

Turk

NAME

Clr12 Com2

91000

CLASS

EXPERIENCE

14

105000

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

114

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

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

17/8.5

RANKS

MISC MODIFIER

✓ Appraise

INT

2

=

2

+

+

✓ Balance

DEX

8

=

8

+

+

✓ Bluff

CHA

2

=

2

+

+

✓ Climb

STR

17

=

-1

+

1.0

+

17

✓ Concentration

CON

17

=

2

+

15.0

+

✓ 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

11

=

7

+

4.0

+

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

11

=

2

+

9.0

+

✓ Spot

WIS

16

=

7

+

+

9

✓ Survival

WIS

7

=

7

+

+

✓ Swim

STR

-1

=

-1

+

+

✓ Tumble

DEX

13

=

8

+

5.0

+

✓ Use Rope

DEX

8

=

8

+

+

=

+

+

=

+

+

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

TURN UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turning Check

1d20+4

Up to 0

8

Turn level

12

1 - 3

9

Turn damage

2d6 +14

4 - 6

10

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

7 - 9

11

10 - 12

12

13 - 15

13

16 - 18

14

19 - 21

15

22+

16

TURN/DAY

□□□□□ □□□□

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Belt, Monk's	Equipped	1	1.0	13000.0
Eyes of the Eagle	Equipped	1	0.0	2500.0
Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny)	Handy Haversack	1	0.5	9157.5
+2 to Turning Level				
Dragon Helm of Wisdom +4	Equipped	1	0.0	16000.0
Gloves of Dexterity +2	Equipped	1	0.0	4000.0
Handy Haversack	Carried	1	5.0	2000.0
0.5 lbs., 1 Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny)				
Kercpa Longbow +2	Equipped	1	0.3	8187.5
0 lbs. (Longbow Ironwood (+2/Tiny)), Wooden but functions as steel, does not burn				
Oaktop Mace Ironwood (+1) (Heavy/Bonded/+1/Defending)	Carried	1	0.8	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.
Aura of Chaos (Ex) Overwhelming
Aura of Evil (Ex) Overwhelming
Aura of Good (Ex) Overwhelming
Aura of Law (Ex) Overwhelming
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
Spontaneous casting
Summon Fluxx (Su)
Sylvan Bond (Ex): Kercpas have long fought alongside elves, and train in special tactics with them from a young age. A kercpa gains a +1 morale bonus on attack rolls when adjacent to an allied elf.
Turn Undead (Su) 9/day (turn level 12) (turn damage 2d6+14)

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Craft Magic Arms and Armor	You can create any magic weapon, armor, or shield whose prerequisites you meet.
Extra Turning	You can use your ability to turn or rebuke creatures four more times per day than normal.
Giantbane	Three Maneuvers:Duck Underneath: Total Defense action must be taken and be attacked by target two sizes larger, +4 to AC stacks with total Defense, if target misses make tumble DC 15 and move immediately to opposite side in any unoccupied square; Death From Below: Must have successfully used duck underneath, Gain one attack, target is flat-footed against you & +4 to hit; Climb Aboard: Must move adjacent to target, next round DC 10 Climb check as free action, Creature at -4 to hit you.
Modify Spell	Laden spell has additional power
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), Shortspike, Sickie, 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	6+1	5+1	4+1	4+1	3+1	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Amanuesis	17	Will negates [object]	1 standard action	10 minute/level	Close (60 ft.)	V, S	Yes [object]	Transmutation	SPELL CO: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 14	
☐☐☐☐☐ Create Water	17	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 28 gallons of pure water.					<i>Target:</i> Up to 28 gallons of water			<i>Caster Level:</i> 14	
☐☐☐☐☐ Cure Minor Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Detect Magic	17	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 14	
☐☐☐☐☐ Detect Poison	17	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 14	
☐☐☐☐☐ Guidance	17	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Inflict Minor Wounds	17	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Light	17	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Long-Range Weapon	17	None	1 standard action	14 minutes or until expended	Touch	V, S, DF	Yes (harmless, object)	Transmutation	APM: p. 158
<i>Effect:</i> Thrown weapon or projectile gains 50% more range.					<i>Target:</i> 14 thrown weapons or projectiles, all of the same kind and all of which must be in contact with each other at the time of casting			<i>Caster Level:</i> 14	
☐☐☐☐☐ Mending	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 14	
☐☐☐☐☐ Purify Food and Drink	17	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 14 cu. ft. of food or water.					<i>Target:</i> 14 cu. ft. of contaminated food and water			<i>Caster Level:</i> 14	
☐☐☐☐☐ Read Magic	17	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐ Resistance	17	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Virtue	17	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Anarchic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V, S, M	Yes [object]	Transmutation [Chaotic]	SPELL CO: Pg.11
<i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Astute Fighting	18	Will negates (harmless)	1 standard action	14 rounds	Touch	V, S, DF	Yes (harmless)	Transmutation	APM: p. 147
<i>Effect:</i> Recipient gains +2 bonus on attack rolls, may be able to make an extra melee attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Axiomatic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V, S, M	Yes [object]	Transmutation [Lawful]	SPELL CO: Pg.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Bane	18	Will negates	1 standard action	14 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 14	
☐☐☐☐☐ Bless	18	None	1 standard action	14 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 14	
☐☐☐☐☐ Blessed Aim	18	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V, S	No	Divination	SPELL CO: Pg.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 14	
☐☐☐☐☐ Bless Water	18	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 14	

* =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> 14		
■■■■■*Camouflage	18	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					<i>Target:</i> You		<i>Caster Level:</i> 14		
■■■■■Cause Fear	18	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 ft.)	V, S	Yes	Necromancy [Fear,RSRD: SpellsC.rtf Mind-Affecting]	
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD		<i>Caster Level:</i> 14		
■■■■■Cold Fire	18	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SPELL CO: Pg.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text		<i>Caster Level:</i> 14		
■■■■■Command	18	Will negates	1 standard action	1 round	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature		<i>Caster Level:</i> 14		
■■■■■Comprehend Languages	18	None	1 standard action	140 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You		<i>Caster Level:</i> 14		
■■■■■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> 14		
■■■■■Cure Light Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
■■■■■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> 14		
■■■■■Detect Chaos	18	None	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 14		
■■■■■Detect Evil	18	None	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 14		
■■■■■Detect Good	18	None	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 14		
■■■■■Detect Law	18	None	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 14		
■■■■■Detect Undead	18	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 14		
■■■■■Dispel Ward	18	None	1 standard action	Instantaneous	Medium (240 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> 14		
■■■■■Divine Favor	18	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +4 on attack and damage rolls.					<i>Target:</i> You		<i>Caster Level:</i> 14		
■■■■■Doom	18	Will negates	1 standard action	14 minutes	Medium (240 ft.)	V, S, DF	Yes	Necromancy [Fear,RSRD: SpellsD-E.rtf Mind-Affecting]	
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.					<i>Target:</i> One living creature		<i>Caster Level:</i> 14		
■■■■■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> 14		
■■■■■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> 14		
■■■■■Endure Elements	18	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
■■■■■Entropic Shield	18	None	1 standard action	14 minutes [D]	Personal	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.					<i>Target:</i> You		<i>Caster Level:</i> 14		
■■■■■*Expeditious Retreat	18	None	1 standard action	14 minutes [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Your speed increases by 30 ft.					<i>Target:</i> You		<i>Caster Level:</i> 14		
■■■■■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> 14		
■■■■■Flame of Chaos, Lesser	18	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, APM: p. 155 Fire]	
<i>Effect:</i> Small flame sheds light and deals 1d6+14 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> 14		
■■■■■Flame of Good, Lesser	18	None or Reflex partial	1 standard	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
* =Domain/Speciality Spell									

