

Turk

NAME	
Clr10 Com2	66000
CLASS	EXPERIENCE
12	78000
Character Level	NEXT LEVEL

Jason Pingol

PLAYERNAME	
Kercpa	Tiny
RACE	SIZE
15	Male
AGE	GENDER

DEITY	
1' 6"	1 lbs.
HEIGHT	WEIGHT
Hazel	Red, Wild
EYES	HAIR

Neutral Good
ALIGNMENT
Darkvision (60')
VISION
0
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	9	-1	9	-1	9	-1
<b>DEX</b> Dexterity	24	+7	24	+7	24	+7
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	15	+2	15	+2	15	+2
<b>WIS</b> Wisdom	20	+5	24	+7	24	+7
<b>CHA</b> Charisma	15	+2	15	+2	15	+2

<b>VP</b> Vitality	98	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				<b>WP</b> Wound Points	14	DAMAGE REDUCTION							
<b>AC</b> armor class	33	:	26	:	27	=	10	+	6	+	0	+	7	+	2	+	0	+	8
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC	
<b>INITIATIVE</b> modifier		+9		=		+7		+		+2		TOTAL		DEX MODIFIER		MISC MODIFIER			
<b>BASE ATTACK</b> bonus		+8/+3																	

SPEED		
Climb 40 ft., Walk 30 ft.		
<b>0</b>	<b>+0</b>	<b>0</b>
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+17	=	+7	+2	+0	+8	+0		
<b>REFLEX</b> (dexterity)	+18	=	+3	+7	+0	+8	+0		
<b>WILL</b> (wisdom)	+25	=	+10	+7	+0	+8	+0		

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
<b>MELEE</b> attack bonus	+9/+4	=	+8/+3	+	-1	+	+2	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+17/+12	=	+8/+3	+	+7	+	+2	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	-1/-6	=	+8/+3	+	-1	+	-8	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9/+4	1d6-1	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	+19/+14	+19/+14	+17/+12	+15/+10	+13/+8
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				

Kercpa Sword		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	S	T	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+9/+4	1d4-1	2W-P-(OH)	+3/-2	1d4-1
1H-O	+5/+0	1d4-1	2W-P-(OL)	+5/+0	1d4-1
2H	+9/+4	1d4-1	2W-OH	-1	1d4-1
Special Properties					

Oaktop Mace (Bonded)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	B	T	20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+12/+7	1d4+2	2W-P-(OH)	+6/+1	1d4+2
1H-O	+8/+3	1d4+2	2W-P-(OL)	+8/+3	1d4+2
2H	+12/+7	1d4+2	2W-OH	+2	1d4+2
Special Properties	(Mace Ironwood (+1) (Heavy/Bonded/+1/Tiny)), 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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
					RANKS	MISC MODIFIER
✓	Appraise	INT	2	=	2	+
✓	Balance	DEX	9	=	7	+
✓	Bluff	CHA	2	=	2	+
✓	Climb	STR	16	=	-1	+ 1.0
✓	Concentration	CON	13	=	2	+ 11.0
✓	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	7	=	7	+
✓	Forgery	INT	2	=	2	+
✓	Gather Information	CHA	2	=	2	+
✓	Heal	WIS	17	=	7	+ 8.0
✓	Intimidate	CHA	2	=	2	+
✓	Jump	STR	1	=	-1	+
	Knowledge (Arcana)	INT	7	=	2	+ 5.0
	Knowledge (Religion)	INT	16	=	2	+ 14.0
✓	Listen	WIS	11	=	7	+
x	Nature Sense	WIS	11	=	7	+ 4.0
	Open Lock	DEX	8	=	7	+ 1.0
✓ x	Psychic-Mental Contact	CHA	3	=	2	+ 1.0
x	Psychic-Psychic Healing	WIS	8	=	7	+ 1.0
✓	Ride	DEX	7	=	7	+
✓	Search	INT	2	=	2	+
✓	Sense Motive	WIS	7	=	7	+
✓	Sleight of Hand	DEX	8	=	7	+ 1.0
✓	Sneak	DEX	7	=	7	+
✓	Sneak (Hide)	DEX	15	=	7	+
✓	Spellcraft	INT	11	=	2	+ 7.0
✓	Spot	WIS	16	=	7	+
✓	Survival	WIS	7	=	7	+
✓	Swim	STR	-1	=	-1	+
✓	Tumble	DEX	12	=	7	+ 5.0
✓	Use Rope	DEX	7	=	7	+
				=	+	+
				=	+	+
✓: can be used untrained. x: exclusive skills						

