</i> 15	
□□□□□Protection from Chaos	18	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	: Spellsp-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									



## Cleric Spells

Protection from Evil	18	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF No; see text	Abjuration [Good]	SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Protection from Law	18	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]	SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Remove Fear	18	Will negates (harmless)	1 standard action	10 minutes; see text	Close (60 ft.)	V, S Yes (harmless)	Abjuration	SpellsP-R.rtf
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.					<i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15	
Resist Planar Alignment	18	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Resurgence	18	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Sanctuary	18	Will negates	1 standard action	1 round/level	Touch	V, S, DF No	Abjuration	SpellsS.rtf
<i>Effect:</i> Opponents can't attack you, and you can't attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Scholar's Touch	18	None	1 standard action	Concentration, up to 15 rounds	Personal	V,S,M,F No	Divination	Custom: Races of Destiny Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					<i>Target:</i> One book/round		<i>Caster Level:</i> 15	
Shield of Faith	18	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M Yes (harmless)	Abjuration	SpellsS.rtf
<i>Effect:</i> Aura grants +4 deflection bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Sign	18	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M N/A	Enchantment (Compulsion) [Mind-Affecting]	SpellsP-R.rtf
<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You		<i>Caster Level:</i> 15	
Snowshoes	18	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S Yes [harmless]	Transmutation	SPELL CO: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Spell Flower	18	N/A	1 standard action	1 round/level	Personal	V,S N/A	Transmutation	SPELL CO: Pg.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.					<i>Target:</i> You		<i>Caster Level:</i> 15	
Summon Monster I	18	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF No	Conjuration (Summoning)	SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 15	
Updraft	18	N/A	1 swift action	Instantaneous	Personal	V,S,M N/A	Conjuration (Creation) [Air]	SpellsP-R.rtf
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 15	
Vigilance	18	Will negates (harmless)	1 standard action	4 hours	Close (60 ft.)	V, S, M Yes (harmless)	Abjuration	APM: p. 177
<i>Effect:</i> Recipients gain +1 on Listen, Sense Motive, and Spot checks, +1 on saves against sleep effects.					<i>Target:</i> Up to 5 creatures, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 15	
Vigor, Lesser	18	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15	
Vision of Glory	18	None	1 standard action	1 minute or until discharged	Touch	V,S,DF Yes	Divination	SPELL CO: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
Wings of the Sea	18	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M Yes [harmless]	Transmutation	SPELL CO: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Aid	19	None	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	: SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp.					Target: Living creature touched		Caster Level: 15		
■■■■■Align Weapon	19	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless, object)	Transmutation	: SpellsA-B.rtf
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]		Caster Level: 15		
■■■■■Augury	19	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	: SpellsA-B.rtf
Effect: Learns whether an action will be good or bad.					Target: You		Caster Level: 15		
■■■■■Aura Against Flame	19	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.18
Effect: Protects against first 10 points of fire damage, it also extinguishes flames; see text.					Target: You		Caster Level: 15		
■■■■■Avoid Planar Effects	19	None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.19
Effect: Gain temporary respite from the natural effects of a specific plane.					Target: One creature/level in a 20-ft. radius burst centered on you		Caster Level: 15		
■■■■■Balor Nimbus	19	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.24
Effect: Any creature grappling you takes 6d6 points of fire damage.					Target: You		Caster Level: 15		
* =Domain/Specialty Spell									

\* =Domain/Speciality Spell

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*****Barkskin	19	None	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Transmutation	: SpellsA-B.rtf
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
*****Bear's Endurance	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, DF	Yes	Transmutation	: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
*****Body Blades	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.35
<i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
*****Brambles	19	None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SPELL CO: Pg.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 15	
*****Bull's Strength	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF	Yes (harmless)	Transmutation	: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
*****Calm Emotions	19	Will negates	1 standard action	Concentration, up to 1 round/level [D]	Medium (250 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	: SpellsC.rtf
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread			<i>Caster Level:</i> 15	
*****Cat's Grace	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M	Yes	Transmutation	: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
*****Close Wounds	19	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (60 ft.)	V	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
*****Consecrate	19	None	1 standard action	2 hours/level	Close (60 ft.)	V, S, M, DF	No	Evocation [Good]	: SpellsC.rtf
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 15	
*****Cure Moderate Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	: SpellsC.rtf
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
*****Curse of Ill Fortune	19	Will negates	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.					<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
*****Darkness	19	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
*****Dark Way	19	None	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes	Illusion (Shadow)	SPELL CO: Pg.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.					<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long			<i>Caster Level:</i> 15	
*****Deific Vegeance	19	Will half	1 standard action	Instantaneous	Close (60 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SPELL CO: Pg.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
*****Delay Poison	19	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
*****Divine Insight	19	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					<i>Target:</i> You			<i>Caster Level:</i> 15	
*****Divine Interdiction	19	Will negates or None [object]; see text	1 standard action	1 round/level	Close (60 ft.)	V	Yes or No [object]; see text	Abjuration	SPELL CO: Pg.70
<i>Effect:</i> Temp loss of turning power & domain powers.					<i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 15	
*****Divine Protection	19	Will negates [harmless]	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 15	
*****Eagle's Splendor	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF	Yes	Transmutation	: SpellsD-E.rtf
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
*****Energized Shield, Lesser	19	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text					<i>Target:</i> Touch			<i>Caster Level:</i> 15	
*****Enthrall	19	Will negates; see text	1 round	1 hour or less	Medium (250 ft.)	V, S	Yes	Enchantment (Charm)	: SpellsD-E.rtf
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level					<i>Target:</i> Any number of creatures			<i>Caster Level:</i> 15	
*****Extend Tentacles	19	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SPELL CO: Pg.86
<i>Effect:</i> Extends your tentacles by 5 ft.					<i>Target:</i> You			<i>Caster Level:</i> 15	
*****Fastheal, Lesser	19	Will negates (harmless)	1 round	150 minutes [D]	Touch	V, S, M/DF	Yes (harmless)	Conjuration (Healing)	APM: p. 153
<i>Effect:</i> Cures 2 hit points per character level per 10 minutes.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
*****Find Traps	19	None	1 standard action	1 minute/level	Personal	V, S	No	Divination	: SpellsF-G.rtf
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

## Cleric Spells

☐☐☐☐ Frost Breath	19	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 15	
☐☐☐☐ Fuse Arms	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.100
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.					<i>Target:</i> Creature with at least two arms or tentacles touched			<i>Caster Level:</i> 15	
☐☐☐☐ Gentle Repose	19	Will negates (object)	1 standard action	1 day/level	Touch	V, S, M/DF	Yes (object)	Necromancy	: SpellsF-G.rtf
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched			<i>Caster Level:</i> 15	
☐☐☐☐ Ghost Touch Armor	19	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.102
<i>Effect:</i> Armor gains Ghost Touch property.					<i>Target:</i> Armor of creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Hand of Divinity	19	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SPELL CO: Pg.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Healing Lorecall	19	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SPELL CO: Pg.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuraction [Healing] spells. Can also heal more; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐ Hold Person	19	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (250 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 15	
☐☐☐☐ Inflict Moderate Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Inky Cloud	19	None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjuraction (Creation)	SPELL CO: Pg.123
<i>Effect:</i> Inky cloud that works under water.					<i>Target:</i> 30-ft.-radius spread centered on you			<i>Caster Level:</i> 15	
☐☐☐☐ Iron Silence	19	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.125
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					<i>Target:</i> One suit of armor touched/3 levels			<i>Caster Level:</i> 15	
☐☐☐☐ Light of Mercuria	19	None	1 standard action	10 minutes/level [D]	Medium (250 ft.)	V, S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
<i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 15	
☐☐☐☐ Living Undeath	19	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.134
<i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ *Magic Missile	19	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	Yes	Evocation [Force]	: SpellsM-O.rtf
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐ Make Whole	19	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless, object)	Transmutation	: SpellsM-O.rtf
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 10 cu. ft./level			<i>Caster Level:</i> 15	
☐☐☐☐ Mark of the Outcast	19	Will negates	1 standard action	Permanent	Close (60 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
☐☐☐☐ Owl's Wisdom	19	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF	Yes	Transmutation	: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Protection from Negative Energy	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Protection from Positive Energy	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Quick March	19	Will negates [harmless]	1 standard action	1 round	Medium (250 ft.)	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 15	
☐☐☐☐ Remove Paralysis	19	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuraction (Healing)	: SpellsP-R.rtf
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐ Resist Energy	19	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Abjuration	: SpellsP-R.rtf
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Restoration, Lesser	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuraction (Healing)	: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐ Shatter	19	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	: SpellsS.rtf
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 15	
☐☐☐☐ Shield Other	19	Will negates (harmless)	1 standard action	1 hour/level [D]	Close (60 ft.)	V, S, F	Yes (harmless)	Abjuration	: SpellsS.rtf
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
☐☐☐☐ Shroud of Undeath	19	N/A	1 standard	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SPELL CO: Pg.189
* =Domain/Specialty Spell									