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Effect: Small flame sheds light and deals 1d6+14 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.					Target: One fiery aura on your holy symbol			Caster Level: 14	
□□□□□ Flame of Law, Lesser	18	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
Effect: Small flame sheds light and deals 1d6+14 fire damage, plus dazzles foes of opposite alignment; 1d4 fire damage to others.					Target: One fiery aura on your holy symbol			Caster Level: 14	
□□□□□ Foundation of Stone	18	None	1 standard action	1 round/level	Close (60 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SPELL CO: Pg.99
Effect: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					Target: One creature/level, no two of which are more than 30 ft. apart			Caster Level: 14	
□□□□□ Grave Strike	18	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SPELL CO: Pg.107
Effect: Allows you to make sneak attacks against undead if you have the ability.					Target: You			Caster Level: 14	
□□□□□ Guiding Light	18	None	1 standard action	1 minute/level [D]	Long (960 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.108
Effect: +2 on ranged attacks					Target: Creatures in a 5-ft.-radius burst			Caster Level: 14	
□□□□□ Healthful Rest	18	Will negates [harmless]	10 minutes	24 hours	Close (60 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.111
Effect: Doubles the natural healing rate.					Target: One creature/level, no two of which can be more than 30 feet apart			Caster Level: 14	
□□□□□ Hide from Undead	18	Will negates (harmless); see text	1 standard action	140 minutes [D]	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
Effect: Undead can't perceive 14 subjects.					Target: 14 touched creatures			Caster Level: 14	
□□□□□ Ice Gauntlet	18	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold]	SPELL CO: Pg.119
Effect: Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.					Target: You			Caster Level: 14	
□□□□□ Incite	18	Will negates	1 swift action	1 minute/level	Close (60 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.121
Effect: Forces creature to act, it cannot delay or ready an action.					Target: Creatures in a 10-ft. burst			Caster Level: 14	
□□□□□ Inflict Light Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch deals 1d8+5 damage.					Target: Creature touched			Caster Level: 14	
□□□□□ Inhibit	18	Will negates	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.123
Effect: Subject is forced to delay; see text.					Target: One creature			Caster Level: 14	
□□□□□ Ironguts	18	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration	SPELL CO: Pg.126
Effect: Target gains +5 alchemical bonus on Fort saves against all poisons.					Target: Creature touched			Caster Level: 14	
□□□□□ Light of Lunia	18	None	1 standard action	10 minutes/level [D]	Medium (240 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
Effect: 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					Target: You and up to two rays; see text			Caster Level: 14	
□□□□□ *Mage Armor	18	Will negates (harmless)	1 standard action	14 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
Effect: Gives subject +4 armor bonus.					Target: Creature touched			Caster Level: 14	
□□□□□ Magic Stone	18	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.					Target: Up to three pebbles touched			Caster Level: 14	
□□□□□ Magic Weapon	18	Will negates (harmless, object)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Weapon gains +1 bonus.					Target: Weapon touched			Caster Level: 14	
□□□□□ Moon Lust	18	Will negates [harmless]	1 standard action	1 round/level	Medium (240 ft.)	V,S,F	Yes	Illision (Pattern) [Mind-Affecting]	SPELL CO: Pg.143
Effect: Creature becomes fascinated for the duration of the spell.					Target: Creature touched			Caster Level: 14	
□□□□□ Nightshield	18	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.148
Effect: +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					Target: You			Caster Level: 14	
□□□□□ Nimbus of Light	18	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SPELL CO: Pg.148
Effect: Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].					Target: You			Caster Level: 14	
□□□□□ Obscuring Mist	18	None	1 standard action	14 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
Effect: Fog surrounds you.					Target: Cloud spreads in 20-ft. radius from you, 20 ft. high			Caster Level: 14	
□□□□□ Omen of Peril	18	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SPELL CO: Pg.149
Effect: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					Target: You			Caster Level: 14	
□□□□□ Portal Beacon	18	None	1 standard action	1 hour/level	Close (60 ft.)	V,S	No	Transmutation	SPELL CO: Pg.161
Effect: Up to six creatures can be chosen to recieve mental beacon.					Target: One interplanar gate or portal			Caster Level: 14	
□□□□□ Potent Weapon	18	None	1 standard action	14 minutes	Touch	V, S	Yes (harmless)	Transmutation	APM: p. 162
Effect: Weapon gains bonuses against a specific foe.					Target: Weapon touched			Caster Level: 14	
□□□□□ Precipitate	18	None	1 standard action	Concentration, up to 14 rounds [D]	Close (60 ft.)	V, S, M/DF	No	Conjuration (Creation) [Air, Water]	APM: p. 163
Effect: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impeded movement.					Target: Cylinder 40			Caster Level: 14	
□□□□□ Protection from Chaos	18	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched			Caster Level: 14	
* =Domain/Speciality Spell									

Cleric Spells

Protection from Evil	18	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14	
Protection from Law	18	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14	
Remove Fear	18	Will negates (harmless)	1 standard action	10 minutes; see text	Close (60 ft.)	V, S Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects.					<i>Target:</i> 4 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14	
Resist Planar Alignment	18	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14	
Resurgence	18	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14	
Sanctuary	18	Will negates	1 standard action	14 rounds	Touch	V, S, DF No	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Opponents can't attack you, and you can't attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14	
Scholar's Touch	18	None	1 standard action	Concentration, up to 14 rounds	Personal	V,S,M,F No	Divination	Custom: Races of Destiny Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					<i>Target:</i> One book/round		<i>Caster Level:</i> 14	
Shield of Faith	18	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +4 deflection bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14	
Sign	18	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M N/A	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.189
<i>Effect:</i> +4 bonus on your next initiative check.					<i>Target:</i> You		<i>Caster Level:</i> 14	
Snowshoes	18	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S Yes [harmless]	Transmutation	SPELL CO: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14	
Spell Flower	18	N/A	1 standard action	1 round/level	Personal	V,S N/A	Transmutation	SPELL CO: Pg.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.					<i>Target:</i> You		<i>Caster Level:</i> 14	
Summon Monster I	18	None	1 round	14 rounds [D]	Close (60 ft.)	V, S, F/DF No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 14	
Updraft	18	N/A	1 swift action	Instantaneous	Personal	V,S,M N/A	Conjuration (Creation) [Air]	SPELL CO: Pg.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 14	
Vigilance	18	Will negates (harmless)	1 standard 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> 14	
Vigor, Lesser	18	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14	
Vision of Glory	18	None	1 standard action	1 minute or until discharged	Touch	V,S,DF Yes	Divination	SPELL CO: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14	
Wings of the Sea	18	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M Yes [harmless]	Transmutation	SPELL CO: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Aid	19	None	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14		
Align Weapon	19	Will negates (harmless, object)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]		<i>Caster Level:</i> 14		
Augury	19	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD: SpellsA-B.rtf
<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> You		<i>Caster Level:</i> 14		
Aura Against Flame	19	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You		<i>Caster Level:</i> 14		
Avoid Planar Effects	19	None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you		<i>Caster Level:</i> 14		
Balor Nimbus	19	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.					<i>Target:</i> You		<i>Caster Level:</i> 14		

* =Domain/Speciality Spell

Cleric Spells

*****Barkskin	19	None	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Grants +5 enhancement to natural armor.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
*****Bear's Endurance	19	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 14 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
*****Body Blades	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.35
<i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					<i>Target:</i> You			<i>Caster Level:</i> 14	
*****Brambles	19	None	1 standard action	1 round/level	Touch	V,S,M	No	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> 14	
*****Bull's Strength	19	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 14 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
*****Calm Emotions	19	Will negates	1 standard action	Concentration, up to 14 rounds [D]	Medium (240 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread			<i>Caster Level:</i> 14	
*****Cat's Grace	19	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 14 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
*****Close Wounds	19	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (60 ft.)	V	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.48
<i>Effect:</i> Cure 1d4 +1/level [max +5].					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
*****Consecrate	19	None	1 standard action	28 hours	Close (60 ft.)	V, S, M, DF	No	Evocation [Good]	RSRD: SpellsC.rtf
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 14	
*****Cure Moderate Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+10 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
*****Curse of Ill Fortune	19	Will negates	1 standard action	1 minute/level	Medium (240 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
*****Darkness	19	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched			<i>Caster Level:</i> 14	
*****Dark Way	19	None	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes	Illusion (Shadow)	SPELL CO: Pg.58
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.					<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long			<i>Caster Level:</i> 14	
*****Deific Vegeance	19	Will half	1 standard action	Instantaneous	Close (60 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SPELL CO: Pg.62
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
*****Delay Poison	19	Fortitude negates (harmless)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 14 hours.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
*****Divine Insight	19	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					<i>Target:</i> You			<i>Caster Level:</i> 14	
*****Divine Interdiction	19	Will negates or None [object]; see text	1 standard action	1 round/level	Close (60 ft.)	V	Yes or No [object]; see text	Abjuration	SPELL CO: Pg.70
<i>Effect:</i> Temp loss of turning power & domain powers.					<i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 14	
*****Divine Protection	19	Will negates [harmless]	1 standard action	1 minute/level	Medium (240 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> 14	
*****Eagle's Splendor	19	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains +4 to Cha for 14 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
*****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> 14	
*****Enthrall	19	Will negates; see text	1 round	1 hour or less	Medium (240 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Captivates all within 240 ft.					<i>Target:</i> Any number of creatures			<i>Caster Level:</i> 14	
*****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> 14	
*****Fastheal, Lesser	19	Will negates (harmless)	1 round	140 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> 14	
*****Find Traps	19	None	1 standard action	14 minutes	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You			<i>Caster Level:</i> 14	
* =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> 14	
☐☐☐☐ 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> 14	
☐☐☐☐ Gentle Repose	19	Will negates (object)	1 standard action	14 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched			<i>Caster Level:</i> 14	
☐☐☐☐ Ghost Touch Armor	19	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.102
<i>Effect:</i> Armor gains Ghost Touch property.					<i>Target:</i> Armor of creature touched			<i>Caster Level:</i> 14	
☐☐☐☐ 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> 14	
☐☐☐☐ 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> 14	
☐☐☐☐ Hold Person	19	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 14 rounds.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 14	
☐☐☐☐ Inflict Moderate Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 2d8+10 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐ 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> 14	
☐☐☐☐ Iron Silence	19	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.125
<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> 14	
☐☐☐☐ Light of Mercuria	19	None	1 standard action	10 minutes/level [D]	Medium (240 ft.)	V, S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
<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> 14	
☐☐☐☐ 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> 14	
☐☐☐☐ *Magic Missile	19	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5 missiles 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> 14	
☐☐☐☐ Make Whole	19	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 140 cu. ft			<i>Caster Level:</i> 14	
☐☐☐☐ 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> 14	
☐☐☐☐ Owl's Wisdom	19	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 14 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐ Protection from Negative Energy	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐ Protection from Positive Energy	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.163
<i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐ Quick March	19	Will negates [harmless]	1 standard action	1 round	Medium (240 ft.)	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.164
<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> 14	
☐☐☐☐ Remove Paralysis	19	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless)	Conjuraction (Healing)	RSRD: 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> 14	
☐☐☐☐ Resist Energy	19	Fortitude negates (harmless)	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: 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> 14	
☐☐☐☐ Restoration, Lesser	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuraction (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐ 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]	RSRD: 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> 14	
☐☐☐☐ Shield Other	19	Will negates (harmless)	1 standard action	14 hours [D]	Close (60 ft.)	V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
☐☐☐☐ 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									