TURN UNDEAD		TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+4
		Up to 0	6	Turn level	10
		1 - 3	7	Turn damage	2d6 +12
		4 - 6	8	You destroy Undead creatures with total hit dice up to 5.	
		7 - 9	9		
		10 - 12	10		
		13 - 15	11		
		16 - 18	12		
		19 - 21	13		
		22+	14		
TURN/DAY		□□□□□ □□□□			

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Artisan's Tools (Bowmaking)	Handy Haversack	1	5.0	5.0
Kercpa Longbow +2	Equipped	1	0.3	8187.5
0 lbs. (Longbow Ironwood (+2/Tiny)), Wooden but functions as steel, does not burn				
Belt, Monk's	Equipped	1	1.0	13000.0
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
Enchanted Oak Tree	Handy Haversack	1	0.0	0.0
(Art (WOODEN, WONDROUS))				
Eyes of the Eagle	Equipped	1	0.0	2500.0
Handy Haversack	Carried	1	5.0	2000.0
32.41 lbs., 1 Kercpa Arrows (50/Tiny), 1 Enchanted Oak Tree, 5 Coin (Silver), 1303 Coin (Gold), 1 Artisan's Tools (Bowmaking), 1 Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny)				
Healer's Kit	Equipped	1	1.0	50.0
☐				
Kercpa Arrows (50/Tiny)	Handy Haversack	1	0.75	1.25
(Arrows (50/Tiny))				
☐				
Kercpa Sword	Carried	1	0.4	7.5
Oaktop Mace (Bonded)	Carried	1	0.8	2156.0
(Mace Ironwood (+1) (Heavy/Bonded/+1/Tiny)), 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				
TOTAL WEIGHT CARRIED/VALUE			8.5 lbs.65074.75	gp

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

MONEY	
Coin (Gold): 1303[Handy Haversack]	
Coin (Silver): 5[Handy Haversack]	
1500 GP Party Pool (2 Rubies and 14 Onyx)</fund></fund>	
Total = 1303.5 gp	

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

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

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
Quicken Spell	Casting a quickened spell is a free action.
Smiting Spell	
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Deflect Arrows	Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

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

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

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

TEMPLATES
Earth Goddess

# 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	6+1	6+1	4+1	4+1	3+1	0	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 (55 ft.)	V, S	Yes [object]	Transmutation	SPELL CO: Pg.9
Effect: Copies 250 words per minute.					Target: Object or objects with writing			Caster Level: 12	
□□□□ Create Water	17	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
Effect: Creates 24 gallons of pure water.					Target: Up to 24 gallons of water			Caster Level: 12	
□□□□ 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
Effect: Cures 1 point of damage.					Target: Creature touched			Caster Level: 12	
□□□□ Detect Magic	17	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation			Caster Level: 12	
□□□□ Detect Poison	17	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube			Caster Level: 12	
□□□□ Guidance	17	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
Effect: +1 on one attack roll, saving throw, or skill check.					Target: Creature touched			Caster Level: 12	
□□□□ Inflict Minor Wounds	17	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 1 point of damage.					Target: Creature touched			Caster Level: 12	
□□□□ Light	17	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touched			Caster Level: 12	
□□□□ Mending	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Makes minor repairs on an object.					Target: One object of up to 1 lb.			Caster Level: 12	
□□□□ Purify Food and Drink	17	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
Effect: Purifies 12 cu. ft. of food or water.					Target: 12 cu. ft. of contaminated food and water			Caster Level: 12	
□□□□ Read Magic	17	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 12	
□□□□ Resistance	17	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.					Target: Creature touched			Caster Level: 12	
□□□□ Virtue	17	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect: Subject gains 1 temporary hp.					Target: Creature touched			Caster Level: 12	