# Cleric Spells

<b>Effect:</b> Shroud yourself in invisble negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<b>Target:</b> You			<b>Caster Level:</b> 15		
■■■■■ Silence	19	Will negates; see text or none (object)	1 standard action	1 minute/level [D]	Long (1000 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	: SpellsS.rtf	
<b>Effect:</b> Negates sound in 15-ft. radius.					<b>Target:</b> 20 ft. radius emanation centered on a creature, object, or point in space			<b>Caster Level:</b> 15		
■■■■■ Sound Burst	19	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	: SpellsS.rtf	
<b>Effect:</b> Deals 1d8 sonic damage to subjects; may stun them.					<b>Target:</b> 10-ft.-radius spread			<b>Caster Level:</b> 15		
■■■■■ Spawn Screen	19	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.197	
<b>Effect:</b> Subject will not rise as spawn if killed by an undead capable of creating spawn.					<b>Target:</b> One creature/level			<b>Caster Level:</b> 15		
■■■■■ Spell Immunity, Lesser	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.199	
<b>Effect:</b> Protects one creature from a single 1st- or 2nd-level spell; see text.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 15		
■■■■■ Spiritual Weapon	19	None	1 standard action	1 round/level [D]	Medium (250 ft.)	V, S, DF	Yes	Evocation [Force]	: SpellsS.rtf	
<b>Effect:</b> Magical weapon attacks on its own.					<b>Target:</b> Magic weapon of force			<b>Caster Level:</b> 15		
■■■■■ Stabilize	19	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.204	
<b>Effect:</b> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					<b>Target:</b> 50-ft.-radius burst centered on you			<b>Caster Level:</b> 15		
■■■■■ Status	19	Will negates (harmless)	1 standard action	1 hour/level	Touch	V, S	Yes (harmless)	Divination	: SpellsS.rtf	
<b>Effect:</b> Monitors condition, position of allies.					<b>Target:</b> One/per 3 levels living creatures touched			<b>Caster Level:</b> 15		
■■■■■ Stone Bones	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.208	
<b>Effect:</b> Target gains natural armor AC bonus of +3.					<b>Target:</b> Corporeal undead creature touched			<b>Caster Level:</b> 15		
■■■■■ Summon Elysian Thrush	19	None	10 minutes	8 hours	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SPELL CO: Pg.214	
<b>Effect:</b> Summons a Elysian thrush [Planar Handbook 118]; see text					<b>Target:</b> One summoned Elysian thrush			<b>Caster Level:</b> 15		
■■■■■ Summon Monster II	19	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	: SpellsS.rtf	
<b>Effect:</b> Calls extraplanar creature to fight for you.					<b>Target:</b> One or more summoned creatures, no two of which can be more than 30 ft. apart			<b>Caster Level:</b> 15		
■■■■■ Undetectable Alignment	19	Will negates (object)	1 standard action	24 hours	Close (60 ft.)	V, S	Yes (object)	Abjuration	: SpellsT-Z.rtf	
<b>Effect:</b> Conceals alignment for 24 hours.					<b>Target:</b> One creature or object			<b>Caster Level:</b> 15		
■■■■■ Veil of Shadow	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SPELL CO: Pg.228	
<b>Effect:</b> Grants you a 20% miss chance from concealment.					<b>Target:</b> You			<b>Caster Level:</b> 15		
■■■■■ Zone of Truth	19	Will negates	1 standard action	1 minute/level	Close (60 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	: SpellsT-Z.rtf	
<b>Effect:</b> Subjects within range cannot lie.					<b>Target:</b> 20-ft.-radius emanation			<b>Caster Level:</b> 15		
LEVEL 3										
<b>Name</b>	<b>DC</b>	<b>Saving Throw</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Comp.</b>	<b>Spell Resistance</b>	<b>School</b>	<b>Source</b>	
■■■■■ Aid, Mass	20	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.8	
<b>Effect:</b> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<b>Target:</b> One or more creatures, no two of which are more than 30 ft. apart			<b>Caster Level:</b> 15		
■■■■■ Air Breathing	20	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.8	
<b>Effect:</b> Grants creatures the ability to breath air.					<b>Target:</b> Living creatures touched			<b>Caster Level:</b> 15		
■■■■■ Align Weapon, Mass	20	Will negates [harmless, object]	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SPELL CO: Pg.9	
<b>Effect:</b> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<b>Target:</b> One weapon/level, no two of which are more than 30 ft. apart			<b>Caster Level:</b> 15		
■■■■■ Anarchic Storm	20	None	1 standard action	1 round/level [D]	N/A	V,S,M,DF	No	Conjuration (Creation) [Chaotic, Water]	SPELL CO: Pg.11	
<b>Effect:</b> Storm imposes penalties and damages lawful creatures.					<b>Target:</b> Cylinder [20-ft. radius, 20 ft. high]			<b>Caster Level:</b> 15		
■■■■■ Antidragon Aura	20	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.14	
<b>Effect:</b> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<b>Target:</b> One creature/2 levels, no two of which are more than 30 ft. apart			<b>Caster Level:</b> 15		
■■■■■ Attune Form	20	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.17	
<b>Effect:</b> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<b>Target:</b> One creature/3 levels			<b>Caster Level:</b> 15		
■■■■■ Awaken Sin	20	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SPELL CO: Pg.21	
<b>Effect:</b> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<b>Target:</b> One evil creature with Intelligence 3+			<b>Caster Level:</b> 15		
■■■■■ Axiomatic Storm	20	None	1 standard action	1 round/level	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SPELL CO: Pg.22	
<b>Effect:</b> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					<b>Target:</b> Cylinder [20-ft. radius, 20 ft. high]			<b>Caster Level:</b> 15		
■■■■■ Bestow Curse	20	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	: SpellsA-B.rtf	
<b>Effect:</b> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<b>Target:</b> Creature touched			<b>Caster Level:</b> 15		
■■■■■ Blade of Pain and Fear	20	Will partial	1 standard	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SPELL CO: Pg.30	
* =Domain/Specialty Spell										

## Cleric Spells

action									
<i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.					<i>Target:</i> Swordlike column of gnashing teeth			<i>Caster Level:</i> 15	
□□□□□ *Blast of Force	20	Fortitude partial	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Force]	SPELL CO: Pg.31
<i>Effect:</i> Blast one target for 1d6/2 levels [max 5d6]. In addition must make a Fortitude save or be knocked down.					<i>Target:</i> Ray			<i>Caster Level:</i> 15	
□□□□□ Blindness/Deafness	20	Fortitude negates	1 standard action	Permanent [D]	Medium (250 ft.)	V	Yes	Necromancy	: SpellsA-B.rtf
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature			<i>Caster Level:</i> 15	
□□□□□ Blindsight	20	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ *Blur	20	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	: SpellsA-B.rtf
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Chain of Eyes	20	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SPELL CO: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
□□□□□ Checkmate's Light	20	None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SPELL CO: Pg.46
<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.					<i>Target:</i> Melee weapon touched			<i>Caster Level:</i> 15	
□□□□□ Circle Dance	20	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SPELL CO: Pg.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□ Cloak of Bravery	20	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SPELL CO: Pg.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					<i>Target:</i> 60-ft.-radius emanation centered on you			<i>Caster Level:</i> 15	
□□□□□ Cloak Pool	20	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (60 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting]	SPELL CO: Pg.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.					<i>Target:</i> One color pool			<i>Caster Level:</i> 15	
□□□□□ Continual Flame	20	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	: SpellsC.rtf
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched Magical, heatless flame			<i>Caster Level:</i> 15	
□□□□□ Conviction, Mass	20	Will negates [harmless]	1 standard action	10 minutes/level	Medium (250 ft.)	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 15	
□□□□□ Corona of Cold	20	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SPELL CO: Pg.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 15	
□□□□□ Create Food and Water	20	None	10 minutes	24 hours; see text	Close (60 ft.)	V, S	No	Conjuration (Creation)	: SpellsC.rtf
<i>Effect:</i> Feeds 3 humans or 1 horses/level.					<i>Target:</i> Food and water to sustain 3 humans/level or one horse/level for 24 hours			<i>Caster Level:</i> 15	
□□□□□ Cure Serious Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	: SpellsC.rtf
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Darkfire	20	None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SPELL CO: Pg.59
<i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].					<i>Target:</i> Flame in your palm			<i>Caster Level:</i> 15	
□□□□□ Daylight	20	None	1 standard action	10 minutes/level [D]	Touch	V, S	No	Evocation [Light]	: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
□□□□□ Deeper Darkness	20	None	1 standard action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	: SpellsD-E.rtf
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
□□□□□ Demon Dirge	20	NWill half	1 standard action	1d6 rounds; see text	Close (60 ft.)	V,S,DF	Yes	Transmutation	SPELL CO: Pg.63
<i>Effect:</i> Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.					<i>Target:</i> Living creature			<i>Caster Level:</i> 15	
□□□□□ Devil Blight	20	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (60 ft.)	V,S,DF	Yes	Transmutation	SPELL CO: Pg.64
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..					<i>Target:</i> Living creature			<i>Caster Level:</i> 15	
□□□□□ Dispel Magic	20	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	No	Abjuration	: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 15	
□□□□□ Divine Luck	20	Will negates	1 standard action	150 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	APM: p. 151
<i>Effect:</i> Subject gains temporary bonus to luck score.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□ Downdraft	20	Reflex partial; see text	1 standard action	Instantaneous	Long (1000 ft.)	V,S,M	Yes	Evocation [Air]	SPELL CO: Pg.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].					<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]			<i>Caster Level:</i> 15	
□□□□□ Energized Shield	20	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					<i>Target:</i> Touch			<i>Caster Level:</i> 15	
□□□□□ Energy Vortex	20	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire,	SPELL CO: Pg.81
* =Domain/Speciality Spell									

# Cleric Spells

<i>Effect:</i> Choose an energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you.					<i>Target:</i> All creatures within a 20-ft.-radius burst centered on you			Electricity, Sonic] <i>Caster Level:</i> 15	
□□□□□Favorable Sacrifice	20	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.89
<i>Effect:</i> Gain benefit from deity; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Fell the Greatest Foe	20	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.90
<i>Effect:</i> Deal 1d6 damage per size category difference.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Flame of Chaos	20	None or Reflex partial	1 standard action	15 minutes [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, Fire]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 1d8+15 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15	
□□□□□Flame of Faith	20	None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SPELL CO: Pg.95
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					<i>Target:</i> Nonmagical weapon touched			<i>Caster Level:</i> 15	
□□□□□Flame of Good	20	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 1d8+15 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15	
□□□□□Flame of Law	20	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 1d8+15 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 15	
□□□□□Ghost Touch Weapon	20	Will negates [harmless,object]	1 standard action	1 minute/level	Close (60 ft.)	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.102
<i>Effect:</i> Hit incorporeal normally.					<i>Target:</i> One weapon or fifty projectiles [all in contact at time of casting]			<i>Caster Level:</i> 15	
□□□□□Girallon's Blessing	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.106
<i>Effect:</i> Gain an additional pair of arms; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Glyph of Warding	20	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	: SpellsF-G.rtf
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 5 sq. ft/level			<i>Caster Level:</i> 15	
□□□□□Grace	20	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	SPELL CO: Pg.107
<i>Effect:</i> +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Hamatula Barbs	20	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.109
<i>Effect:</i> Any creature hitting the subject takes 1d8 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Helping Hand	20	None	1 standard action	1 hour/level	5 miles	V, S, DF	No	Evocation	: SpellsH-L.rtf
<i>Effect:</i> Ghostly hand leads subject to you.					<i>Target:</i> Ghostly hand			<i>Caster Level:</i> 15	
□□□□□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
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]			<i>Caster Level:</i> 15	
□□□□□Ice Axe	20	None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.118
<i>Effect:</i> Axe deals 2d12 of cold damage +1/2 caster level [max +10].					<i>Target:</i> Battleaxe-shaped weapon of swirling ice			<i>Caster Level:</i> 15	
□□□□□Inflict Serious Wounds	20	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□□Interplanar Message	20	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SPELL CO: Pg.124
<i>Effect:</i> Send 25 words or less to the targeted creature; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□Invisibility Purge	20	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Evocation	: SpellsH-L.rtf
<i>Effect:</i> Dispels invisibility within 5 ft./level					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Knight's Move	20	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SPELL CO: Pg.129
<i>Effect:</i> Teleport and end up flanking an opponent.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□□Know Opponent	20	Will negates	1 standard action	Instantaneous	Close (60 ft.)	S,DF	Yes	Divination	SPELL CO: Pg.129
<i>Effect:</i> Learn strengths or weaknesses of opponent; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□Know Vulnerabilities	20	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Divination	SPELL CO: Pg.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
□□□□□Light of Venya	20	None	1 standard action	10 minutes/level [D]	Medium (250 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
<i>Effect:</i> Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 15	
□□□□□Locate Object	20	None	1 standard action	1 minute/level	Long (1000 ft.)	V, S, F/DF	No	Divination	: SpellsH-L.rtf
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level			<i>Caster Level:</i> 15	
□□□□□Magic Circle against Chaos	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 15	
□□□□□Magic Circle against Evil	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration [Good]	: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