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Effect: 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.					Target: You			Caster Level: 14	
■■■■■ Silence	19	Will negates; see text or none (object)	1 standard action	14 minutes [D]	Long (960 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
Effect: Negates sound in 15-ft. radius.					Target: 20 ft. radius emanation centered on a creature, object, or point in space			Caster Level: 14	
■■■■■ Sound Burst	19	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
Effect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ft.-radius spread			Caster Level: 14	
■■■■■ Spawn Screen	19	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.197
Effect: Subject will not rise as spawn if killed by an undead capable of creating spawn.					Target: One creature/level			Caster Level: 14	
■■■■■ Spell Immunity, Lesser	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.199
Effect: Protects one creature from a single 1st- or 2nd-level spell; see text.					Target: Creature touched			Caster Level: 14	
■■■■■ Spiritual Weapon	19	None	1 standard action	14 rounds [D]	Medium (240 ft.)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
Effect: Magical weapon attacks on its own.					Target: Magic weapon of force			Caster Level: 14	
■■■■■ Stabilize	19	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.204
Effect: Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					Target: 50-ft.-radius burst centered on you			Caster Level: 14	
■■■■■ Status	19	Will negates (harmless)	1 standard action	14 hours	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
Effect: Monitors condition, position of allies.					Target: 4 living creatures touched			Caster Level: 14	
■■■■■ Stone Bones	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.208
Effect: Target gains natural armor AC bonus of +3.					Target: Corporeal undead creature touched			Caster Level: 14	
■■■■■ Summon Elysian Thrush	19	None	10 minutes	8 hours	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Good]	SPELL CO: Pg.214
Effect: Summons a Elysian thrush [Planar Handbook 118]; see text					Target: One summoned Elysian thrush			Caster Level: 14	
■■■■■ Summon Monster II	19	None	1 round	14 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 14	
■■■■■ Undetectable Alignment	19	Will negates (object)	1 standard action	24 hours	Close (60 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
Effect: Conceals alignment for 24 hours.					Target: One creature or object			Caster Level: 14	
■■■■■ Veil of Shadow	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SPELL CO: Pg.228
Effect: Grants you a 20% miss chance from concealment.					Target: You			Caster Level: 14	
■■■■■ Zone of Truth	19	Will negates	1 standard action	14 minutes	Close (60 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
Effect: Subjects within range cannot lie.					Target: 20-ft.-radius emanation			Caster Level: 14	
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Aid, Mass	20	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.8
Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					Target: One or more creatures, no two of which are more than 30 ft. apart			Caster Level: 14	
■■■■■ Air Breathing	20	Will negates [harmless]	1 standard action	2 hours/level; see text	Touch	S,M/DF	Yes [harmless]	Transmutation	SPELL CO: Pg.8
Effect: Grants creatures the ability to breath air.					Target: Living creatures touched			Caster Level: 14	
■■■■■ Align Weapon, Mass	20	Will negates [harmless, object]	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SPELL CO: Pg.9
Effect: Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					Target: One weapon/level, no two of which are more than 30 ft. apart			Caster Level: 14	
■■■■■ Anarchic Storm	20	None	1 standard action	1 round/level [D]	N/A	V,S,M,DF	No	Conjuration (Creation) [Chaotic, Water]	SPELL CO: Pg.11
Effect: Storm imposes penalties and damages lawful creatures.					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 14	
■■■■■ Antidragon Aura	20	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.14
Effect: All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					Target: One creature/2 levels, no two of which are more than 30 ft. apart			Caster Level: 14	
■■■■■ Attune Form	20	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.17
Effect: Attunes the affected creatures to the plane you are currently on, negating harmful effects.					Target: One creature/3 levels			Caster Level: 14	
■■■■■ Awaken Sin	20	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SPELL CO: Pg.21
Effect: Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					Target: One evil creature with Intelligence 3+			Caster Level: 14	
■■■■■ Axiomatic Storm	20	None	1 standard action	1 round/level	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SPELL CO: Pg.22
Effect: Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 14	
■■■■■ Bestow Curse	20	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					Target: Creature touched			Caster Level: 14	
■■■■■ Blade of Pain and Fear	20	Will partial	1 standard	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> 14	
□□□□□ *Blast of Force	20	Fortitude partial	1 standard action	Instantaneous	Medium (240 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> 14	
□□□□□ Blindness/Deafness	20	Fortitude negates	1 standard action	Permanent [D]	Medium (240 ft.)	V	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
□□□□□ 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> 14	
□□□□□ *Blur	20	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsA-B.rtf
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Chain of Eyes	20	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SPELL CO: Pg.45
<i>Effect:</i> Scrying sensor passed along by touch.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
□□□□□ Checkmate's Light	20	None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SPELL CO: Pg.46
<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.					<i>Target:</i> Melee weapon touched			<i>Caster Level:</i> 14	
□□□□□ Circle Dance	20	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SPELL CO: Pg.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Cloak of Bravery	20	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SPELL CO: Pg.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					<i>Target:</i> 60-ft.-radius emanation centered on you			<i>Caster Level:</i> 14	
□□□□□ Cloak Pool	20	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (60 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting]	SPELL CO: Pg.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.					<i>Target:</i> One color pool			<i>Caster Level:</i> 14	
□□□□□ Continual Flame	20	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched Magical, heatless flame			<i>Caster Level:</i> 14	
□□□□□ Conviction, Mass	20	Will negates [harmless]	1 standard action	10 minutes/level	Medium (240 ft.)	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.					<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 14	
□□□□□ Corona of Cold	20	Fortitude negates	1 standard action	1 round/level [D]	10 ft.	V,S,DF	Yes	Evocation [Cold]	SPELL CO: Pg.52
<i>Effect:</i> Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 14	
□□□□□ Create Food and Water	20	None	10 minutes	24 hours; see text	Close (60 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
<i>Effect:</i> Feeds 42 humans or 14 horses.					<i>Target:</i> Food and water to sustain 42 humans or 14 horses for 24 hours			<i>Caster Level:</i> 14	
□□□□□ Cure Serious Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+14 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Darkfire	20	None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SPELL CO: Pg.59
<i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].					<i>Target:</i> Flame in your palm			<i>Caster Level:</i> 14	
□□□□□ Daylight	20	None	1 standard action	140 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched			<i>Caster Level:</i> 14	
□□□□□ Deeper Darkness	20	None	1 standard action	14 days [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched			<i>Caster Level:</i> 14	
□□□□□ Demon Dirge	20	NWill half	1 standard action	1d6 rounds; see text	Close (60 ft.)	V,S,DF	Yes	Transmutation	SPELL CO: Pg.63
<i>Effect:</i> Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves.					<i>Target:</i> Living creature			<i>Caster Level:</i> 14	
□□□□□ Devil Blight	20	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (60 ft.)	V,S,DF	Yes	Transmutation	SPELL CO: Pg.64
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..					<i>Target:</i> Living creature			<i>Caster Level:</i> 14	
□□□□□ Dispel Magic	20	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 14	
□□□□□ Divine Luck	20	Will negates	1 standard action	140 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	APM: p. 151
<i>Effect:</i> Subject gains temporary bonus to luck score.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
□□□□□ Downdraft	20	Reflex partial; see text	1 standard action	Instantaneous	Long (960 ft.)	V,S,M	Yes	Evocation [Air]	SPELL CO: Pg.72
<i>Effect:</i> Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].					<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]			<i>Caster Level:</i> 14	
□□□□□ Energized Shield	20	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					<i>Target:</i> Touch			<i>Caster Level:</i> 14	
□□□□□ Energy Vortex	20	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire,	SPELL CO: Pg.81
* =Domain/Speciality Spell									