## 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
Effect: Chaos imbued damages lawful outsiders for 2d4 points.					Target: Flask of water touched			Caster Level: 12	
□□□□ Axiomatic Water	18	Will negates [object]	1 minute	Instantaneous	Touch	V, S, M	Yes [object]	Transmutation [Lawful]	SPELL CO: Pg.22
Effect: Water damages chaotic outsiders for 2d4 points of damage.					Target: Flask of water touched			Caster Level: 12	
□□□□ Bane	18	Will negates	1 standard action	12 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: Enemies take -1 on attack rolls and saves against fear.					Target: All enemies within 50 ft.			Caster Level: 12	
□□□□ Bless	18	None	1 standard action	12 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: Allies gain +1 on attack rolls and +1 on saves against fear.					Target: The caster and all allies within a 50-ft. burst, centered on the caster			Caster Level: 12	
□□□□ Bless Water	18	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
Effect: Makes holy water.					Target: Flask of water touched			Caster Level: 12	
□□□□ Blessed Aim	18	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V, S	No	Divination	SPELL CO: Pg.31
Effect: +2 morale bonus on ranged attacks for your allies within the spread.					Target: 50 ft. spread, centered on you			Caster Level: 12	
□□□□ Blood Wind	18	Will negates [harmless]	1 swift action	1 round	Close (55 ft.)	V, S	Yes [harmless]	Evocation	SPELL CO: Pg.33
Effect: Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text					Target: A single creature with Intelligence 4 or higher			Caster Level: 12	
□□□□ *Camouflage	18	N/A	1 standard action	10 minutes/level	Personal	V, S	N/A	Transmutation	SPELL CO: Pg.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 12	
□□□□ Cause Fear	18	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	V, S	Yes	Necromancy [Fear, RSRD: SpellsC.rtf Mind-Affecting]	
Effect: One creature of 5 HD or less flees for 1d4 rounds.					Target: One living creature with 5 or fewer HD			Caster Level: 12	
□□□□ Cold Fire	18	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (55 ft.)	V, S, DF	Yes [creature]	Transmutation [Cold]	SPELL CO: Pg.50
Effect: Flames deal cold damage; see text					Target: One fire source [up to a 20-ft. cube] or one creature; see text			Caster Level: 12	
□□□□ Command	18	Will negates	1 standard action	1 round	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
Effect: One subject obeys selected command for 1 round.					Target: One living creature			Caster Level: 12	
□□□□ Comprehend Languages	18	None	1 standard action	120 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
Effect: You understand all spoken and written languages.					Target: You			Caster Level: 12	
□□□□ Conviction	18	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V, S, M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
Effect: +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					Target: Creature touched			Caster Level: 12	

\* =Domain/Specialty Spell

# Cleric Spells

□□□□□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> 12	
□□□□□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> 12	
□□□□□Detect Chaos	18	None	1 standard action	Concentration, up to 120 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> 12	
□□□□□Detect Evil	18	None	1 standard action	Concentration, up to 120 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> 12	
□□□□□Detect Good	18	None	1 standard action	Concentration, up to 120 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> 12	
□□□□□Detect Law	18	None	1 standard action	Concentration, up to 120 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> 12	
□□□□□Detect Undead	18	None	1 standard action	Concentration, up to 12 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> 12	
□□□□□Dispel Ward	18	None	1 standard action	Instantaneous	Medium (220 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> 12	
□□□□□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> 12	
□□□□□Doom	18	Will negates	1 standard action	12 minutes	Medium (220 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> 12	
□□□□□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> 12	
□□□□□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> 12	
□□□□□Entropic Shield	18	None	1 standard action	12 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> 12	
□□□□□*Expeditious Retreat	18	None	1 standard action	12 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> 12	
□□□□□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> 12	
□□□□□Foundation of Stone	18	None	1 standard action	1 round/level	Close (55 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SPELL CO: Pg.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 12	
□□□□□Grave Strike	18	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SPELL CO: Pg.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.					<i>Target:</i> You			<i>Caster Level:</i> 12	
□□□□□Guiding Light	18	None	1 standard action	1 minute/level [D]	Long (880 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.108
<i>Effect:</i> +2 on ranged attacks					<i>Target:</i> Creatures in a 5-ft.-radius burst			<i>Caster Level:</i> 12	
□□□□□Healthful Rest	18	Will negates [harmless]	10 minutes	24 hours	Close (55 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.111
<i>Effect:</i> Doubles the natural healing rate.					<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 12	
□□□□□Hide from Undead	18	Will negates (harmless); see text	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Undead can't perceive 12 subjects.					<i>Target:</i> 12 touched creatures			<i>Caster Level:</i> 12	
□□□□□Ice Gauntlet	18	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold]	SPELL CO: Pg.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.					<i>Target:</i> You			<i>Caster Level:</i> 12	
□□□□□Incite	18	Will negates	1 swift action	1 minute/level	Close (55 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.					<i>Target:</i> Creatures in a 10-ft. burst			<i>Caster Level:</i> 12	
□□□□□Inflict Light Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch deals 1d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
□□□□□Inhibit	18	Will negates	1 standard action	Instantaneous	Medium (220 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.123
<i>Effect:</i> Subject is forced to delay; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 12	
□□□□□Ironguts	18	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration	SPELL CO: Pg.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
□□□□□Light of Lunia	18	None	1 standard action	10 minutes/level [D]	Medium (220 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text					<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 12	
□□□□□*Mage Armor	18	Will negates (harmless)	1 standard action	12 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
□□□□□Magic Stone	18	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched			<i>Caster Level:</i> 12	
□□□□□Magic Weapon	18	Will negates (harmless, object)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 12	
□□□□□Moon Lust	18	Will negates [harmless]	1 standard	1 round/level	Medium (220 ft.)	V,S,F	Yes	Illison (Pattern) [Mind-Affecting]	SPELL CO: Pg.143
* =Domain/Speciality Spell									