## Cleric Spells

☐☐☐☐☐ Magic Circle against Law	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]	: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 15	
☐☐☐☐☐ Magic Vestment	20	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V, S, DF Yes (harmless, object)	Transmutation	: SpellsM-O.rtf
<i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement					<i>Target:</i> Armor or shield touched		<i>Caster Level:</i> 15	
☐☐☐☐☐ Mantle of Chaos	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M N/A	Abjuration [Chaos] SPELL CO: Pg.137	
<i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor.					<i>Target:</i> You		<i>Caster Level:</i> 15	
☐☐☐☐☐ Mantle of Law	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M N/A	Abjuration [Law] SPELL CO: Pg.138	
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.					<i>Target:</i> You		<i>Caster Level:</i> 15	
☐☐☐☐☐ Meld into Stone	20	None	1 standard action	10 minutes/level	Personal	V, S, DF No	Transmutation [Earth] : SpellsM-O.rtf	
<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You		<i>Caster Level:</i> 15	
☐☐☐☐☐ Nauseating Breath	20	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M No	Conjuration (Creation) SPELL CO: Pg.146	
<i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 15	
☐☐☐☐☐ Obscure Object	20	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF Yes (object)	Abjuration : SpellsM-O.rtf	
<i>Effect:</i> Masks object against scrying.					<i>Target:</i> One object touched of up to 100 lbs/level		<i>Caster Level:</i> 15	
☐☐☐☐☐ Prayer	20	None	1 standard action	1 round/level	40 ft.	V, S, DF Yes	Enchantment (Compulsion) [Mind-Affecting] : SpellsP-R.rtf	
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.					<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you		<i>Caster Level:</i> 15	
☐☐☐☐☐ Protection from Energy	20	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V, S, DF Yes (harmless)	Abjuration : SpellsP-R.rtf	
<i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
☐☐☐☐☐ Remove Blindness/Deafness	20	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S Yes (harmless)	Conjuration (Healing) : SpellsP-R.rtf	
<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
☐☐☐☐☐ Remove Curse	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S Yes (harmless)	Abjuration : SpellsP-R.rtf	
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched		<i>Caster Level:</i> 15	
☐☐☐☐☐ Remove Disease	20	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S Yes (harmless)	Conjuration (Healing) : SpellsP-R.rtf	
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
☐☐☐☐☐ Resist Energy, Mass	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (60 ft.)	V,S,DF Yes [harmless]	Abjuration SPELL CO: Pg.174	
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15	
☐☐☐☐☐ Resurgence, Mass	20	Will negates [harmless]	1 standard action	Instantaneous	Close (60 ft.)	V,S,DF Yes [harmless]	Abjuration SPELL CO: Pg.175	
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> One creature/level, no two of which can be or more than 30 ft. apart		<i>Caster Level:</i> 15	
☐☐☐☐☐ Ring of Blades	20	N/A	1 standard action	1 minute/level	Personal	V,S,M N/A	Conjuration (Creation) SPELL CO: Pg.177	
<i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.					<i>Target:</i> You		<i>Caster Level:</i> 15	
☐☐☐☐☐ Safety	20	None or Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S No or Yes [harmless]	Abjuration SPELL CO: Pg.179	
<i>Effect:</i> Subject can find the shortest, most direct route to safety; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15	
☐☐☐☐☐ Searing Light	20	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S Yes	Evocation : SpellsS.rtf	
<i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 10 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage.					<i>Target:</i> Ray		<i>Caster Level:</i> 15	
☐☐☐☐☐ Sheltered Vitality	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF Yes [harmless]	Abjuration SPELL CO: Pg.188	
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15	
☐☐☐☐☐ Shield of Warding	20	Will negates [object,harmless]	1 standard action	1 minute/level	Touch	V,S No	Abjuration [Good] SPELL CO: Pg.188	
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].					<i>Target:</i> One shield or buckler touched		<i>Caster Level:</i> 15	
☐☐☐☐☐ Sink	20	Will negates	1 standard action	1 round	Close (60 ft.)	V,S,DF Yes	Transmutation SPELL CO: Pg.190	
<i>Effect:</i> Affect creatures sink 100 ft./round; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 15	
☐☐☐☐☐ Skull Watch	20	See text	1 standard action	Permanent	Touch	V,S,F No	Necromancy SPELL CO: Pg.191	
<i>Effect:</i> Alarm affect; see text					<i>Target:</i> One humanoid skull		<i>Caster Level:</i> 15	
☐☐☐☐☐ Slashing Darkness	20	None	1 standard action	Instantaneous	Medium (250 ft.)	V,S Yes	Evocation SPELL CO: Pg.191	
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.					<i>Target:</i> Ray		<i>Caster Level:</i> 15	
☐☐☐☐☐ Snowshoes, Mass	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (60 ft.)	V,S Yes [harmless]	Transmutation SPELL CO: Pg.194	
<i>Effect:</i> Same as Snowshoes, except as noted.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 15	
* =Domain/Speciality Spell								

## Cleric Spells

☐☐☐☐☐ Sonorous Hum	20	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Evocation [Sonic]	SPELL CO: Pg.196
<i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐ Spark of Life	20	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.196
<i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.					<i>Target:</i> Undead creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Speak with Dead	20	Will negates; see text	10 minutes	1 minute/level	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	: SpellsS.rtf
<i>Effect:</i> Corpse answers one question/2 levels.					<i>Target:</i> One dead creature			<i>Caster Level:</i> 15	
☐☐☐☐☐ Spikes	20	None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.202
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Steely Will	20	Will negates [harmless]	1 standard action	15 minutes	Touch	V, S, M/DF	Yes [harmless]	Abjuration [Mind-Affecting]	APM: p. 172
<i>Effect:</i> Recipient gains defenses against charms compulsions, and mind-affecting effects.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Stone Shape	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level			<i>Caster Level:</i> 15	
☐☐☐☐☐ Summon Monster III	20	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration [Summoning]	: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐ Suppress Glyph	20	Will negates [object]	1 standard action	1 minute/level	100 ft.	V,S	Yes [object]	Abjuration	SPELL CO: Pg.216
<i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text.					<i>Target:</i> 100-ft.-radius emanation centered on you			<i>Caster Level:</i> 15	
☐☐☐☐☐ Tremor	20	See text	1 standard action	1 round/3 levels	Medium (250 ft.)	V,S,DF	No	Evocation [Earth]	SPELL CO: Pg.223
<i>Effect:</i> Disrupts concentration; see text.					<i>Target:</i> 40-ft.-radius spread			<i>Caster Level:</i> 15	
☐☐☐☐☐ Vigor	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration [Healing]	SPELL CO: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Vigor, Mass Lesser	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
<i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐ Visage of the Deity, Lesser	20	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.231
<i>Effect:</i> Your form becomes more like your deity's; see text					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wall of Light	20	None	1 standard action	1 minute/level [D]	Close (60 ft.)	V,S,M	Yes; see text	Evocation [Light]	SPELL CO: Pg.234
<i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels			<i>Caster Level:</i> 15	
☐☐☐☐☐ Water Breathing	20	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	V, S, M/DF	Yes [harmless]	Transmutation	: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Water Walk	20	Will negates [harmless]	1 standard action	10 minutes/level [D]	Touch	V, S, DF	Yes [harmless]	Transmutation [Water]	: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> One touched creature/level			<i>Caster Level:</i> 15	
☐☐☐☐☐ Weapon of Energy	20	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SPELL CO: Pg.236
<i>Effect:</i> Adds additional damage; see text.					<i>Target:</i> One weapon			<i>Caster Level:</i> 15	
☐☐☐☐☐ Weapon of Impact	20	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
<i>Effect:</i> Double threat range of weapon.					<i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]			<i>Caster Level:</i> 15	
☐☐☐☐☐ Weapon of the Deity	20	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wind Wall	20	None; see text	1 standard action	1 round/level	Medium (250 ft.)	V, S, M/DF	Yes	Evocation [Air]	: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S]			<i>Caster Level:</i> 15	
LEVEL 4									
<b>Name</b>	<b>DC</b>	<b>Saving Throw</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Comp.</b>	<b>Spell Resistance</b>	<b>School</b>	<b>Source</b>
☐☐☐☐☐ Air Walk	21	None	1 standard action	10 minutes/level	Touch	V, S, DF	Yes [harmless]	Transmutation [Air]:	SpellsA-B.rtf
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Assay Spell Resistance	21	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SPELL CO: Pg.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐ Astral Hospice	21	N/A	1 standard action	24 hours/level	Close (60 ft.)	V,S,M	N/A	Conjuration [Teleportation]	SPELL CO: Pg.17
<i>Effect:</i> On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur.					<i>Target:</i> See text			<i>Caster Level:</i> 15	
☐☐☐☐☐ Blindsight, Greater	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Castigate	21	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SPELL CO: Pg.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.					<i>Target:</i> 10-ft. radius burst centered on you			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									