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<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> 14	
☐☐☐☐☐Favorable Sacrifice	20	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.89
<i>Effect:</i> Gain benefit from deity; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐Fell the Greatest Foe	20	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.90
<i>Effect:</i> Deal 1d6 damage per size category difference.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐Flame of Chaos	20	None or Reflex partial	1 standard action	14 minutes [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, APM: p. 155 Fire]	
<i>Effect:</i> Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 14	
☐☐☐☐☐Flame of Faith	20	None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SPELL CO: Pg.95
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					<i>Target:</i> Nonmagical weapon touched			<i>Caster Level:</i> 14	
☐☐☐☐☐Flame of Good	20	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 14	
☐☐☐☐☐Flame of Law	20	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 1d8+14 fire damage, plus blinds and dazzles foes of opposite alignment; 1d6 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol			<i>Caster Level:</i> 14	
☐☐☐☐☐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> 14	
☐☐☐☐☐Girallon's Blessing	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.106
<i>Effect:</i> Gain an additional pair of arms; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐Glyph of Warding	20	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 70 sq. ft			<i>Caster Level:</i> 14	
☐☐☐☐☐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> 14	
☐☐☐☐☐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> 14	
☐☐☐☐☐Helping Hand	20	None	1 standard action	14 hours	5 miles	V, S, DF	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Ghostly hand leads subject to you.					<i>Target:</i> Ghostly hand			<i>Caster Level:</i> 14	
☐☐☐☐☐Holy Storm	20	None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SPELL CO: Pg.115
<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> 14	
☐☐☐☐☐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> 14	
☐☐☐☐☐Inflict Serious Wounds	20	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 3d8+14 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐Interplanar Message	20	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	SPELL CO: Pg.124
<i>Effect:</i> Send 25 words or less to the targeted creature; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
☐☐☐☐☐Invisibility Purge	20	None	1 standard action	14 minutes [D]	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Dispels invisibility within 70 ft					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐Knight's Move	20	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SPELL CO: Pg.129
<i>Effect:</i> Teleport and end up flanking an opponent.					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐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> 14	
☐☐☐☐☐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> 14	
☐☐☐☐☐Light of Venya	20	None	1 standard action	10 minutes/level [D]	Medium (240 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
<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> 14	
☐☐☐☐☐Locate Object	20	None	1 standard action	14 minutes	Long (960 ft.)	V, S, F/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 960 ft.			<i>Caster Level:</i> 14	
☐☐☐☐☐Magic Circle against Chaos	20	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 140 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 14	
☐☐☐☐☐Magic Circle against Evil	20	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 140 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 14	
* =Domain/Speciality Spell									

Cleric Spells

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Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 140 minutes.						Target: 10-ft.-radius emanation from touched creature		Caster Level: 14	
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Effect: Armor or shield gains 3 enhancement						Target: Armor or shield touched		Caster Level: 14	
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Effect: Gain SR 12 + your caster level against spells with the lawful descriptor.						Target: You		Caster Level: 14	
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Effect: Gain SR 12 + your caster level against spells with the chaos descriptor.						Target: You		Caster Level: 14	
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Effect: You and your gear merge with stone.						Target: You		Caster Level: 14	
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Effect: Creatures in area must save or be nauseated for 1d6 rounds.						Target: Cone-shaped burst		Caster Level: 14	
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Effect: Masks object against scrying.						Target: One object touched of up to 1400 lbs		Caster Level: 14	
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Effect: Allies +1 bonus on most rolls, enemies -1 penalty.						Target: All allies and foes within a 40-ft.-radius burst centered on you		Caster Level: 14	
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Effect: Absorb 120 points of damage from one kind of energy.						Target: Creature touched		Caster Level: 14	
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Effect: Cures normal or magical conditions.						Target: Creature touched		Caster Level: 14	
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Effect: Frees object or person from curse.						Target: Creature or item touched		Caster Level: 14	
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Effect: Cures all diseases affecting subject.						Target: Creature touched		Caster Level: 14	
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Effect: As resist energy, except that it affects all targeted creatures.						Target: One creature/level, no two of which can be more than 30 ft. apart		Caster Level: 14	
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Effect: 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.						Target: One creature/level, no two of which can be more than 30 ft. apart		Caster Level: 14	
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Effect: Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.						Target: You		Caster Level: 14	
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Effect: Subject can find the shortest, most direct route to safety; see text.						Target: Creature touched		Caster Level: 14	
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Effect: Range deals 5d8 damage; 10d6 against undead; 10 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage.						Target: Ray		Caster Level: 14	
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Effect: Subject gains immunity to fatigue, exhaustion, and ability damage or drain.						Target: Living creature touched		Caster Level: 14	
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Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].						Target: One shield or buckler touched		Caster Level: 14	
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Effect: Affect creatures sink 100 ft./round; see text.						Target: One creature/level, no two of which are more than 30 ft. apart		Caster Level: 14	
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Effect: Alarm affect; see text						Target: One humanoid skull		Caster Level: 14	
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Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.						Target: Ray		Caster Level: 14	
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Effect: Same as Snowshoes, except as noted.						Target: One creature/level, no two of which are more than 30 ft. apart		Caster Level: 14	
* =Domain/Speciality Spell									

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■■■■■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> 14		
■■■■■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> 14		
■■■■■Speak with Dead	20	Will negates; see text	10 minutes	14 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	RSRD: SpellsS.rtf
<i>Effect:</i> Corpse answers 7 questions.					<i>Target:</i> One dead creature		<i>Caster Level:</i> 14		
■■■■■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> 14		
■■■■■Steely Will	20	Will negates (harmless)	1 standard action	14 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> 14		
■■■■■Stone Shape	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 24 cu. ft.		<i>Caster Level:</i> 14		
■■■■■Summon Monster III	20	None	1 round	14 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
■■■■■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> 14		
■■■■■Telepathic Bond, Lesser	20	None	1 standard action	140 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.					<i>Target:</i> You and One willing creature within 30'		<i>Caster Level:</i> 14		
■■■■■Tremor	20	See text	1 standard action	1 round/3 levels	Medium (240 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> 14		
■■■■■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> 14		
■■■■■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> 14		
■■■■■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> 14		
■■■■■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> 14		
■■■■■Water Breathing	20	Will negates (harmless)	1 standard action	28 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 14		
■■■■■Water Walk	20	Will negates (harmless)	1 standard action	140 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> 14 touched creatures		<i>Caster Level:</i> 14		
■■■■■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> 14		
■■■■■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> 14		
■■■■■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> 14		
■■■■■Wind Wall	20	None; see text	1 standard action	14 rounds	Medium (240 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 140 ft. long and 70 ft. high [S]		<i>Caster Level:</i> 14		

LEVEL 4									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Air Walk	21	None	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 14	
■■■■■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> 14	
■■■■■Astral Hospice	21	N/A	1 standard action	24 hours/level	Close (60 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SPELL CO: Pg.17
<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> 14	
■■■■■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> 14	
* =Domain/Speciality Spell									