## Cleric Spells

action									
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.									
□□□□□ Nightshield	18	N/A	1 standard action	1 minute/level [D]	Target: Creature touched	Personal	V,S	N/A	Caster Level: 12 Abjuration SPELL CO: Pg.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.									
□□□□□ Nimbus of Light	18	N/A	1 standard action	1 minute/level or until discharged [D]	Target: You	Personal	V,S,DF	N/A	Caster Level: 12 Evocation [Light] SPELL CO: Pg.148
<i>Effect:</i> Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].									
□□□□□ Obscuring Mist	18	None	1 standard action	12 minutes	Target: You	20 ft.	V, S	No	Caster Level: 12 Conjuration (Creation) RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.									
□□□□□ Omen of Peril	18	N/A	1 round	Instantaneous	Target: Cloud spreads in 20-ft. radius from you, 20 ft. high	Personal	V,F	N/A	Caster Level: 12 Divination SPELL CO: Pg.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.									
□□□□□ Portal Beacon	18	None	1 standard action	1 hour/level	Target: You	Close (55 ft.)	V,S	No	Caster Level: 12 Transmutation SPELL CO: Pg.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.									
□□□□□ Protection from Chaos	18	Will negates (harmless)	1 standard action	12 minutes [D]	Target: One interplanar gate or portal	Touch	V, S, M/DF No; see text		Caster Level: 12 Abjuration [Lawful] RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□ Protection from Evil	18	Will negates (harmless)	1 standard action	12 minutes [D]	Target: Creature touched	Touch	V, S, M/DF No; see text		Caster Level: 12 Abjuration [Good] RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□ Protection from Law	18	Will negates (harmless)	1 standard action	12 minutes [D]	Target: Creature touched	Touch	V, S, M/DF No; see text		Caster Level: 12 Abjuration [Chaotic] RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□ Remove Fear	18	Will negates (harmless)	1 standard action	10 minutes; see text	Target: Creature touched	Close (55 ft.)	V, S	Yes (harmless)	Caster Level: 12 Abjuration RSRD: SpellsP-R.rtf
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects.									
□□□□□ Resist Planar Alignment	18	Will negates [harmless]	1 standard action	1 round/level	Target: 4 creatures, no two of which can be more than 30 ft. apart	Touch	V,S,DF	Yes [harmless]	Caster Level: 12 Abjuration SPELL CO: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.									
□□□□□ Resurgence	18	Will negates [harmless]	1 standard action	Instantaneous	Target: Creature touched	Touch	V,S,DF	Yes [harmless]	Caster Level: 12 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.									
□□□□□ Sanctuary	18	Will negates	1 standard action	12 rounds	Target: Creature touched	Touch	V, S, DF	No	Caster Level: 12 Abjuration RSRD: SpellsS.rtf
<i>Effect:</i> Opponents can't attack you, and you can't attack.									
□□□□□ Shield of Faith	18	Will negates (harmless)	1 standard action	12 minutes	Target: Creature touched	Touch	V, S, M	Yes (harmless)	Caster Level: 12 Abjuration RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +4 deflection bonus.									
□□□□□ Sign	18	N/A	1 standard action	10 minutes/level or until discharged	Target: Creature touched	Personal	V,S,M	N/A	Caster Level: 12 Enchantment (Compulsion) [Mind-Affecting] SPELL CO: Pg.189
<i>Effect:</i> +4 bonus on your next initiative check.									
□□□□□ Snowshoes	18	Will negates [harmless]	1 standard action	1 hour/level [D]	Target: You	Touch	V,S	Yes [harmless]	Caster Level: 12 Transmutation SPELL CO: Pg.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.									
□□□□□ Spell Flower	18	N/A	1 standard action	1 round/level	Target: Creature touched	Personal	V,S	N/A	Caster Level: 12 Transmutation SPELL CO: Pg.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.									
□□□□□ Summon Monster I	18	None	1 round	12 rounds [D]	Target: You	Close (55 ft.)	V, S, F/DF	No	Caster Level: 12 Conjuration (Summoning) RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.									
□□□□□ Updraft	18	N/A	1 swift action	Instantaneous	Target: One summoned creature	Personal	V,S,M	N/A	Caster Level: 12 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.									
□□□□□ Vigor, Lesser	18	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Target: You	Touch	V,S	Yes [harmless]	Caster Level: 12 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.									
□□□□□ Vision of Glory	18	None	1 standard action	1 minute or until discharged	Target: Living creature touched	Touch	V,S,DF	Yes	Caster Level: 12 Divination SPELL CO: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].									
□□□□□ Wings of the Sea	18	Fortitude negates [harmless]	1 standard action	1 minute/level	Target: Creature touched	Touch	S,M	Yes [harmless]	Caster Level: 12 Transmutation SPELL CO: Pg.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.									