## Cleric Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Contingent Energy Resistance</div> </div> <div> <div>21</div> <div>N/A</div> <div>1 minute</div> <div>1 hour/level [D]</div> </div>	Personal	V,S,M	N/A	Abjuration	SPELL CO: Pg.52
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Same as Contingency, except it is more limited.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Control Water</div> </div> <div> <div>21</div> <div>None; see text</div> <div>1 standard action</div> <div>10 minutes/level [D]</div> </div>	Long (1000 ft.)	V, S, M/DF	No	Transmutation [Water]	: SpellsC.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Raises or lowers bodies of water.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Crown of Terror</div> </div> <div> <div>21</div> <div>None</div> <div>1 standard action</div> <div>15 rounds [D]</div> </div>	10 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Enemies within 10 feet become shaken or frightened when you attack.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Crown of Valor</div> </div> <div> <div>21</div> <div>Will negates (harmless)</div> <div>1 standard action</div> <div>15 minutes [D]</div> </div>	10 ft.	V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Cure Critical Wounds</div> </div> <div> <div>21</div> <div>Will half (harmless); see text</div> <div>1 standard action</div> <div>Instantaneous</div> </div>	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	: SpellsC.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Cures 4d8 +1/level [max +20] damage.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Death Ward</div> </div> <div> <div>21</div> <div>Will negates (harmless)</div> <div>1 standard action</div> <div>1 minute/level</div> </div>	Touch	V, S, DF	Yes (harmless)	Necromancy	: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Grants immunity to death spells and negative energy effects.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Delay Death</div> </div> <div> <div>21</div> <div>Will negates [harmless]</div> <div>1 immediate action</div> <div>1 round/level</div> </div>	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.63
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Target cannot die from hit point damage during the duration of the spell.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dimensional Anchor</div> </div> <div> <div>21</div> <div>None</div> <div>1 standard action</div> <div>1 minute/level</div> </div>	Medium (250 ft.)	V, S	Yes (object)	Abjuration	: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Bars extradimensional movement.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Discern Lies</div> </div> <div> <div>21</div> <div>Will negates</div> <div>1 standard action</div> <div>Concentration, up to 1 round/level</div> </div>	Close (60 ft.)	V, S, DF	No	Divination	: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Reveals deliberate falsehoods.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dismissal</div> </div> <div> <div>21</div> <div>Will negates; see text</div> <div>1 standard action</div> <div>Instantaneous</div> </div>	Close (60 ft.)	V, S, DF	Yes	Abjuration	: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Forces a creature to return to native plane.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Divination</div> </div> <div> <div>21</div> <div>None</div> <div>10 minutes</div> <div>Instantaneous</div> </div>	Personal	V, S, M	No	Divination	: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Provides useful advice for specific proposed actions.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Divine Power</div> </div> <div> <div>21</div> <div>None</div> <div>1 standard action</div> <div>1 round/level</div> </div>	Personal	V, S, DF	No	Evocation	: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>You gain attack bonus, +6 to Str, and 1 hp/level.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Freedom of Movement</div> </div> <div> <div>21</div> <div>Will negates (harmless)</div> <div>1 standard action</div> <div>10 minutes/level</div> </div>	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	: SpellsF-G.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Subject moves normally despite impediments.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Giant Vermin</div> </div> <div> <div>21</div> <div>None</div> <div>1 standard action</div> <div>1 minute/level</div> </div>	Close (60 ft.)	V, S, DF	Yes	Transmutation	: SpellsF-G.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Turns centipedes, scorpions, or spiders into giant vermin.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Glowing Orb</div> </div> <div> <div>21</div> <div>None</div> <div>1 standard action</div> <div>Permanent</div> </div>	Touch	V,S,F	No	Evocation [Light]	SPELL CO: Pg.106
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Makes a light source in a globe; see text</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hand of the Faithful</div> </div> <div> <div>21</div> <div>Fortitude negates</div> <div>1 minute</div> <div>1 hour/level</div> </div>	10 ft.	V,S,DF	Yes	Abjuration [See text]	SPELL CO: Pg.109
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith tospace enter or exit.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>*Haste</div> </div> <div> <div>21</div> <div>Fortitude negates (harmless)</div> <div>1 standard action</div> <div>1 round/level</div> </div>	Close (60 ft.)	V, S, M	Yes (harmless)	Transmutation	: SpellsH-L.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Holy Transformation</div> </div> <div> <div>21</div> <div>N/A</div> <div>1 standard action</div> <div>1 round/level [D]</div> </div>	Personal	V,S,DF	N/A	Transmutation [Good]	SPELL CO: Pg.116
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Change to good lawful outsider, size medium, gain abilities and appearance of a hound archon [mm pg.16]. +4 Str &amp; Con, Darkvision 60', +4 Sacred Bonus to Saves, DR:5/evil; see text</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Holy Transformation, Lesser</div> </div> <div> <div>21</div> <div>N/A</div> <div>1 standard action</div> <div>1 round/level [D]</div> </div>	Personal	V,S,DF	N/A	Transmutation [Good]	SPELL CO: Pg.116
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Change to good outsider, gain abilities of protector [minatures pg.66].</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hypothermia</div> </div> <div> <div>21</div> <div>Fortitude partial</div> <div>1 standard action</div> <div>Instantaneous</div> </div>	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SPELL CO: Pg.118
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Imbue with Spell Ability</div> </div> <div> <div>21</div> <div>Will negates (harmless)</div> <div>10 minutes</div> <div>Permanent until discharged [D]</div> </div>	Touch	V, S, DF	Yes (harmless)	Evocation	: SpellsH-L.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Transfer spells to subject.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inflict Critical Wounds</div> </div> <div> <div>21</div> <div>Will half</div> <div>1 standard action</div> <div>Instantaneous</div> </div>	Touch	V, S	Yes	Necromancy	: SpellsH-L.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Touch attack, 4d8 +1/level [max +20] damage</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Iron Bones</div> </div> <div> <div>21</div> <div>Will negates [harmless]</div> <div>1 standard action</div> <div>1 minute/level</div> </div>	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.125
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Skeleton changes to Iron; grants +5 to natural armor AC.</div> </div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Lifebolt</div> </div> <div> <div>21</div> <div>Will negates</div> <div>1 standard action</div> <div>1 minute/level</div> </div>	Touch	V,S,DF	Yes	Abjuration	SPELL CO: Pg.131
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Effect:</div> <div>Subject becomes immune to the effects of positive energy; See text.</div> </div>	Target: Creature touched			Caster Level: 15	
* =Domain/Specialty Spell					

## Cleric Spells

☐☐☐☐☐Magic Weapon, Greater		21	Will negates (harmless, object)	1 standard action	1 hour/level	Close (60 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	: SpellsM-O.rtf
<b>Effect:</b> Weapon gains +1/4 levels [max +5] bonus.						<b>Target:</b> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]		<b>Caster Level:</b> 15		
☐☐☐☐☐Make Manifest		21	Will negates	1 standard action	1 round/level	Close (60 ft.)	V,S,M	Yes	Transmutation	SPELL CO: Pg.137
<b>Effect:</b> Cause one creature on a coexistent plane to appear on your plane; see text.						<b>Target:</b> One creature		<b>Caster Level:</b> 15		
☐☐☐☐☐Mark of Censure		21	Will negates	1 standard action	15 hours [D]	Close (60 ft.)	V, S, DF	Yes	Transmutation	APM: p. 160
<b>Effect:</b> Subject is marked as an enemy, takes a -1 penalty on attack rolls, saves, and checks.						<b>Target:</b> One living creature		<b>Caster Level:</b> 15		
☐☐☐☐☐Moon Bolt		21	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (1000 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.143
<b>Effect:</b> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.						<b>Target:</b> One living or undead creature, or two living or undead creatures, that are <15 ft. apart		<b>Caster Level:</b> 15		
☐☐☐☐☐*Nature's Balance		21	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.145
<b>Effect:</b> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.						<b>Target:</b> Creature touched		<b>Caster Level:</b> 15		
☐☐☐☐☐Negative Energy Aura		21	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SPELL CO: Pg.146
<b>Effect:</b> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.						<b>Target:</b> 10-ft.-radius emanation		<b>Caster Level:</b> 15		
☐☐☐☐☐Neutralize Poison		21	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	: SpellsM-O.rtf
<b>Effect:</b> Immunizes subject against poison, detoxifies venom in or on subject.						<b>Target:</b> Creature or object of up to 1 cu. ft./level. touched		<b>Caster Level:</b> 15		
☐☐☐☐☐*Otiluke's Resilient Sphere		21	Reflex negates	1 standard action	15 minutes [D]	Close (60 ft.)	V, S, M	Yes	Evocation [Force]	Named: PHB 3.5
<b>Effect:</b> Force globe protects but traps one subject.						<b>Target:</b> 15 ft. diameter sphere, centered around a creature		<b>Caster Level:</b> 15		
☐☐☐☐☐Panacea		21	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.152
<b>Effect:</b> Removes most conditions; see text.						<b>Target:</b> Creature touched		<b>Caster Level:</b> 15		
☐☐☐☐☐Planar Ally, Lesser		21	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	: SpellsP-R.rtf
<b>Effect:</b> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.						<b>Target:</b> One called elemental or outsider of 6 HD or less		<b>Caster Level:</b> 15		
☐☐☐☐☐Planar Exchange, Lesser		21	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
<b>Effect:</b> Call a celestial creature see list; see text						<b>Target:</b> One called creature		<b>Caster Level:</b> 15		
☐☐☐☐☐Planar Tolerance		21	None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.159
<b>Effect:</b> Gain temporary respite from the natural effects of a specific plane.						<b>Target:</b> One creature/level in a 20-ft. radius burst centered on you		<b>Caster Level:</b> 15		
☐☐☐☐☐Poison		21	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	: SpellsP-R.rtf
<b>Effect:</b> Touch deals 1d10 Con damage, repeats in 1 minute.						<b>Target:</b> Living creature touched		<b>Caster Level:</b> 15		
☐☐☐☐☐Positive Energy Aura		21	None	1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing)	SPELL CO: Pg.161
<b>Effect:</b> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.						<b>Target:</b> 10-ft.-radius emanation centered on you		<b>Caster Level:</b> 15		
☐☐☐☐☐Recitation		21	None	1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SPELL CO: Pg.170
<b>Effect:</b> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2.						<b>Target:</b> All allies and foes within a 60 ft.-radius burst centered on you.		<b>Caster Level:</b> 15		
☐☐☐☐☐Repel Vermin		21	None or Will negates; see text	1 standard action	10 minutes/level [D]	10 ft.	V, S, DF	Yes	Abjuration	: SpellsP-R.rtf
<b>Effect:</b> Insects, spiders, and other vermin stay 10 ft. away.						<b>Target:</b> 10 ft. radius emanation centered on you		<b>Caster Level:</b> 15		
☐☐☐☐☐Resistance, Greater		21	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<b>Effect:</b> As resistance, except you grant the subject +3 resistance bonus.						<b>Target:</b> Creature touched		<b>Caster Level:</b> 15		
☐☐☐☐☐Restoration		21	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
<b>Effect:</b> Restores level and ability score drains.						<b>Target:</b> Creature touched		<b>Caster Level:</b> 15		
☐☐☐☐☐Revenance		21	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
<b>Effect:</b> Brings an ally back to life for duration of spell; see text.						<b>Target:</b> Dead ally touched		<b>Caster Level:</b> 15		
☐☐☐☐☐Sanctum		21		1 standard action	15 rounds [D]	Personal	V, S, DF		Conjuration (Teleportation)	APM: p. 166
<b>Effect:</b> See text						<b>Target:</b> You		<b>Caster Level:</b> 15		
☐☐☐☐☐Sending		21	None	10 minutes	1 round/level; see text	See text	V, S, M/DF	No	Evocation	: SpellsS.rtf
<b>Effect:</b> Delivers short message anywhere, instantly.						<b>Target:</b> One creature		<b>Caster Level:</b> 15		
☐☐☐☐☐Shadowblast		21	Fort negates	1 standard action	Insta	Long (1000 ft.)	V,S,M	Yes	Evocation [Light]	SPELL CO: Pg.186
<b>Effect:</b> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.						<b>Target:</b> 20-ft.-radius spread		<b>Caster Level:</b> 15		
☐☐☐☐☐Shield of Faith, Mass		21	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.188
<b>Effect:</b> As shield of faith, except it affects multiple creatures.						<b>Target:</b> One creature/level, no two of which are more than 30 ft. apart		<b>Caster Level:</b> 15		
☐☐☐☐☐Smite Foe		21	Will partial	1 standard action	Instantaneous; see text	60 ft.	V, S, DF	Yes	Evocation	APM: p. 169
<b>Effect:</b> Ray of divine power deals 3d8 damage to one target and sickens a living target for 2d4 rounds.						<b>Target:</b> Ray		<b>Caster Level:</b> 15		
* =Domain/Speciality Spell										