Cleric Spells

■■■■■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> 14	
■■■■■Contingent Energy Resistance	21	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SPELL CO: Pg.52
<i>Effect:</i> Same as Contingency, except it is more limited.					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■Control Water	21	None; see text	1 standard action	140 minutes [D]	Long (960 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 140 ft by 140 ft by 28 ft [S]			<i>Caster Level:</i> 14	
■■■■■Crown of Terror	21	None	1 standard action	14 rounds [D]	10 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
<i>Effect:</i> Enemies within 10 feet become shaken or frightened when you attack.					<i>Target:</i> A fiery halo			<i>Caster Level:</i> 14	
■■■■■Crown of Valor	21	Will negates (harmless)	1 standard action	14 minutes [D]	10 ft.	V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150
<i>Effect:</i> You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.					<i>Target:</i> A silver halo			<i>Caster Level:</i> 14	
■■■■■Cure Critical Wounds	21	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+14 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■Death Ward	21	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
■■■■■Delay Death	21	Will negates [harmless]	1 immediate action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.63
<i>Effect:</i> Target cannot die from hit point damage during the duration of the spell.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
■■■■■Dimensional Anchor	21	None	1 standard action	14 minutes	Medium (240 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray			<i>Caster Level:</i> 14	
■■■■■Discern Lies	21	Will negates	1 standard action	Concentration, up to 14 rounds	Close (60 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
■■■■■Dismissal	21	Will negates; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S, DF	Yes	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature			<i>Caster Level:</i> 14	
■■■■■Divination	21	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Provides useful advice for specific proposed actions.					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■Divine Power	21	None	1 standard action	14 rounds	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain attack bonus, +6 to Str, and 14 hps.					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■Dweomer of Transference	21	Will Negates (Harmless)	1 minute	14 rounds	Close (60 ft.)	V, S	Yes (Harmless)	Evocation	RSRD: PsionicSpells.rtf
<i>Effect:</i> You form a radiating corona around the head of a psionic ally, then convert some of your spells into power points [see text].					<i>Target:</i> One willing psionic creature			<i>Caster Level:</i> 14	
■■■■■Freedom of Movement	21	Will negates (harmless)	1 standard action	140 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 14	
■■■■■Giant Vermin	21	None	1 standard action	14 minutes	Close (60 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
■■■■■Glowing Orb	21	None	1 standard action	Permanent	Touch	V,S,F	No	Evocation [Light]	SPELL CO: Pg.106
<i>Effect:</i> Makes a light source in a globe; see text					<i>Target:</i> Magical, controllable light source			<i>Caster Level:</i> 14	
■■■■■Hand of the Faithful	21	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SPELL CO: Pg.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith tospace enter or exit.					<i>Target:</i> 10-ft.-radius emanation centered on a point in tospace			<i>Caster Level:</i> 14	
■■■■■*Haste	21	Fortitude negates (harmless)	1 standard action	14 rounds	Close (60 ft.)	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> 14 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
■■■■■Holy Transformation	21	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SPELL CO: Pg.116
<i>Effect:</i> Change to good lawful outsider, size medium, gain abilities and appearance of a hound archon [mm pg.16]. +4 Str & Con, Darkvision 60', +4 Sacred Bonus to Saves, DR:5/evil; see text					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■Holy Transformation, Lesser	21	N/A	1 standard action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation [Good]	SPELL CO: Pg.116
<i>Effect:</i> Change to good outsider, gain abilities of protector [minatures pg.66].					<i>Target:</i> You			<i>Caster Level:</i> 14	
■■■■■Hypothermia	21	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V,S	Yes	Evocation [Cold]	SPELL CO: Pg.118
<i>Effect:</i> Deals 1d6 per caster level [max 10d6] and becomes fatigued. Save halves damage and negates fatigue.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
■■■■■Imbue with Spell Ability	21	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Transfer spells to subject.					<i>Target:</i> Creature touched; see text			<i>Caster Level:</i> 14	
■■■■■Inflict Critical Wounds	21	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 4d8+14 damage					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
* =Domain/Speciality Spell									

Cleric Spells

Iron Bones	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.125
<i>Effect:</i> Skeleton changes to Iron; grants +5 to natural armor AC.					<i>Target:</i> Corporeal undead creature touched			<i>Caster Level:</i> 14	
Lifebolt	21	Will negates	1 standard action	1 minute/level	Touch	V,S,DF	Yes	Abjuration	SPELL CO: Pg.131
<i>Effect:</i> Subject becomes immune to the effects of positive energy; See text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Magic Weapon, Greater	21	Will negates (harmless, object)	1 standard action	14 hours	Close (60 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +3 bonus.					<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]			<i>Caster Level:</i> 14	
Make Manifest	21	Will negates	1 standard action	1 round/level	Close (60 ft.)	V,S,M	Yes	Transmutation	SPELL CO: Pg.137
<i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
Mark of Censure	21	Will negates	1 standard action	14 hours [D]	Close (60 ft.)	V, S, DF	Yes	Transmutation	APM: p. 160
<i>Effect:</i> Subject is marked as an enemy, takes a -1 penalty on attack rolls, saves, and checks.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
Moon Bolt	21	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (960 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.143
<i>Effect:</i> Bolt unerringly strikes dealing 1d4 Str damage per three caster levels [max 5d4]. Undead instead fall helpless for 1d4 rounds; see text.					<i>Target:</i> One living or undead creature, or two living or undead creatures, that are <15 ft. apart			<i>Caster Level:</i> 14	
*Nature's Balance	21	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.145
<i>Effect:</i> Take -4 to one ability score [Str, Dex, Con] and target gains like amount.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Negative Energy Aura	21	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Necromancy	SPELL CO: Pg.146
<i>Effect:</i> Living creatures within 10 ft. lose 1 hp/3 caster level [max 5] each round.					<i>Target:</i> 10-ft.-radius emanation			<i>Caster Level:</i> 14	
Neutralize Poison	21	Will negates (harmless, object)	1 standard action	140 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 14 cu. ft. touched			<i>Caster Level:</i> 14	
*Otiluke's Resilient Sphere	21	Reflex negates	1 standard action	14 minutes [D]	Close (60 ft.)	V, S, M	Yes	Evocation [Force]	Named: PHB 3.5
<i>Effect:</i> Force globe protects but traps one subject.					<i>Target:</i> 14 ft. diameter sphere, centered around a creature			<i>Caster Level:</i> 14	
Panacea	21	Will half [harmless]; see text	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.152
<i>Effect:</i> Removes most conditions; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Planar Ally, Lesser	21	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.					<i>Target:</i> One called elemental or outsider of 6 HD or less			<i>Caster Level:</i> 14	
Planar Exchange, Lesser	21	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature			<i>Caster Level:</i> 14	
Planar Tolerance	21	None	1 immediate action	1 hour/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.159
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 14	
Poison	21	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
Positive Energy Aura	21	None	1 standard action	1 round/level	Personal	V,S	No	Conjuration (Healing)	SPELL CO: Pg.161
<i>Effect:</i> Each round all living creatures within 10 ft. gain 1 hp per three caster levels [max 5]. Undead take double the amount in damage.					<i>Target:</i> 10-ft.-radius emanation centered on you			<i>Caster Level:</i> 14	
Recitation	21	None	1 standard action	1 round/level	60 ft.	V,S,DF	Yes	Conjuration (Creation)	SPELL CO: Pg.170
<i>Effect:</i> Allies gain +2 [or +3 for worshipers] on attacks and saves, and enemies suffer -2.					<i>Target:</i> All allies and foes within a 60 ft.-radius burst centered on you.			<i>Caster Level:</i> 14	
Repel Vermin	21	None or Will negates; see text	1 standard action	140 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you			<i>Caster Level:</i> 14	
Resistance, Greater	21	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +3 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Restoration	21	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Restores level and ability score drains.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Revenance	21	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.					<i>Target:</i> Dead ally touched			<i>Caster Level:</i> 14	
Sanctum	21		1 standard action	14 rounds [D]	Personal	V, S, DF		Conjuration (Teleportation)	APM: p. 166
<i>Effect:</i> See text					<i>Target:</i> You			<i>Caster Level:</i> 14	
Sending	21	None	10 minutes	14 round; see text	See text	V, S, M/DF	No	Evocation	RSRD: SpellsS.rtf
<i>Effect:</i> Delivers short message anywhere, instantly.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
Shadowblast	21	Fort negates	1 standard action	Insta	Long (960 ft.)	V,S,M	Yes	Evocation [Light]	SPELL CO: Pg.186
<i>Effect:</i> Creatures stunned for 1d6 rounds; natives of shadow vulnerable take damage; see text.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 14	
* =Domain/Speciality Spell									

Cleric Spells

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
<i>Effect:</i> As shield of faith, except it affects multiple creatures.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 14	
Smite Foe	21	Will partial	1 standard action	Instantaneous; see text	60 ft.	V, S, DF	Yes	Evocation	APM: p. 169
<i>Effect:</i> Ray of divine power deals 3d8 damage to one target and sickens a living target for 2d4 rounds.					<i>Target:</i> Ray			<i>Caster Level:</i> 14	
Sound Lance	21	Fortitude half	1 standard action	Instantaneous	Medium (240 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> 14	
Spell Immunity	21	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject is immune to 3 spells, up to 4th-level spells.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
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> 14	
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> 14	
Summon Monster IV	21	None	1 round	14 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
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> 14	
Tongues	21	Will negates (harmless)	1 standard action	140 minutes	Touch	V, M/DF	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
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> 14	
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 hostile side.					<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> 14	
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 hostile side.					<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> 14	
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 hostile side.					<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> 14	
Wall of Sand	21	None	1 standard action	Concentration +1 round/level	Medium (240 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> 14	