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Aid	19	None	1 standard action	12 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.									
□□□□□ Align Weapon	19	Will negates (harmless, object)	1 standard action	12 minutes	Target: Living creature touched	Touch	V, S, DF	Yes (harmless, object)	Caster Level: 12 Transmutation RSRD: SpellsA-B.rtf
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.									
□□□□□ Augury	19	None	1 minute	Instantaneous	Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]	Personal	V, S, M, F	No	Caster Level: 12 Divination RSRD: SpellsA-B.rtf
<i>Effect:</i> Learns whether an action will be good or bad.									
□□□□□ Aura Against Flame	19	N/A	1 standard action	1 round/level	Target: You	Personal	V,S	N/A	Caster Level: 12 Abjuration SPELL CO: Pg.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.									
□□□□□ Avoid Planar Effects	19	None	1 immediate action	1 minute/level	Target: You	20 ft.	V	Yes [harmless]	Caster Level: 12 Abjuration SPELL CO: Pg.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.									
□□□□□ Balor Nimbus	19	N/A	1 standard action	1 round/level	Target: One creature/level in a 20-ft. radius burst centered on you	Personal	V,S,M/DF	N/A	Caster Level: 12 Transmutation SPELL CO: Pg.24
<i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.									
□□□□□ *Barkskin	19	None	1 standard action	120 minutes	Target: You	Touch	V, S, DF	Yes (harmless)	Caster Level: 12 Transmutation RSRD: SpellsA-B.rtf
<i>Effect:</i> Grants +5 enhancement to natural armor.									
* =Domain/Specialty Spell									