## Cleric Spells

☐☐☐☐☐ Sound Lance	21	Fortitude half	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Evocation [Sonic]	SPELL CO: Pg.196
<i>Effect:</i> Deals 1d8 per caster level [max 10d8].					<i>Target:</i> One creature or object			<i>Caster Level:</i> 15	
☐☐☐☐☐ Spell Immunity	21	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Abjuration	: SpellsS.rtf
<i>Effect:</i> Subject is immune to 3 spells, up to 4th-level spells.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Spell Vulnerability	21	Fortitude negates	1 round	1 minute/level	Close (60 ft.)	V,S	No	Transmutation	SPELL CO: Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.					<i>Target:</i> One creature			<i>Caster Level:</i> 15	
☐☐☐☐☐ Summon Hound Archon	21	None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Good, Lawful]	SPELL CO: Pg.214
<i>Effect:</i> Summons a hound archon [MM 16]; see text					<i>Target:</i> One summoned archon hound			<i>Caster Level:</i> 15	
☐☐☐☐☐ Summon Monster IV	21	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐ Symbol of Despair	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	APM: p. 173
<i>Effect:</i> Triggered rune fills nearby creatures with utter despair.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
☐☐☐☐☐ Tongues	21	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF	No	Divination	: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐ Undead Bane Weapon	21	Will negates [harmless,object]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.226
<i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be touching at the time of casting]			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wall of Chaos	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Chaotic]	SPELL CO: Pg.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated square/level or hemi/sphere 5 ft./2 levels					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wall of Good	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SPELL CO: Pg.233
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated square/level or hemi/sphere 5 ft./2 levels					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wall of Law	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SPELL CO: Pg.234
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level from the designated square/level or hemi/sphere 5 ft./2 levels					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels			<i>Caster Level:</i> 15	
☐☐☐☐☐ Wall of Sand	21	None	1 standard action	Concentration +1 round/level	Medium (250 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SPELL CO: Pg.235
<i>Effect:</i> Creates a churning wall of sand.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]			<i>Caster Level:</i> 15	

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Atonement	22	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration	: SpellsA-B.rtf
<i>Effect:</i> Removes burden of misdeeds from subject.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐Aura of Evasion	22	No	1 standard action	1 minute/level	10 ft.	V,S,M,DF	No	Abjuration	SPELL CO: Pg.18
<i>Effect:</i> You and all creatures within the area gain evasion but only against breath weapons, those who have evasion or improved evasion gain a +4 to Reflex saves against breath weapons.					<i>Target:</i> 10-ft. radius emanation centered on you			<i>Caster Level:</i> 15	
☐☐☐☐☐Blistering Radiance	22	None and Fortitude partial; see text	1 standard action	1 round/level	Long (1000 ft.)	V,S,M	Yes	Evocation [Fire, Light]	SPELL CO: Pg.33
<i>Effect:</i> All sighted creatures in area are dazzled [no save], and take 2d6 fire damage each round.					<i>Target:</i> 50-ft.-radius spread			<i>Caster Level:</i> 15	
☐☐☐☐☐Break Enchantment	22	See text	1 minute	Instantaneous	Close (60 ft.)	V, S	No	Abjuration	: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.					<i>Target:</i> Up to 1 creature/level, all within 30 ft. of each other			<i>Caster Level:</i> 15	
☐☐☐☐☐Call Zelekhut	22	None	10 minutes	Instantaneous	Close (60 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SPELL CO: Pg.42
<i>Effect:</i> You recieve the aid of a Zelekhut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called zelekhut			<i>Caster Level:</i> 15	
☐☐☐☐☐Chastise Person	22	Will partial; see text	1 round	Concentration, up to 15 rounds	30 ft.	V, S, DF	Yes	Evocation [Fear, Language-Dependant, Mind-Affecting]	APM: p. 149
<i>Effect:</i> You cause pain and damage to one or more humanoids, who suffer -4 penalty on attack rolls, skill checks, and ability checks.					<i>Target:</i> 1 or more humanoids, no two of which can be more than 30 feet apart; see text			<i>Caster Level:</i> 15	
☐☐☐☐☐Command, Greater	22	Will negates	1 standard action	1 round/level	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	: SpellsC.rtf
<i>Effect:</i> As command, but affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐Commune	22	None	10 minutes	1 round/level	Personal	V, S, M, DF, XP	No	Divination	: SpellsC.rtf
<i>Effect:</i> Deity answers one yes-or-no question/level.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐Crawling Darkness	22	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration (Creation)	SPELL CO: Pg.55
<i>Effect:</i> Tentacles surround you but don't interfere with movement or casting. They provide concealment and completely hide your features. +4 competence bonus to Grapple, Climb and Escape Artist checks. If you are attack the tentacles strike back [Your BAB + Wis] dealing 1d12 damage.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	: SpellsC.rtf
<i>Effect:</i> Cures 1d8 +1/level [max +25] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐Curse of Ill Fortune, Mass	22	Will negates	1 standard action	1 minute/level	Medium (250 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all effected creatures.					<i>Target:</i> Enemies in a 20-ft.-radius burst			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

## Cleric Spells

*****Dance of the Unicorn	22	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SPELL CO: Pg.58
<i>Effect:</i> Purifies surrounding area; see text.					<i>Target:</i> 5 ft./level-radius emanation centered on you		<i>Caster Level:</i> 15		
*****Death Throes	22	None	1 standard action	1 hour/level or until you are killed	Personal	V,S	No	Necromancy [Force]	SPELL CO: Pg.60
<i>Effect:</i> If you are killed, your body is destroyed by an explosion that deals 1d8/level to everyone within 30 ft.					<i>Target:</i> You		<i>Caster Level:</i> 15		
*****Dispel Chaos	22	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful] : SpellsD-E.rtf	
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object		<i>Caster Level:</i> 15		
*****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] : SpellsD-E.rtf	
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object		<i>Caster Level:</i> 15		
*****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] : SpellsD-E.rtf	
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object		<i>Caster Level:</i> 15		
*****Disrupting Weapon	22	Will negates (harmless, object); see text	1 standard action	1 round/level	Touch	V, S	Yes (harmless, object)	Transmutation : SpellsD-E.rtf	
<i>Effect:</i> Melee weapon destroys undead.					<i>Target:</i> One melee weapon		<i>Caster Level:</i> 15		
*****Divine Agility	22	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S	No	Transmutation	SPELL CO: Pg.69
<i>Effect:</i> Grants +10 enhancement to Dex.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
*****Doomtide	22	Will negates	1 standard action	1 round/level	80 ft.	V,S,DF	Yes	Illusion (Pattern)	SPELL CO: Pg.70
<i>Effect:</i> Creatures must save or be dazed for 1 round. Mist obscures vision to 5 ft.					<i>Target:</i> Eight 10-ft. cubes extending straight from you		<i>Caster Level:</i> 15		
*****Dragonbreath	22	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SPELL CO: Pg.72
<i>Effect:</i> Gain a true dragons breath weapon attack; see text					<i>Target:</i> You		<i>Caster Level:</i> 15		
*****Earth Reaver	22	Reflex partial	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Transmutation [Fire]	SPELL CO: Pg.75
<i>Effect:</i> Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 15		
*****Fastheal	22	Will negates (harmless)	1 round	15 hours [D]	Touch	V, S, M/DF	Yes (harmless)	Conjuration (Healing)	APM: p. 153
<i>Effect:</i> As lesser fastheal, but 15 hours.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
*****Flame Strike	22	Reflex half	1 standard action	Instantaneous	Medium (250 ft.)	V, S, DF	Yes	Evocation [Fire] : SpellsF-G.rtf	
<i>Effect:</i> Smite foes with divine fire for 1d6/level [max 15d6] damage.					<i>Target:</i> Cylinder 10		<i>Caster Level:</i> 15		
*****Furious Assault	22	Will negates (harmless)	1 standard action	15 rounds	Close (60 ft.)	V, S, DF	Yes (harmless)	Transmutation	APM: p. 157
<i>Effect:</i> Subjects gain an extra attack with the full attack action, +2 to AC, +2 on damage rolls and Reflex saves.					<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
*****Hallow	22	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good] : SpellsH-L.rtf	
<i>Effect:</i> Designates location as holy.					<i>Target:</i> 40-ft. radius emanating from the touched point		<i>Caster Level:</i> 15		
*****Incorporeal Nova	22	Will negates	1 standard action	Instantaneous	Medium (250 ft.)	V,S	Yes	Necromancy [Death]	SPELL CO: Pg.121
<i>Effect:</i> The spell destroys 1d4/caster level [max 20d4] HD worth of creatures.					<i>Target:</i> 50-ft.-radius burst		<i>Caster Level:</i> 15		
*****Inflict Light Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy : SpellsH-L.rtf	
<i>Effect:</i> Deals 1d8 +1/level damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
*****Insect Plague	22	None	1 round	1 minute/level	Long (1000 ft.)	V, S, DF	No	Conjuration (Summoning)	: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.					<i>Target:</i> One swarm of locust/per 3 levels, each of which must be adjacent to at least one other swarm		<i>Caster Level:</i> 15		
*****Life's Grace	22	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.131
<i>Effect:</i> Subjects become immune to all death spells, magical death effects, energy drain, and any negative energy effects; see text					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15		
*****Mark of Justice	22	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy : SpellsM-O.rtf	
<i>Effect:</i> Designates action that will trigger curse on subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
*****Plane Shift	22	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation) : SpellsP-R.rtf	
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands		<i>Caster Level:</i> 15		
*****Raise Dead	22	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing) : SpellsP-R.rtf	
<i>Effect:</i> Restores life to subject who died as long as 1 day/level ago.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 15		
*****Revivify	22	None; see text	1 standard action	Instantaneous	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.176
<i>Effect:</i> If cast within one round of death, this spell restores the subject to -1 HP.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 15		
*****Righteous Might	22	None	1 standard action	1 round/level [D]	Personal	V, S, DF	No	Transmutation : SpellsP-R.rtf	
<i>Effect:</i> Your size increases, and you gain combat bonuses.					<i>Target:</i> You		<i>Caster Level:</i> 15		
*****Righteous Wrath of the Faithful	22	None	1 standard action	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.177
<i>Effect:</i> Allies gain one additional melee attack each round at their highest attack bonus [not cumulative with other effects that grant extra attacks]. +3you					<i>Target:</i> All allies within 30-ft.-radius burst centered on		<i>Caster Level:</i> 15		
*****Sanctuary, Mass	22	Will negates [harmless]	1 standard	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.179
* =Domain/Specialty Spell									