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, Yes DF, XP		Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Removes burden of misdeeds from subject.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
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> 14	
Blistering Radiance	22	None and Fortitude partial; see text	1 standard action	1 round/level	Long (960 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> 14	
Break Enchantment	22	See text	1 minute	Instantaneous	Close (60 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.					<i>Target:</i> Up to 14 creatures, all within 30 ft. of each other			<i>Caster Level:</i> 14	
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 receive 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> 14	
Chastise Person	22	Will partial; see text	1 round	Concentration, up to 14 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> 14	
Command, Greater	22	Will negates	1 standard action	14 rounds	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependant, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> As command, but affects 14 subjects.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
Commune	22	None	10 minutes	14 rounds	Personal	V, S, M, DF, XP	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Deity answers 14 yes-or-no questions.					<i>Target:</i> You			<i>Caster Level:</i> 14	
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> 14	

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+14 damage for many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
☐☐☐☐☐Curse of Ill Fortune, Mass	22	Will negates	1 standard action	1 minute/level	Medium (240 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.56
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks to all effected creatures.					<i>Target:</i> Enemies in a 20-ft.-radius burst		<i>Caster Level:</i> 14		
☐☐☐☐☐*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> 14		
☐☐☐☐☐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> 14		
☐☐☐☐☐Dispel Chaos	22	See text	1 standard action	14 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object		<i>Caster Level:</i> 14		
☐☐☐☐☐Dispel Evil	22	See text	1 standard action	14 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	RSRD: 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> 14		
☐☐☐☐☐Dispel Law	22	See text	1 standard action	14 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object		<i>Caster Level:</i> 14		
☐☐☐☐☐Disrupting Weapon	22	Will negates (harmless, object); see text	1 standard action	14 rounds	Touch	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Melee weapon destroys undead.					<i>Target:</i> One melee weapon		<i>Caster Level:</i> 14		
☐☐☐☐☐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> 14		
☐☐☐☐☐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> 14		
☐☐☐☐☐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> 14		
☐☐☐☐☐Earth Reaver	22	Reflex partial	1 standard action	Instantaneous	Medium (240 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> 14		
☐☐☐☐☐Fasteal	22	Will negates (harmless)	1 round	14 hours [D]	Touch	V, S, M/DF	Yes (harmless)	Conjuration (Healing)	APM: p. 153
<i>Effect:</i> As lesser fastheal, but 14 hours.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐Flame Strike	22	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 14d6 damage.					<i>Target:</i> Cylinder 10		<i>Caster Level:</i> 14		
☐☐☐☐☐Furious Assault	22	Will negates (harmless)	1 standard action	14 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> 4 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
☐☐☐☐☐Hallow	22	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: 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> 14		
☐☐☐☐☐Incorporeal Nova	22	Will negates	1 standard action	Instantaneous	Medium (240 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> 14		
☐☐☐☐☐Inflict Light Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 1d8+14 damage to many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
☐☐☐☐☐Insect Plague	22	None	1 round	14 minutes	Long (960 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.					<i>Target:</i> 4 swarms of locust, each of which must be adjacent to at least one other swarm		<i>Caster Level:</i> 14		
☐☐☐☐☐Life's Grace	22	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.131
<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> 14		
☐☐☐☐☐Mark of Justice	22	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsM-O.rtf
<i>Effect:</i> Designates action that will trigger curse on subject.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐Plane Shift	22	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands		<i>Caster Level:</i> 14		
☐☐☐☐☐Psychic Turmoil	22	Will partial; see text	1 standard action	14 rounds	Close (60 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
<i>Effect:</i> [see text]					<i>Target:</i> 40-ft-radius emanation centered on point in space		<i>Caster Level:</i> 14		
☐☐☐☐☐Raise Dead	22	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Restores life to subject who died as long as 14 days ago.					<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 14		
* =Domain/Speciality Spell									

Cleric Spells

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> 14	
Righteous Might	22	None	1 standard action	14 rounds [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your size increases, and you gain combat bonuses.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Righteous Wrath of the Faithful	22	None	1 standard action	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.177
<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]. morale bonus to attack and damage.					<i>Target:</i> All allies within 30-ft.-radius burst centered on you			<i>Caster Level:</i> 14	
Sanctuary, Mass	22	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.179
<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> 14	
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> 14	
Scrying	22	Will negates	1 hour	14 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> Spies on subject from a distance.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 14	
Secret Speech	22	None; see text	1 standard action	14 minutes	30 ft.	V, S	Yes (harmless)	Illusion (Glamer) [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> 14	
Slay Living	22	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
<i>Effect:</i> Touch attack kills subject.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
Spell Resistance	22	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject gains SR 26.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Stalwart Pact	22	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF	Yes [harmless]	Evocation	SPELL CO: Pg.204
<i>Effect:</i> Upon losing half HP, gain 5 hp/two caster levels [max 35 hp], DR 5/magic and +2 luck bonus on saving throws.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 14	
Stone Shape, Greater	22	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SPELL CO: Pg.208
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 10 cu. ft. + 10 cu. ft./level			<i>Caster Level:</i> 14	
Subvert Planar Essence	22	Fortitude negates	1 standard action	1 round/level	Medium (240 ft.)	V,S,M/DF	Yes	Transmutation	SPELL CO: Pg.211
<i>Effect:</i> Outsiders that fail their save have their damage reduction and spell resistance reduced by 10.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 14	
Summon Bralani Eladrin	22	None	1 round	Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Chaotic, Good]	SPELL CO: Pg.213
<i>Effect:</i> Summons a bralani eladrin [MM 93]; see text					<i>Target:</i> One summoned bralani eladrin			<i>Caster Level:</i> 14	
Summon Monster V	22	None	1 round	14 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
Symbol of Sleep	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.					<i>Target:</i> One symbol			<i>Caster Level:</i> 14	
Symbol of Spell Loss	22	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SPELL CO: Pg.218
<i>Effect:</i> Symbol causes spellcasters within 60 ft. to lose their highest level each round until the symbol absorbs 30 levels.					<i>Target:</i> One symbol			<i>Caster Level:</i> 14	
*Tree Stride	22	None	1 standard action	14 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Step from one tree to another far away.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Triadspell	22	N/A	1 standard action	Instantaneous	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.224
<i>Effect:</i> Cast one 3rd or lower spell an additional two times.					<i>Target:</i> You			<i>Caster Level:</i> 14	
True Seeing	22	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Lets you see all things as they really are.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Vigor, Greater	22	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 4 hp automatically healed per round.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
Vulnerability	22	Will negates	1 standard action	1 round/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.232
<i>Effect:</i> Lowers subject's damage reduction by 5 [to a minimum 5].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
Wall of Dispel Magic	22	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SPELL CO: Pg.233
<i>Effect:</i> Anyone crossing is subject to dispel magic; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft square/level			<i>Caster Level:</i> 14	
*Wall of Force	22	None	1 standard action	14 rounds [D]	Close (60 ft.)	V, S, M	No	Evocation [Force]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Wall is immune to damage.					<i>Target:</i> Wall whose area is up to 14 10-ft. squares			<i>Caster Level:</i> 14	
Wall of Limbs	22	Reflex negates; see text	1 round	1 round/level [D]	Medium (240 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.234
<i>Effect:</i> A creature attempting to move through the wall takes 5d6 and must make Str check or become stuck in the wall; see text.					<i>Target:</i> A wall of whirling limbs up to 20 ft. long/level, or ring with radius up to 5-ft./2 levels			<i>Caster Level:</i> 14	
Wall of Stone	22	See text	1 standard action	Instantaneous	Medium (240 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Creates a stone wall that can be shaped.					<i>Target:</i> Stone wall whose area is up to 14 5-ft. squares [S]			<i>Caster Level:</i> 14	
* =Domain/Speciality Spell									