## Cleric Spells

■■■■■ Bear's Endurance	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 12 minutes.					Target: Creature touched			Caster Level: 12	
■■■■■ Body Blades	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.35
Effect: Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.					Target: You			Caster Level: 12	
■■■■■ Brambles	19	None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SPELL CO: Pg.38
Effect: Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					Target: Wooden weapon touched			Caster Level: 12	
■■■■■ Bull's Strength	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 12 minutes.					Target: Creature touched			Caster Level: 12	
■■■■■ Calm Emotions	19	Will negates	1 standard action	Concentration, up to 12 rounds [D]	Medium (220 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a 20-ft.-radius spread			Caster Level: 12	
■■■■■ *Cat's Grace	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
Effect: Subject gains +4 to Dex for 12 minutes.					Target: Creature touched			Caster Level: 12	
■■■■■ Close Wounds	19	Will half [harmless]; see text	1 immediate action	Instantaneous	Close (55 ft.)	V	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.48
Effect: Cure 1d4 +1/level [max +5].					Target: One creature			Caster Level: 12	
■■■■■ Consecrate	19	None	1 standard action	24 hours	Close (55 ft.)	V, S, M, DF	No	Evocation [Good]	RSRD: SpellsC.rtf
Effect: Fills area with positive energy, making undead weaker.					Target: 20-ft.-radius emanation			Caster Level: 12	
■■■■■ 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
Effect: Cures 2d8+10 damage.					Target: Creature touched			Caster Level: 12	
■■■■■ Curse of Ill Fortune	19	Will negates	1 standard action	1 minute/level	Medium (220 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.56
Effect: Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.					Target: One living creature			Caster Level: 12	
■■■■■ Dark Way	19	None	1 standard action	1 round/level	Close (55 ft.)	V,S,DF	Yes	Illusion (Shadow)	SPELL CO: Pg.58
Effect: Create a ribbonlike, weightless, unbreakable bridge.					Target: One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long			Caster Level: 12	
■■■■■ Darkness	19	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
Effect: 20-ft. radius of supernatural shadow.					Target: Object touched			Caster Level: 12	
■■■■■ Deific Vegeance	19	Will half	1 standard action	Instantaneous	Close (55 ft.)	V,S,DF	Yes	Conjuration (Summoning)	SPELL CO: Pg.62
Effect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].					Target: One creature			Caster Level: 12	
■■■■■ Delay Poison	19	Fortitude negates (harmless)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
Effect: Stops poison from harming subject for 12 hours.					Target: Creature touched			Caster Level: 12	
■■■■■ 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
Effect: Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					Target: You			Caster Level: 12	
■■■■■ Divine Interdiction	19	Will negates or None [object]; see text	1 standard action	1 round/level	Close (55 ft.)	V	Yes or No [object]; see text	Abjuration	SPELL CO: Pg.70
Effect: Temp loss of turning power & domain powers.					Target: 10-ft.-radius emanation centered on a creature, object, or point in space			Caster Level: 12	
■■■■■ Divine Protection	19	Will negates [harmless]	1 standard action	1 minute/level	Medium (220 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.70
Effect: +1 morale bonus to AC and saving throws.					Target: Allies in a 20-ft.-radius burst			Caster Level: 12	
■■■■■ Eagle's Splendor	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: Subject gains +4 to Cha for 12 minutes.					Target: Creature touched			Caster Level: 12	
■■■■■ Energized Shield, Lesser	19	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
Effect: Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text					Target: Touch			Caster Level: 12	
■■■■■ Enthral	19	Will negates; see text	1 round	1 hour or less	Medium (220 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
Effect: Captivates all within 220 ft.					Target: Any number of creatures			Caster Level: 12	
■■■■■ Extend Tentacles	19	N/A	1 standard action	Instantaneous	Personal	V	N/A	Transmutation	SPELL CO: Pg.86
Effect: Extends your tentacles by 5 ft.					Target: You			Caster Level: 12	
■■■■■ Find Traps	19	None	1 standard action	12 minutes	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
Effect: Notice traps as a rogue does.					Target: You			Caster Level: 12	
■■■■■ Frost Breath	19	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SPELL CO: Pg.100
Effect: Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					Target: Cone-shaped burst			Caster Level: 12	
■■■■■ Fuse Arms	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.100
Effect: Gain +4 Str for every set of limbs fused to the primary limb.					Target: Creature with at least two arms or tentacles touched			Caster Level: 12	
■■■■■ Gentle Repose	19	Will negates (object)	1 standard action	12 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
Effect: Preserves one corpse.					Target: Corpse touched			Caster Level: 12	
■■■■■ Ghost Touch Armor	19	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.102
Effect: Armor gains Ghost Touch property.					Target: Armor of creature touched			Caster Level: 12	
■■■■■ Hand of Divinity	19	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SPELL CO: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature touched			Caster Level: 12	
■■■■■ Healing Lorecall	19	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SPELL CO: Pg.110
Effect: Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					Target: You			Caster Level: 12	
* =Domain/Specialty Spell									