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action										
<i>Effect:</i> Opponents can't attack you, and you can't attack; see text.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15		
■■■■■Scourge Foes	22	Fortitude partial	1 standard action	Instantaneous	30 ft.	V, S, DF	Yes	Evocation [Sonic]	APM: p. 166	
<i>Effect:</i> Blast of divine power deals 7d8 damage, deafens foes for 2d4 rounds, restricts their actions for 1 round.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 15		
■■■■■Scrying	22	Will negates	1 hour	1 minute/level	See text	V, S, M/DF, F	Yes	Divination (Scrying)	: SpellsS.rtf	
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 15		
■■■■■Secret Speech	22	None; see text	1 standard action	15 minutes	30 ft.	V, S	Yes (harmless)	Illusion (Glamour) [Language-Dependant]	APM: p. 167	
<i>Effect:</i> You and creatures you select conceal hidden messages in your normal speech.					<i>Target:</i> You and 7 willing creatures, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 15		
■■■■■Slay Living	22	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]	: SpellsS.rtf	
<i>Effect:</i> Touch attack kills subject.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15		
■■■■■Spell Resistance	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless)	Abjuration	: SpellsS.rtf	
<i>Effect:</i> Subject gains SR 12 +1/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15		
■■■■■Stalwart Pact	22	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF	Yes [harmless]	Evocation	SPELL CO: Pg.204	
<i>Effect:</i> Upon losing half HP, gain 5 hp/two caster levels [max 35 hp], DR 5/magic and +2 luck bonus on saving throws.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 15		
■■■■■Stone Shape, Greater	22	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SPELL CO: Pg.208	
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level			<i>Caster Level:</i> 15		
■■■■■Subvert Planar Essence	22	Fortitude negates	1 standard action	1 round/level	Medium (250 ft.)	V,S,M/DF	Yes	Transmutation	SPELL CO: Pg.211	
<i>Effect:</i> Outsiders that fail their save have their damage reduction and spell resistance reduced by 10.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 15		
■■■■■Summon Bralani Eladrin	22	None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Chaotic, Good]	SPELL CO: Pg.213	
<i>Effect:</i> Summons a bralani eladrin [MM 93]; see text					<i>Target:</i> One summoned bralani eladrin			<i>Caster Level:</i> 15		
■■■■■Summon Monster V	22	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	: SpellsS.rtf	
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15		
■■■■■Symbol of Sleep	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	: SpellsS.rtf	
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15		
■■■■■Symbol of Spell Loss	22	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SPELL CO: Pg.218	
<i>Effect:</i> Symbol causes spellcasters within 60 ft. to lose their highest level each round until the symbol absorbs 30 levels.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15		
■■■■■*Tree Stride	22	None	1 standard action	1 hour/level or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	: SpellsT-Z.rtf	
<i>Effect:</i> Step from one tree to another far away.					<i>Target:</i> You			<i>Caster Level:</i> 15		
■■■■■Triadspell	22	N/A	1 standard action	Instantaneous	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.224	
<i>Effect:</i> Cast one 3rd or lower spell an additional two times.					<i>Target:</i> You			<i>Caster Level:</i> 15		
■■■■■True Seeing	22	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M	Yes (harmless)	Divination	: SpellsT-Z.rtf	
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15		
■■■■■Vigor, Greater	22	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229	
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15		
■■■■■Vulnerability	22	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.232	
<i>Effect:</i> Lowers subject's damage reduction by 5 [to a minimum 5].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15		
■■■■■Wall of Dispel Magic	22	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SPELL CO: Pg.233	
<i>Effect:</i> Anyone crossing is subject to dispel magic; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft square/level			<i>Caster Level:</i> 15		
■■■■■*Wall of Force	22	None	1 standard action	1 round/level [D]	Close (60 ft.)	V, S, M	No	Evocation [Force]	: SpellsT-Z.rtf	
<i>Effect:</i> Wall is immune to damage.					<i>Target:</i> Wall whose area is up to one 10-ft. square/level			<i>Caster Level:</i> 15		
■■■■■Wall of Limbs	22	Reflex negates; see text	1 round	1 round/level [D]	Medium (250 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.234	
<i>Effect:</i> A creature attempting to move through the wall takes 5d6 and must make Str check or become stuck in the wall; see text.					<i>Target:</i> A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels			<i>Caster Level:</i> 15		
■■■■■Wall of Stone	22	See text	1 standard action	Instantaneous	Medium (250 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	: SpellsT-Z.rtf	
<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to one 5-ft. square/level [S]			<i>Caster Level:</i> 15		
■■■■■Zone of Respite	22	None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SPELL CO: Pg.244	
<i>Effect:</i> Creates a region that is temporarily protected from interplanar intrusion; see text.					<i>Target:</i> 20-ft.-radius emanation centered on you			<i>Caster Level:</i> 15		
■■■■■Zone of Revelation	22	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes	Divination	SPELL CO: Pg.244	
<i>Effect:</i> All creatures and objects with a zone of revelation are made visible; see text.					<i>Target:</i> 5-ft.-radius/level emanation centered on a point in space			<i>Caster Level:</i> 15		
LEVEL 6										
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
■■■■■Animate Objects	23	None	1 standard action	1 round/level	Medium (250 ft.)	V, S	No	Transmutation	: SpellsA-B.rtf	
<i>Effect:</i> Objects attack your foes.					<i>Target:</i> One Small object/level; see text			<i>Caster Level:</i> 15		
* =Domain/Speciality Spell										



## Cleric Spells

Antilife Shell	23	None	1 round	10 minutes/level [D]	10 ft.	V, S, DF	Yes	Abjuration	: SpellsA-B.rtf
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 15		
Banishment	23	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Abjuration	: SpellsA-B.rtf
<i>Effect:</i> Banishes 2 HD/level of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
Battlelink	23	None	1 standard action	15 minutes	Close (60 ft.)	V, S, DF	Yes (harmless)	Divination	APM: p. 147
<i>Effect:</i> Allies can coordinate attack and defense.					<i>Target:</i> You plus 5 willing creatures		<i>Caster Level:</i> 15		
Bear's Endurance, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (60 ft.)	V, S, DF	Yes	Transmutation	: SpellsA-B.rtf
<i>Effect:</i> As bear's endurance, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
Blade Barrier	23	Reflex half or Reflex negates; see text	1 standard action	1 minute/level [D]	Medium (250 ft.)	V, S	Yes	Evocation [Force]	: SpellsA-B.rtf
<i>Effect:</i> Wall of blades deals 1d6/level [max 15d6] damage.					<i>Target:</i> Wall of whirling blades up to 20 ft./level long, or a ringed wall of whirling blades with a radius of up to 37 ft; either form 20 ft. high		<i>Caster Level:</i> 15		
Bolt of Glory	23	None	1 standard action	Instantaneous	Close (60 ft.)	V,S,DF	Yes	Evocation [Good]	SPELL CO: Pg.35
<i>Effect:</i> Ranged touch attack with the ray deals positive energy damage. 1d12/caster level to undead [max 15d12], 1d12/2 caster levels [max 7d12].					<i>Target:</i> Ray		<i>Caster Level:</i> 15		
Bull's Strength, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (60 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	: SpellsA-B.rtf
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
Cloak of Gloom	23	Will partial; see text	1 standard action	150 minutes [D]	Personal or Close	V, S, M/DF	Yes	Conjuration (Creation) [Darkness, Fear, Mind-Affecting]	APM: p. 149
<i>Effect:</i> Barrier or personal effect grants concealment, dims light, and saps your enemies' will.					<i>Target:</i> You; or a barrier, up to 15 10-ft. cubes [S]		<i>Caster Level:</i> 15		
Cold Snap	23	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SPELL CO: Pg.50
<i>Effect:</i> Lowers temperature by 5 degrees per level [Max 50 degrees]					<i>Target:</i> 1-mile-radius circle centered on you		<i>Caster Level:</i> 15		
Cometfall	23	Reflex half	1 standard action	Instantaneous	Medium (250 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text					<i>Target:</i> 400-pound ball of rock and ice		<i>Caster Level:</i> 15		
Crown of Terror, Greater	23	None	1 standard action	15 rounds [D]	30 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
<i>Effect:</i> Enemies within 30 feet become frightened or panicked.					<i>Target:</i> A fiery halo		<i>Caster Level:</i> 15		
Crown of Valor, Greater	23	Will negates (harmless)	1 standard action	15 minutes [D]	30 ft.	V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150
<i>Effect:</i> You and allies within 30 feet gain +2 on attacks and checks, +4 on saves against fear; you are immune to fear.					<i>Target:</i> A silver halo		<i>Caster Level:</i> 15		
Cure Moderate Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or see text	Yes;Conjuration (Healing)	: SpellsC.rtf
<i>Effect:</i> Cures 2d8 +1/level [max +30] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
Dispel Magic, Greater	23	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	No	Abjuration	: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 15		
Eagle's Splendor, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	: SpellsD-E.rtf
<i>Effect:</i> As eagle's splendor, affects 1 subject/level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15		
Energy Immunity	23	None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
Find the Path	23	None or Will negates (harmless)	3 rounds	10 minutes/level	Personal or touch	V, S, F	No or Yes (harmless)	Divination	: SpellsF-G.rtf
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 15		
Flame of Chaos, Greater	23	None or Reflex partial	1 standard action	15 minutes [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, Fire]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 2d6+15 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol		<i>Caster Level:</i> 15		
Flame of Good, Greater	23	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 2d6+15 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol		<i>Caster Level:</i> 15		
Flame of Law, Greater	23	None or Reflex partial	1 standard action	15 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 2d6+15 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol		<i>Caster Level:</i> 15		
Forbiddance	23	See text	6 rounds	Permanent	Medium (250 ft.)	V, S, M, DF	Yes	Abjuration	: SpellsF-G.rtf
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 60-ft. cubes/level [S]		<i>Caster Level:</i> 15		
Geas/Quest	23	None	10 minutes	1 day/level or until discharged [D]	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	: SpellsF-G.rtf
<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
Ghost Trap	23	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SPELL CO: Pg.103
<i>Effect:</i> Field of energy negates incorporeality within a 5 ft./caster level radius.					<i>Target:</i> 5 ft./level-radius emanation centered on you		<i>Caster Level:</i> 15		
Glyph of Warding, Greater	23	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	: SpellsF-G.rtf
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.					<i>Target:</i> Object touched or up to 5 sq. ft/level		<i>Caster Level:</i> 15		