Cleric Spells

Zone of Respite	22	None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SPELL CO: Pg.244
<i>Effect:</i> Creates a region that is temporarily protected from interplanar intrusion; see text.					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 14		
Zone of Revelation	22	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,M/DF	Yes	Divination	SPELL CO: Pg.244
<i>Effect:</i> All creatures and objects with a zone of revelation are made visible; see text.					<i>Target:</i> 5-ft.-radius/level emanation centered on a point in space		<i>Caster Level:</i> 14		
LEVEL 6									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Objects	23	None	1 standard action	14 rounds	Medium (240 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Objects attack your foes.					<i>Target:</i> 14 Small objects; see text		<i>Caster Level:</i> 14		
Antilife Shell	23	None	1 round	140 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> 10-ft. field hedges out living creatures.					<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 14		
Banishment	23	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Banishes 28 HD of extraplanar creatures.					<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
Battlelink	23	None	1 standard action	14 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 4 willing creatures		<i>Caster Level:</i> 14		
Bear's Endurance, Mass	23	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bear's endurance, affects 14 subjects.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
Blade Barrier	23	Reflex half or Reflex negates; see text	1 standard action	14 minutes [D]	Medium (240 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wall of blades deals 14d6 damage.					<i>Target:</i> Wall of whirling blades up to 280 ft. long, or a ringed wall of whirling blades with a radius of up to 35 ft; either form 20 ft. high		<i>Caster Level:</i> 14		
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> 14		
Bull's Strength, Mass	23	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
Cloak of Gloom	23	Will partial; see text	1 standard action	140 minutes [D]	Personal or Close	V, S, M/DF	Yes	Conjuration (Creation) [Darkness, Fear, Mind-Affecting]	APM: p. 149
<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 14 10-ft. cubes [S]		<i>Caster Level:</i> 14		
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> 14		
Cometfall	23	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50
<i>Effect:</i> Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text					<i>Target:</i> 400-pound ball of rock and ice		<i>Caster Level:</i> 14		
Crown of Terror, Greater	23	None	1 standard action	14 rounds [D]	30 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
<i>Effect:</i> Enemies within 30 feet become frightened or panicked.					<i>Target:</i> A fiery halo		<i>Caster Level:</i> 14		
Crown of Valor, Greater	23	Will negates (harmless)	1 standard action	14 minutes [D]	30 ft.	V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting]	APM: p. 150
<i>Effect:</i> You and allies within 30 feet gain +2 on attacks and checks, +4 on saves against fear; you are immune to fear.					<i>Target:</i> A silver halo		<i>Caster Level:</i> 14		
Cure Moderate Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+14 damage for many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
Dispel Magic, Greater	23	None	1 standard action	Instantaneous	Medium (240 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 14		
Eagle's Splendor, Mass	23	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> As eagle's splendor, affects 14 subjects.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
Energy Immunity	23	None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80
<i>Effect:</i> Become immune to one energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
Find the Path	23	None or Will negates (harmless)	3 rounds	140 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 14		
Flame of Chaos, Greater	23	None or Reflex partial	1 standard action	14 minutes [D] or until expended	0	V, S, DF	Yes	Evocation [Chaos, Fire]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 2d6+14 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol		<i>Caster Level:</i> 14		
Flame of Good, Greater	23	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
<i>Effect:</i> Small flame sheds light and deals 2d6+14 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol		<i>Caster Level:</i> 14		
Flame of Law, Greater	23	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
<i>Effect:</i> Small flame sheds light and deals 2d6+14 fire damage, plus blinds, dazes, and dazzles foes of opposite alignment; 1d8 fire damage to others.					<i>Target:</i> One fiery aura on your holy symbol		<i>Caster Level:</i> 14		
* =Domain/Speciality Spell									

Cleric Spells

☐☐☐☐☐ Forbiddance	23	See text	6 rounds	Permanent	Medium (240 ft.)	V, S, M, DF	Yes	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 14 60-ft. cubes [S]			<i>Caster Level:</i> 14	
☐☐☐☐☐ Geas/Quest	23	None	10 minutes	14 days or until discharged [D]	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsF-G.rtf
<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature			<i>Caster Level:</i> 14	
☐☐☐☐☐ Ghost Trap	23	None	1 standard action	1 minute/level [D]	5 ft./level	V, S	No	Abjuration	SPELL CO: Pg.103
<i>Effect:</i> Field of energy negates incorporeality within a 5 ft./caster level radius.					<i>Target:</i> 5 ft./level-radius emanation centered on you			<i>Caster Level:</i> 14	
☐☐☐☐☐ Glyph of Warding, Greater	23	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.					<i>Target:</i> Object touched or up to 70 sq. ft.			<i>Caster Level:</i> 14	
☐☐☐☐☐ Harm	23	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 140 points damage to target.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Heal	23	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Cures 140 points of damage, all diseases and mental conditions.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ **Heroes' Feast	23	None	10 minutes	1 hour plus 12 hours; see text	Close (60 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Food for 14 creatures cures and grants combat bonuses.					<i>Target:</i> Feast for 14 creatures			<i>Caster Level:</i> 14	
☐☐☐☐☐ Heroes' Feast	23	None	10 minutes	1 hour plus 12 hours; see text	Close (60 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Food for 14 creatures cures and grants combat bonuses.					<i>Target:</i> Feast for 14 creatures			<i>Caster Level:</i> 14	
☐☐☐☐☐ Hide the Path	23	None	10 minutes	24 hours [D]	Anywhere in the area to be warded	V, S, F	No	Abjuration	SPELL CO: Pg.114
<i>Effect:</i> Protects area against divinations; see text					<i>Target:</i> Up to 200 sq.ft./level [S]			<i>Caster Level:</i> 14	
☐☐☐☐☐ Ice Flowers	23	Reflex half	1 standard action	Instantaneous	Long (960 ft.)	V, S	No	Transmutation [Cold]	SPELL CO: Pg.119
<i>Effect:</i> Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 14	
☐☐☐☐☐ Inflict Moderate Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 2d8+14 damage to many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
☐☐☐☐☐ Lucent Lance	23	None	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes; see text	Transmutation [Light]	SPELL CO: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray			<i>Caster Level:</i> 14	
☐☐☐☐☐ Make Manifest, Mass	23	N/A	1 standard action	1 round/level	Close (60 ft.)	V, S, M	N/A	Transmutation	SPELL CO: Pg.137
<i>Effect:</i> As make manifest, except all creatures and unattended object appear.					<i>Target:</i> 25-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 14	
☐☐☐☐☐ Mantle of the Icy Soul	23	Will negates	1 standard action	1 hour/level	Touch	V, S, M	Yes	Transmutation [Cold]	SPELL CO: Pg.138
<i>Effect:</i> Grants Cold Subtype to target.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
☐☐☐☐☐ Opalescent Glare	23	Will partial; see text	1 standard action	Instantaneous	Personal	V, S, DF	Yes	Necromancy [Death, Good]	SPELL CO: Pg.150
<i>Effect:</i> Gain gaze attack, evil creatures of 5 or less hit dice meets your gaze it dies [unless it saves] but is affected as if by fear.					<i>Target:</i> You			<i>Caster Level:</i> 14	
☐☐☐☐☐ Owl's Wisdom, Mass	23	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
☐☐☐☐☐ Planar Ally	23	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<i>Effect:</i> As lesser planar ally, but up to 12 HD.					<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear			<i>Caster Level:</i> 14	
☐☐☐☐☐ 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> 14	
☐☐☐☐☐ 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> 14	
☐☐☐☐☐ *Repulsion	23	Will negates	1 standard action	14 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 140 ft. radius emanation centered on you			<i>Caster Level:</i> 14	
☐☐☐☐☐ 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> 14	
☐☐☐☐☐ 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> 14	
☐☐☐☐☐ 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> 14	
☐☐☐☐☐ 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> 14	
* =Domain/Speciality Spell									

Cleric Spells									
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> 14	
Strength of Faith	23	Will negates (harmless)	1 standard action	14 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> 14	
Summon Monster VI	23	None	1 round	14 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
Symbol of Fear	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, RSRD: SpellsS.rtf Mind-Affecting]	
<i>Effect:</i> Triggered rune panics nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 14	
Symbol of Persuasion	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune charms nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 14	
Undeath to Death	23	Will negates	1 standard action	Instantaneous	Medium (240 ft.)	V, S, M/DF	Yes	Necromancy [Death]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Destroys 14d4 HD of undead.					<i>Target:</i> Several undead creatures within a 40-ft.-radius burst			<i>Caster Level:</i> 14	
Vigorous Circle	23	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
<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> 14	
Visage of the Deity	23	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.230
<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> 14	
**Wind Walk	23	No and Will negates (harmless)	1 standard action	14 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and 4 touched creatures			<i>Caster Level:</i> 14	
Wind Walk	23	No and Will negates (harmless)	1 standard action	14 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and 4 touched creatures			<i>Caster Level:</i> 14	
Word of Recall	23	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures			<i>Caster Level:</i> 14	
Zealot Pact	23	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF,XP	Yes [harmless]	Evocation	SPELL CO: Pg.244
<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> 14	
LEVEL 7									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse, Greater	24	Will negates	1 standard action	Permanent	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.27
<i>Effect:</i> See text for details of curse options.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
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> 14	
Brain Spider	24	Will Negates	1 round	14 minutes	Long (960 ft.)	V, S, M, DF	Yes	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You can eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing and doing various things [see text].					<i>Target:</i> Up to eight living creatures			<i>Caster Level:</i> 14	
Brilliant Blade	24	Will negates [harmless,object]	1 standard action	1 minute/level	Close (60 ft.)	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.40
<i>Effect:</i> Transform weapons into brilliant energy.					<i>Target:</i> One melee or thrown weapon, or fifty projectiles			<i>Caster Level:</i> 14	
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 relieve 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> 14	
Control Weather	24	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation	RSRD: 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> 14	
Cure Serious Wounds, Mass	24	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+14 damage for many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
Destruction	24	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Necromancy [Death]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Kills subject and destroys remains.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
Dictum	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]	RSRD: 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> 14	
Ethereal Jaunt	24	None	1 standard action	14 rounds [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You become ethereal for 14 rounds.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Fortunate Fate	24	None [harmless]	1 minute	10 minutes/level or until discharged	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.99
<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> 14	
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> 14	
Holy Word	24	None or Will negates; see text	1 standard	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	RSRD: SpellsH-L.rtf
* =Domain/Specialty Spell									