# Cleric Spells

Hold Person	19	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 12	RSRD: SpellsH-L.rtf
Effect: Paralyzes one humanoid for 12 rounds.					Target: One humanoid creature				
Inflict Moderate Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 2d8+10 damage.					Target: Creature touched			Caster Level: 12	
Inky Cloud	19	None	1 standard action	10 minutes/level	30 ft.	V,S,M	No	Conjuration (Creation)	SPELL CO: Pg.123
Effect: Inky cloud that works under water.					Target: 30-ft.-radius spread centered on you			Caster Level: 12	
Iron Silence	19	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.125
Effect: Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					Target: One suit of armor touched/3 levels			Caster Level: 12	
Light of Mercuria	19	None	1 standard action	10 minutes/level [D]	Medium (220 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
Effect: Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.					Target: You and up to two rays; see text			Caster Level: 12	
Living Undeath	19	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.134
Effect: Not subject to sneak attacks or criticals; -4 penalty to Cha score.					Target: Creature touched			Caster Level: 12	
*Magic Missile	19	None	1 standard action	Instantaneous	Medium (220 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
Effect: 5 missiles that do 1d4+1 damage each.					Target: Up to five creatures, no two of which can be more than 15 ft. apart			Caster Level: 12	
Make Whole	19	Will negates (harmless, object)	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Repairs an object.					Target: One object of up to 120 cu. ft			Caster Level: 12	
Mark of the Outcast	19	Will negates	1 standard action	Permanent	Close (55 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.138
Effect: Creates an indelible mark on the subjects face; see text.					Target: One creature			Caster Level: 12	
Owl's Wisdom	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
Effect: Subject gains +4 to Wis for 12 minutes.					Target: Creature touched			Caster Level: 12	
Protection from Negative Energy	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.163
Effect: Subtract 10 hp worth of damage from each negative energy attack.					Target: Creature touched			Caster Level: 12	
Protection from Positive Energy	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.163
Effect: Subtract 10 hp worth of damage from each positive energy attack.					Target: Creature touched			Caster Level: 12	
Quick March	19	Will negates [harmless]	1 standard action	1 round	Medium (220 ft.)	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.164
Effect: Subjects base land speed increased by 30 feet.					Target: Allies in a 20-ft.-radius burst			Caster Level: 12	
Remove Paralysis	19	Will negates (harmless)	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Frees one or more creatures from paralysis or slow effect.					Target: Up to four creatures, no two of which can be more than 30 ft. apart			Caster Level: 12	
Resist Energy	19	Fortitude negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 30 points of damage/attack from specified energy type.					Target: Creature touched			Caster Level: 12	
Restoration, Lesser	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Dispel magical ability penalty or repairs 1d4 ability damage.					Target: Creature touched			Caster Level: 12	
Shatter	19	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (55 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
Effect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ft.-radius spread; or one solid object or one crystalline creature			Caster Level: 12	
Shield Other	19	Will negates (harmless)	1 standard action	12 hours [D]	Close (55 ft.)	V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: You take half of subject's damage.					Target: One creature			Caster Level: 12	
Shroud of Undeath	19	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SPELL CO: Pg.189
Effect: Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					Target: You			Caster Level: 12	
Silence	19	Will negates; see text or none (object)	1 standard action	12 minutes [D]	Long (880 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamour)	RSRD: SpellsS.rtf
Effect: Negates sound in 15-ft. radius.					Target: 20 ft. radius emanation centered on a creature, object, or point in space			Caster Level: 12	
Sound Burst	19	Fortitude partial	1 standard action	Instantaneous	Close (55 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: 12	
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: 12	
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: 12	
Spiritual Weapon	19	None	1 standard action	12 rounds [D]	Medium (220 ft.)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
Effect: Magical weapon attacks on its own.					Target: Magic weapon of force			Caster Level: 12	
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: 12	
Status	19	Will negates (harmless)	1 standard action	12 hours	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
Effect: Monitors condition, position of allies.					Target: 4 living creatures touched			Caster Level: 12	
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: 12	
Summon Elysian Thrush	19	None	10 minutes	8 hours	Close (55 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: 12	

\* =Domain/Speciality Spell

## Cleric Spells

☐☐☐☐☐ Summon Monster II	19	None	1 round	12 rounds [D]	Close (55 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> 12
☐☐☐☐☐ Undetectable Alignment	19	Will negates (object)	1 standard action	24 hours	Close (55 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 12	
☐☐☐☐☐ Veil of Shadow	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Evocation [Darkness]	SPELL CO: Pg.228
<i>Effect:</i> Grants you a 20% miss chance from concealment.					<i>Target:</i> You			<i>Caster Level:</i> 12	
☐☐☐☐☐ Zone of Truth	19	Will negates	1 standard action	12 minutes	Close (55 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 12	