\* =Domain/Speciality Spell

## Cleric Spells

☐☐☐☐☐Harm	23	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	: SpellsH-L.rtf
<i>Effect:</i> Deals 10 points damage/level to target.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐Heal	23	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	: SpellsH-L.rtf
<i>Effect:</i> Cures 10 points of damage/level [max 150], all diseases and mental conditions.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐**Heroes' Feast	23	None	10 minutes	1 hour plus 12 hours; see text	Close (60 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	: SpellsH-L.rtf
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.					<i>Target:</i> Feast for 1 creature/level			<i>Caster Level:</i> 15	
☐☐☐☐☐Heroes' Feast	23	None	10 minutes	1 hour plus 12 hours; see text	Close (60 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	: SpellsH-L.rtf
<i>Effect:</i> Food for 1 creature/level cures and grants combat bonuses.					<i>Target:</i> Feast for 1 creature/level			<i>Caster Level:</i> 15	
☐☐☐☐☐Hide the Path	23	None	10 minutes	24 hours [D]	Anywhere in the area to be warded	V,S,F	No	Abjuration	SPELL CO: Pg.114
<i>Effect:</i> Protects area against divinations; see text					<i>Target:</i> Up to 200 sq.ft./level [S]			<i>Caster Level:</i> 15	
☐☐☐☐☐Ice Flowers	23	Reflex half	1 standard action	Instantaneous	Long (1000 ft.)	V,S	No	Transmutation [Cold]	SPELL CO: Pg.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 15	
☐☐☐☐☐Inflict Moderate Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	: SpellsH-L.rtf
<i>Effect:</i> Deals 2d8 +1/level [max +30] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐Lucent Lance	23	None	1 standard action	Instantaneous	Close (60 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SPELL CO: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray			<i>Caster Level:</i> 15	
☐☐☐☐☐Make Manifest, Mass	23	N/A	1 standard action	1 round/level	Close (60 ft.)	V,S,M	N/A	Transmutation	SPELL CO: Pg.137
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.					<i>Target:</i> 25-ft.-radius emanation centered on a point is space			<i>Caster Level:</i> 15	
☐☐☐☐☐Mantle of the Icy Soul	23	Will negates	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation [Cold]	SPELL CO: Pg.138
<i>Effect:</i> Grants Cold Subtype to target.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐Opalescent Glare	23	Will partial; see text	1 standard action	Instantaneous	Personal	V,S,DF	Yes	Necromancy [Death, Good]	SPELL CO: Pg.150
<i>Effect:</i> Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear.					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐Owl's Wisdom, Mass	23	Will negates (harmless)	1 standard action	1 minute/level	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	: SpellsM-O.rtf
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐Planar Ally	23	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	: SpellsP-R.rtf
<i>Effect:</i> As lesser planar ally, but up to 12 HD.					<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear			<i>Caster Level:</i> 15	
☐☐☐☐☐Planar Exchange	23	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature			<i>Caster Level:</i> 15	
☐☐☐☐☐Rejection	23	Fortitude negates	1 standard action	Instantaneous	60 ft.	V,S	Yes	Abjuration	SPELL CO: Pg.172
<i>Effect:</i> Creatures in the area must save or be pushed away from you to a distance of 5 ft. per caster level.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 15	
☐☐☐☐☐*Repulsion	23	Will negates	1 standard action	1 round/level [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	: SpellsP-R.rtf
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 10 ft. radius/level emanation centered on you			<i>Caster Level:</i> 15	
☐☐☐☐☐Resistance, Superior	23	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐Revive Outsider	23	None; see text	1 minute	Instantaneous	Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
<i>Effect:</i> As raise dead, except it affects an outsider.					<i>Target:</i> Touch			<i>Caster Level:</i> 15	
☐☐☐☐☐Sarcophagus of Stone	23	Reflex negates	1 standard action	1 round/level?	Touch	V,S,M	No	Conjuration (Creation)	SPELL CO: Pg.180
<i>Effect:</i> Airtight coffin; see text.					<i>Target:</i> Creature touched?			<i>Caster Level:</i> 15	
☐☐☐☐☐Spider Plague	23	None	1 round	1 round/level	Close (60 ft.)	V,S	No	Conjuration (Summoning) [See text]	SPELL CO: Pg.201
<i>Effect:</i> Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.					<i>Target:</i> Five summoned spiders			<i>Caster Level:</i> 15	
☐☐☐☐☐Stone Body	23	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.207
<i>Effect:</i> Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text					<i>Target:</i> You			<i>Caster Level:</i> 15	
☐☐☐☐☐Strength of Faith	23	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	APM: p. 172
<i>Effect:</i> Fortifies subject against alignment effects.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
☐☐☐☐☐Summon Monster VI	23	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
☐☐☐☐☐Symbol of Fear	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear,; Mind-Affecting]	SpellsS.rtf
<i>Effect:</i> Triggered rune panics nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
☐☐☐☐☐Symbol of Persuasion	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]	: SpellsS.rtf
<i>Effect:</i> Triggered rune charms nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells										
☐☐☐☐☐Undeath to Death	23	Will negates	1 standard action	Instantaneous	Medium (250 ft.)	V, S, M/DF	Yes	Necromancy [Death]	: SpellsT-Z.rtf	
<i>Effect:</i> Destroys 1d4 [max 20d4] HD of undead.					<i>Target:</i> Several undead creatures within a 40-ft.-radius burst		<i>Caster Level:</i> 15			
☐☐☐☐☐Vigorous Circle	23	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229	
<i>Effect:</i> Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.					<i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15			
☐☐☐☐☐Visage of the Deity	23	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.230	
<i>Effect:</i> Your form becomes more like your deity's, take on celestial or fiendish qualities; see text					<i>Target:</i> You		<i>Caster Level:</i> 15			
☐☐☐☐☐**Wind Walk	23	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]:	SpellsT-Z.rtf	
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and One touched creature/3 levels		<i>Caster Level:</i> 15			
☐☐☐☐☐Wind Walk	23	No and Will negates (harmless)	1 standard action	1 hour/level [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]:	SpellsT-Z.rtf	
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and One touched creature/3 levels		<i>Caster Level:</i> 15			
☐☐☐☐☐Word of Recall	23	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	: SpellsT-Z.rtf	
<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures		<i>Caster Level:</i> 15			
☐☐☐☐☐Zealot Pact	23	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF,XP	Yes [harmless]	Evocation	SPELL CO: Pg.244	
<i>Effect:</i> Gain +4 bonus and deal double damage against opposite alignment once spell is activated by first successful hit; see text.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 15			
LEVEL 7										
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
☐☐☐☐☐Bestow Curse, Greater	24	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.27	
<i>Effect:</i> See text for details of curse options.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15			
☐☐☐☐☐Blood to Water	24	Fortitude half	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Necromancy [Water]	SPELL CO: Pg.33	
<i>Effect:</i> Deals 2d6 Con damage to subject. Save halves damage.					<i>Target:</i> Up to five living creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 15			
☐☐☐☐☐Brain Spider	24	Will negates	1 round	1 minute/level	Long (1000 ft.)	V,S,M,DF	Yes	Divination [Mind-Affecting]	SPELL CO: Pg.38	
<i>Effect:</i> Eavesdrop on thoughts of up to eight other creatures.					<i>Target:</i> Up to eight living creatures within range.		<i>Caster Level:</i> 15			
☐☐☐☐☐Brilliant Blade	24	Will negates [harmless,object]	1 standard action	1 minute/level	Close (60 ft.)	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.40	
<i>Effect:</i> Transform weapons into brilliant energy.					<i>Target:</i> One melee or thrown weapon, or fifty projectiles		<i>Caster Level:</i> 15			
☐☐☐☐☐Call Kolyarut	24	None	10 minutes	Instantaneous	Close (60 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SPELL CO: Pg.42	
<i>Effect:</i> You receive the aid of a Kolyarut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called kolyarut		<i>Caster Level:</i> 15			
☐☐☐☐☐Control Weather	24	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation	: SpellsC.rtf	
<i>Effect:</i> Changes weather in local area.					<i>Target:</i> 2-mile-radius circle, centered on you; see text		<i>Caster Level:</i> 15			
☐☐☐☐☐Cure Serious Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	: SpellsC.rtf	
<i>Effect:</i> Cures 3d8 +1/level [max +35] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15			
☐☐☐☐☐Destruction	24	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Necromancy [Death]	: SpellsD-E.rtf	
<i>Effect:</i> Kills subject and destroys remains.					<i>Target:</i> One creature		<i>Caster Level:</i> 15			
☐☐☐☐☐Dictum	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, : Sonic]	: SpellsD-E.rtf	
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.					<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you		<i>Caster Level:</i> 15			
☐☐☐☐☐Ethereal Jaunt	24	None	1 standard action	1 round/level [D]	Personal	V, S	No	Transmutation	: SpellsD-E.rtf	
<i>Effect:</i> You become ethereal for 1 round/level.					<i>Target:</i> You		<i>Caster Level:</i> 15			
☐☐☐☐☐*Forcecage	24	None	1 standard action	2 hours/level [D]	Close (60 ft.)	V, S, M	No	Evocation [Force]	: SpellsF-G.rtf	
<i>Effect:</i> Cube or cage of force imprisons all inside.					<i>Target:</i> Barred cage 20 or windowless cell 10		<i>Caster Level:</i> 15			
☐☐☐☐☐Fortunate Fate	24	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.99	
<i>Effect:</i> If an attack would kill target she is healed as if by a heal spell.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 15			
☐☐☐☐☐Holy Star	24	N/A	1 standard action	3 rounds [D]	0 t.	V,S	N/A	Abjuration	SPELL CO: Pg.115	
<i>Effect:</i> Creates light and has three functions; see text					<i>Target:</i> Protective star of energy		<i>Caster Level:</i> 15			
☐☐☐☐☐Holy Word	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, : Sonic]	: SpellsH-L.rtf	
<i>Effect:</i> Kills, paralyzes, blinds, or deafens nongood subjects.					<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you		<i>Caster Level:</i> 15			
☐☐☐☐☐Inflict Serious Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	: SpellsH-L.rtf	
<i>Effect:</i> Deals 3d8 +1/level [max +35] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 15			
☐☐☐☐☐*Phantasmal Disorientation	24	Will negates; see text	1 standard action	1 minute/level [D]	Medium (250 ft.)	V,S	Yes	Illusion (Phantasm) [Mind-Affecting]	SPELL CO: Pg.155	
<i>Effect:</i> Need to make a Will save to discern true landmarks; see text					<i>Target:</i> One living creature		<i>Caster Level:</i> 15			
☐☐☐☐☐Planar Bubble	24	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration	SPELL CO: Pg.158	
<i>Effect:</i> Area around creature emulates it's native plane [gravity, temperature, magic, etc].					<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 15			
* =Domain/Speciality Spell										

Cleric Spells									
<div>☐☐☐☐☐</div> <div>Radiant Assault</div>	24	Will partial	1 standard action	Instantaneous	Long (1000 ft.)	V,S,F	Yes	Evocation [Light]	SPELL CO: Pg.164
<i>Effect:</i> Deals 1d6 damage per caster level [max 15d6] and dazes creatures.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Refuge</div>	24	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)	: SpellsP-R.rtf
<i>Effect:</i> Alters item to transport its possessor to you.					<i>Target:</i> Object touched			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Regenerate</div>	24	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+ +1/level [max +35].					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Renewal Pact</div>	24	Will negates [harmless]	10 minutes	Permanent until triggered	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.173
<i>Effect:</i> Reverses certain effects when contracted.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Repulsion</div>	24	Will negates	1 standard action	1 round/level [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	: SpellsP-R.rtf
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 10 ft. radius/level emanation centered on you			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Restoration, Greater</div>	24	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
<i>Effect:</i> As restoration, plus restores all levels and ability scores.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Restoration, Mass</div>	24	Will negates [harmless]	1 round	Instantaneous	Close (60 ft.)	V,S,M	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.174
<i>Effect:</i> Restores level and ability score drains to each creature.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Resurrection</div>	24	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
<i>Effect:</i> Fully restore dead subject.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Scrying, Greater</div>	24	Will negates	1 standard action	1 hour/level	See text	V, S	Yes	Divination (Scrying)	: SpellsS.rtf
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Slime Wave</div>	24	Reflex negates	1 standard action	1 round/level	Close (60 ft.)	V,S,M	No	Conjuration (Summoning)	SPELL CO: Pg.192
<i>Effect:</i> Green slime covers everything in area, dealing damage to everything; see text.					<i>Target:</i> 15 ft.-radius spread			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Spell Resistance, Mass</div>	24	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.199
<i>Effect:</i> Each target gains Spell Resistance 12 + caster level.					<i>Target:</i> Up to One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Summon Monster VII</div>	24	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Symbol of Stunning</div>	24	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	: SpellsS.rtf
<i>Effect:</i> Triggered rune stuns nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Symbol of Weakness</div>	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	: SpellsS.rtf
<i>Effect:</i> Triggered rune weakens nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Symphonic Nightmare</div>	24	Will negates	1 standard action	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.218
<i>Effect:</i> Causes creature not to be able to rest; see text.					<i>Target:</i> Living creature touched; see text			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Wall of Swords</div>	24	None	1 standard action	15 minutes [D]	Medium (250 ft.)	V, S	Yes; see text	Evocation [Force]	APM: p. 177
<i>Effect:</i> Ghostly arms attack all that come within reach.					<i>Target:</i> Vertical wall of blades 300 ft. long, or a ringed wall of blades with a radius of up to 37 ft.; either form 20 ft. high			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Withering Palm</div>	24	Fortitude negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.241
<i>Effect:</i> Your touch deals 1 pt of damage to both Strength & Constitution per two caster levels.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Word of Chaos</div>	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	: SpellsT-Z.rtf
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.					<i>Target:</i> Nonchaotic creatures in a 40-ft.- radius spread centered on you			<i>Caster Level:</i> 15	
LEVEL 8									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div>☐☐☐☐☐</div> <div>Antimagic Field</div>	25	None	1 standard action	10 minutes/level [D]	10 ft.	V, S, M/DF	See text	Abjuration	: SpellsA-B.rtf
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Brain Spider</div>	25	Will negates	1 round	1 minute/level	Long (1000 ft.)	V,S,M,DF	Yes	Divination [Mind-Affecting]	SPELL CO: Pg.38
<i>Effect:</i> Eavesdrop on thoughts of up to eight other creatures.					<i>Target:</i> Up to eight living creatures within range.			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Brilliant Aura</div>	25	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Cloak of Chaos</div>	25	See text	1 standard action	1 round/level [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]	: SpellsC.rtf
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.					<i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Cure Critical Wounds, Mass</div>	25	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or see text	Yes;Conjuration (Healing)	: SpellsC.rtf
<i>Effect:</i> Cures 4d8 +1/level [max +40] damage for many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
<div>☐☐☐☐☐</div> <div>Death Pact</div>	25	None	10 minutes	Permanent until triggered	Touch	V,S,M/DF	No	Necromancy	SPELL CO: Pg.60
<i>Effect:</i> Brings target back to life but with a price; see text.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									