Cleric Spells

action									
<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> 14	
■■■■■Inflict Serious Wounds, Mass	24	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 3d8+14 damage to many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
■■■■■Planar Bubble	24	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration	SPELL CO: Pg.158
<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> 14	
■■■■■Psychic Turmoil, Greater	24	Will partial; see text	1 standard action	14 rounds	Close (60 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
<i>Effect:</i> [see text]					<i>Target:</i> 40-ft-radius emanation centered on point in space			<i>Caster Level:</i> 14	
■■■■■Radiant Assault	24	Will partial	1 standard action	Instantaneous	Long (960 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> 14	
■■■■■Refuge	24	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Alters item to transport its possessor to you.					<i>Target:</i> Object touched			<i>Caster Level:</i> 14	
■■■■■Regenerate	24	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+14 [max +35].					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 14	
■■■■■Renewal Pact	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> 14	
■■■■■Repulsion	24	Will negates	1 standard action	14 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 140 ft. radius emanation centered on you			<i>Caster Level:</i> 14	
■■■■■Restoration, Greater	24	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> As restoration, plus restores all levels and ability scores.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 14	
■■■■■Restoration, Mass	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> 14	
■■■■■Resurrection	24	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Fully restore dead subject.					<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 14	
■■■■■Scrying, Greater	24	Will negates	1 standard action	14 hours	See text	V, S	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 14	
■■■■■Slime Wave	24	Reflex negates	1 standard action	1 round/level	Close (60 ft.)	V,S,M	No	Conjuration (Summoning)	SPELL CO: Pg.192
<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> 14	
■■■■■Spell Resistance, Mass	24	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.199
<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> 14	
■■■■■Summon Monster VII	24	None	1 round	14 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
■■■■■Symbol of Stunning	24	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune stuns nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 14	
■■■■■Symbol of Weakness	24	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune weakens nearby creatures.					<i>Target:</i> One symbol			<i>Caster Level:</i> 14	
■■■■■Symphonic Nightmare	24	Will negates	1 standard action	24 hours/level [D]	Touch; see text	V,S,F	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.218
<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> 14	
■■■■■Wall of Swords	24	None	1 standard action	14 minutes [D]	Medium (240 ft.)	V, S	Yes; see text	Evocation [Force]	APM: p. 177
<i>Effect:</i> Ghostly arms attack all that come within reach.					<i>Target:</i> Vertical wall of blades 280 ft. long, or a ringed wall of blades with a radius of up to 35 ft.; either form 20 ft. high			<i>Caster Level:</i> 14	
■■■■■Withering Palm	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> 14	
■■■■■Word of Chaos	24	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Chaotic, Sonic]	RSRD: SpellsT-Z.rtf
<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> 14	

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Antimagick Field	25	None	1 standard action	140 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 14	
■■■■■Brain Spider	25	Will Negates	1 round	14 minutes	Long (960 ft.)	V, S, M, DF	Yes	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You can eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing and doing various things [see text].					<i>Target:</i> Up to eight living creatures			<i>Caster Level:</i> 14	
■■■■■Brilliant Aura	25	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.39
<i>Effect:</i> Functions as brilliant blade, except all subject creatures weapons gain brilliant energy special ability.					<i>Target:</i> Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 14	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Cloak of Chaos	25	See text	1 standard action	14 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]	RSRD: SpellsC.rtf
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against lawful spells.					<i>Target:</i> 14 creatures in a 20-ft.-radius burst centered on you		<i>Caster Level:</i> 14		
☐☐☐☐☐ Cure Critical Wounds, Mass	25	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+14 damage for many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
☐☐☐☐☐ Death Pact	25	None	10 minutes	Permanent until triggered	Touch	V,S,M/DF	No	Necromancy	SPELL CO: Pg.60
<i>Effect:</i> Brings target back to life but with a price; see text.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Death Ward, Mass	25	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.61
<i>Effect:</i> Grants immunity to death spells and negative energy effects to targeted creatures.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
☐☐☐☐☐ Dimensional Lock	25	None	1 standard action	14 days	Medium (240 ft.)	V, S	Yes	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Teleportation and interplanar travel blocked for 14 days.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 14		
☐☐☐☐☐ Discern Location	25	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 14		
☐☐☐☐☐ Earthquake	25	See text	1 standard action	1 round	Long (960 ft.)	V, S, DF	No	Evocation [Earth]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Intense tremor shakes 80-ft.-radius.					<i>Target:</i> 80-ft.-radius spread [S]		<i>Caster Level:</i> 14		
☐☐☐☐☐ Fierce Pride of the Beastlands	25	None	10 minutes	10 minutes/level [D]	Medium (240 ft.)	V,S	No	Conjuration (Summoning) [Chaotic, Good]	SPELL CO: Pg.91
<i>Effect:</i> Summons 2d4 celestial lions with maximum hit points; see text.					<i>Target:</i> Two or more summoned creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 14		
☐☐☐☐☐ Fire Storm	25	Reflex half	1 round	Instantaneous	Medium (240 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Deals 14d6 fire damage.					<i>Target:</i> 28 10-ft. cubes [S]		<i>Caster Level:</i> 14		
☐☐☐☐☐ Heat Drain	25	Fortitude negates	1 standard action	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold]	SPELL CO: Pg.112
<i>Effect:</i> Deals 1d6/caster level [max 20d6] cold damage, for every living creature affected you gain 2 temporary HP.					<i>Target:</i> 20-ft.-radius burst centered on you		<i>Caster Level:</i> 14		
☐☐☐☐☐ Holy Aura	25	See text	1 standard action	14 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]	RSRD: SpellsH-L.rtf
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.					<i>Target:</i> 14 creatures in a 20-ft.-radius burst centered on you		<i>Caster Level:</i> 14		
☐☐☐☐☐ Inflict Critical Wounds, Mass	25	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 4d8+14 damage to many creatures.					<i>Target:</i> 14 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
☐☐☐☐☐ 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> 14		
☐☐☐☐☐ Planar Ally, Greater	25	None	10 minutes	Instantaneous	Close (60 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<i>Effect:</i> As lesser planar ally, but up to 18 HD.					<i>Target:</i> Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.		<i>Caster Level:</i> 14		
☐☐☐☐☐ Planar Exchange, Greater	25	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
<i>Effect:</i> Call a celestial creature see list; see text					<i>Target:</i> One called creature		<i>Caster Level:</i> 14		
☐☐☐☐☐ Plane Shift, Greater	25	Will negates	1 standard action	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	SPELL CO: Pg.159
<i>Effect:</i> As many as eight subjects travel to another plane.					<i>Target:</i> Creature touched, or up to eight willing creatures joining hands		<i>Caster Level:</i> 14		
☐☐☐☐☐ Shield of Law	25	See text	1 standard action	14 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Lawful]	RSRD: SpellsS.rtf
<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against chaotic spells.					<i>Target:</i> 14 creatures in a 20-ft.-radius burst centered on you		<i>Caster Level:</i> 14		
☐☐☐☐☐ Spell Immunity, Greater	25	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject is immune to 3 spells, up to 8th-level spells.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
☐☐☐☐☐ Stormrage	25	N/A	1 standard action	1 minute/level [D]	Personal	V,S,DF	N/A	Transmutation [Electricity]	SPELL CO: Pg.210
<i>Effect:</i> Launch lightning bolts 1d6 per level; see text.					<i>Target:</i> You		<i>Caster Level:</i> 14		
☐☐☐☐☐ Summon Monster VIII	25	None	1 round	14 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 14		
☐☐☐☐☐ Symbol of Death	25	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune slays nearby creatures.					<i>Target:</i> One symbol		<i>Caster Level:</i> 14		
☐☐☐☐☐ Symbol of Insanity	25	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune renders nearby creatures insane.					<i>Target:</i> One symbol		<i>Caster Level:</i> 14		
☐☐☐☐☐ Wall of Greater Dispel Magic	25	None	1 standard action	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SPELL CO: Pg.234
<i>Effect:</i> As wall of dispel magic, but is like great dispel magic.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level		<i>Caster Level:</i> 14		

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Astral Projection	26	None	30 minutes	See text	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> Projects you and companions onto Astral Plane.					<i>Target:</i> You plus 7 additional willing creatures touched		<i>Caster Level:</i> 14		

* =Domain/Specialty Spell

Cleric Spells

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