Cleric Spells										
☐☐☐☐☐Death Ward, Mass	25	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.61	
<i>Effect:</i> Grants immunity to death spells and negative energy effects to targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15		
☐☐☐☐☐Dimensional Lock	25	None	1 standard action	1 day/level	Medium (250 ft.)	V, S	Yes	Abjuration	: SpellsD-E.rtf	
<i>Effect:</i> Teleportation and interplanar travel blocked for one day/level.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 15		
☐☐☐☐☐Discern Location	25	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination	: SpellsD-E.rtf	
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 15		
☐☐☐☐☐Earthquake	25	See text	1 standard action	1 round	Long (1000 ft.)	V, S, DF	No	Evocation [Earth]	: SpellsD-E.rtf	
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.					<i>Target:</i> 80-ft.-radius spread [S]			<i>Caster Level:</i> 15		
☐☐☐☐☐Fierce Pride of the Beastlands	25	None	10 minutes	10 minutes/level [D]	Medium (250 ft.)	V,S	No	Conjuration (Summoning) [Chaotic, Good]	SPELL CO: Pg.91	
<i>Effect:</i> Summons 2d4 celestial lions with maximum hit points; see text.					<i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15		
☐☐☐☐☐Fire Storm	25	Reflex half	1 round	Instantaneous	Medium (250 ft.)	V, S	Yes	Evocation [Fire]	: SpellsF-G.rtf	
<i>Effect:</i> Deals 1d6/level [max 20d6] fire damage.					<i>Target:</i> 2 10-ft. cubes/level [S]			<i>Caster Level:</i> 15		
☐☐☐☐☐Heat Drain	25	Fortitude negates	1 standard action	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold]	SPELL CO: Pg.112	
<i>Effect:</i> Deals 1d6/caster level [max 20d6] cold damage, for every living creature affected you gain 2 temporary HP.					<i>Target:</i> 20-ft.-radius burst centered on you			<i>Caster Level:</i> 15		
☐☐☐☐☐Holy Aura	25	See text	1 standard action	1 round/level [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]	: SpellsH-L.rtf	
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.					<i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 15		
☐☐☐☐☐Inflict Critical Wounds, Mass	25	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	: SpellsH-L.rtf	
<i>Effect:</i> Deals 4d8 +1/level [max +40] damage to many creatures.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15		
☐☐☐☐☐Lion's Roar	25	Fortitude partial or Will negates [harmless]	1 standard action	Instantaneous or 1 minute/level	120 ft.	V,S,DF	Yes or Yes [harmless]; see text	Evocation [Sonic]	SPELL CO: Pg.133	
<i>Effect:</i> Deals 1d8/caster level [max 10d8] sonic damage to enemies; allies get +1 on attack and saves against fear, plus temporary hp.					<i>Target:</i> 120-ft.-radius burst centered on you			<i>Caster Level:</i> 15		
☐☐☐☐☐Planar Ally, Greater	25	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	: SpellsP-R.rtf	
<i>Effect:</i> As lesser planar ally, but up to 18 HD.					<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.			<i>Caster Level:</i> 15		
☐☐☐☐☐Planar Exchange, Greater	25	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159	
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature			<i>Caster Level:</i> 15		
☐☐☐☐☐Plane Shift, Greater	25	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	SPELL CO: Pg.159	
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands			<i>Caster Level:</i> 15		
☐☐☐☐☐Shield of Law	25	See text	1 standard action	1 round/level [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]	: SpellsS.rtf	
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.					<i>Target:</i> 1 creature/level in a 20-ft.-radius burst centered on you			<i>Caster Level:</i> 15		
☐☐☐☐☐Spell Immunity, Greater	25	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Abjuration	: SpellsS.rtf	
<i>Effect:</i> Subject is immune to 3 spells, up to 8th-level spells.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15		
☐☐☐☐☐Stormrage	25	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SPELL CO: Pg.210	
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.					<i>Target:</i> You			<i>Caster Level:</i> 15		
☐☐☐☐☐Summon Monster VIII	25	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	: SpellsS.rtf	
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15		
☐☐☐☐☐Symbol of Death	25	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	: SpellsS.rtf	
<i>Effect:</i> Triggered rune slays nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15		
☐☐☐☐☐Symbol of Insanity	25	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	: SpellsS.rtf	
<i>Effect:</i> Triggered rune renders nearby creatures insane.					<i>Target:</i> One symbol			<i>Caster Level:</i> 15		
☐☐☐☐☐Wall of Greater Dispel Magic	25	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SPELL CO: Pg.234	
<i>Effect:</i> As wall of dispel magic, but is like great dispel magic.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level			<i>Caster Level:</i> 15		
LEVEL 9										
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
☐☐☐☐☐Astral Projection	26	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy	: SpellsA-B.rtf	
<i>Effect:</i> Projects you and companions onto Astral Plane.					<i>Target:</i> You plus one additional willing creature/2 levels touched			<i>Caster Level:</i> 15		
☐☐☐☐☐Call Marut	26	None	10 minutes	Instantaneous	Close (60 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SPELL CO: Pg.42	
<i>Effect:</i> You relieve the aid of a Marut inevitable in performing one task that cannot exceed 1 hour.					<i>Target:</i> One called marut			<i>Caster Level:</i> 15		
☐☐☐☐☐Energy Drain	26	Fortitude partial; see text for enervation	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	: SpellsD-E.rtf	
<i>Effect:</i> Subject gains 2d4 negative levels.					<i>Target:</i> Ray of negative energy			<i>Caster Level:</i> 15		
☐☐☐☐☐Etherealness	26	None	1 standard action	1 minute/level [D]	Touch; see text	V, S	Yes	Transmutation	: SpellsD-E.rtf	
<i>Effect:</i> Travel to Ethereal Plane with companions.					<i>Target:</i> You and one other touched creature/3 levels			<i>Caster Level:</i> 15		
* =Domain/Specialty Spell										



## Cleric Spells

Gate	26	None	1 standard action	Instantaneous or concentration 0; see text	Medium (250 ft.)	V, S, XP; see text	No	Conjuration (Calling, Creation)	: SpellsF-G.rtf
<i>Effect:</i> Connects two planes for travel or summoning.					<i>Target:</i> See text			<i>Caster Level:</i> 15	
Heal, Mass	26	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	: SpellsH-L.rtf
<i>Effect:</i> As heal, but with several subjects.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
Heavenly Host	26	None	10 minutes	10 minutes/level	Medium (250 ft.)	V,S	No	Conjuration (Summoning) [Good, Lawful]	SPELL CO: Pg.113
<i>Effect:</i> Summons multiple creatures; see text					<i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 15	
Implosion	26	Fortitude negates	1 standard action	Concentration [up to 4 rounds]	Close (60 ft.)	V, S	Yes	Evocation	: SpellsH-L.rtf
<i>Effect:</i> Kills one creature/round.					<i>Target:</i> One corporeal creature/round			<i>Caster Level:</i> 15	
Miracle	26	See text	1 standard action	See text	See text	V, S, XP; see text	Yes	Evocation	: SpellsM-O.rtf
<i>Effect:</i> Requests a deity's intercession.					<i>Target:</i> See text			<i>Caster Level:</i> 15	
Soul Bind	26	Will negates	1 standard action	Permanent	Close (60 ft.)	V, S, F	No	Necromancy	: SpellsS.rtf
<i>Effect:</i> Traps newly dead soul to prevent resurrection.					<i>Target:</i> Corpse			<i>Caster Level:</i> 15	
Storm of Vengeance	26	See text	1 round	Concentration [maximum 10 rounds] [D]	Long (1000 ft.)	V, S	Yes	Conjuration (Summoning)	: SpellsS.rtf
<i>Effect:</i> Storm rains acid, lightning, and hail.					<i>Target:</i> 360-ft.-radius storm cloud			<i>Caster Level:</i> 15	
Summon Elemental Monolith	26	None	1 round	Concentration, up to 1 round/level	Medium (250 ft.)	V,S,M	No	Conjuration (Summoning) [see text]	SPELL CO: Pg.214
<i>Effect:</i> Summon monolith to do your bidding.					<i>Target:</i> One summoned elemental monolith			<i>Caster Level:</i> 15	
Summon Monster IX	26	None	1 round	1 round/level [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 15	
True Resurrection	26	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	: SpellsT-Z.rtf
<i>Effect:</i> As resurrection, plus remains aren't needed.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 15	
Undeath's Eternal Foe	26	None	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration [Good]	SPELL CO: Pg.226
<i>Effect:</i> Grant subjects special abilities against undead; see text					<i>Target:</i> One creature/5 levels			<i>Caster Level:</i> 15	
Visage of the Deity, Greater	26	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.231
<i>Effect:</i> Your form becomes more like your deity's - become half-celestial or half-fiend; see text					<i>Target:</i> You			<i>Caster Level:</i> 15	
* =Domain/Speciality Spell									



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

Description:

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

Biography:

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

## Notes:

### Character Sheet Notes:

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

### Quests:

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

### NPCs:

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