## 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 (55 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.8
<i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp.					<i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart				<i>Caster Level:</i> 12
☐☐☐☐☐ 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
<i>Effect:</i> Grants creatures the ability to breath air.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 12	
☐☐☐☐☐ Align Weapon, Mass	20	Will negates [harmless, object]	1 standard action	1 minute/level	Close (55 ft.)	V,S,DF	Yes [harmless, object]	Transmutation [See text]	SPELL CO: Pg.9
<i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance.					<i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 12	
☐☐☐☐☐ 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
<i>Effect:</i> Storm imposes penalties and damages lawful creatures.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]			<i>Caster Level:</i> 12	
☐☐☐☐☐ Antidragon Aura	20	Will negates [harmless]	1 standard action	1 minute/level	Close (55 ft.)	V,S,M,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.14
<i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text					<i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 12	
☐☐☐☐☐ Attune Form	20	N/A	1 standard action	24 hours	Touch	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.17
<i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects.					<i>Target:</i> One creature/3 levels			<i>Caster Level:</i> 12	
☐☐☐☐☐ Awaken Sin	20	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SPELL CO: Pg.21
<i>Effect:</i> 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.					<i>Target:</i> One evil creature with Intelligence 3+			<i>Caster Level:</i> 12	
☐☐☐☐☐ 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
<i>Effect:</i> 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.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]			<i>Caster Level:</i> 12	
☐☐☐☐☐ Bestow Curse	20	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
☐☐☐☐☐ Blade of Pain and Fear	20	Will partial	1 standard action	1 minute/level [D]	0 ft.	V,S,DF	Yes	Evocation	SPELL CO: Pg.30
<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> 12	
☐☐☐☐☐ *Blast of Force	20	Fortitude partial	1 standard action	Instantaneous	Medium (220 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> 12	
☐☐☐☐☐ Blindness/Deafness	20	Fortitude negates	1 standard action	Permanent [D]	Medium (220 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> 12	
☐☐☐☐☐ 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> 12	
☐☐☐☐☐ *Blur	20	Will negates (harmless)	1 standard action	12 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> 12	
☐☐☐☐☐ 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> 12	
☐☐☐☐☐ 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> 12	
☐☐☐☐☐ 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> 12	
☐☐☐☐☐ 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> 12	
☐☐☐☐☐ Cloak Pool	20	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (55 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> 12	
☐☐☐☐☐ 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> 12	
☐☐☐☐☐ Conviction, Mass	20	Will negates [harmless]	1 standard action	10 minutes/level	Medium (220 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> 12	
☐☐☐☐☐ 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 ong as they remain in the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 12	
☐☐☐☐☐ Create Food and Water	20	None	10 minutes	24 hours; see text	Close (55 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
<i>Effect:</i> Feeds 36 humans or 12 horses.					<i>Target:</i> Food and water to sustain 36 humans or 12 horses for 24 hours			<i>Caster Level:</i> 12	

\* =Domain/Specialty Spell



# Cleric Spells

☐☐☐☐☐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
Effect: Cures 3d8+12 damage.					Target: Creature touched			Caster Level: 12	SPELL CO: Pg.59
☐☐☐☐☐Darkfire	20	None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	
Effect: Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].					Target: Flame in your palm			Caster Level: 12	RSRD: SpellsD-E.rtf
☐☐☐☐☐Daylight	20	None	1 standard action	120 minutes [D]	Touch	V, S	No	Evocation [Light]	
Effect: 60-ft. radius of bright light.					Target: Object touched			Caster Level: 12	RSRD: SpellsD-E.rtf
☐☐☐☐☐Deeper Darkness	20	None	1 standard action	12 days [D]	Touch	V, M/DF	No	Evocation [Darkness]	
Effect: Object sheds supernatural shadow in 60-ft. radius.					Target: Object touched			Caster Level: 12	SPELL CO: Pg.63
☐☐☐☐☐Demon Dirge	20	NWill half	1 standard action	1d6 rounds; see text	Close (55 ft.)	V,S,DF	Yes	Transmutation	
Effect: 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.					Target: Living creature			Caster Level: 12	SPELL CO: Pg.64
☐☐☐☐☐Devil Blight	20	None or Fortitude partial; see text	1 standard action	1d6 rounds	Close (55 ft.)	V,S,DF	Yes	Transmutation	
Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..					Target: Living creature			Caster Level: 12	RSRD: SpellsD-E.rtf
☐☐☐☐☐Dispel Magic	20	None	1 standard action	Instantaneous	Medium (220 ft.)	V, S	No	Abjuration	
Effect: Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 12	SPELL CO: Pg.72
☐☐☐☐☐Downdraft	20	Reflex partial; see text	1 standard action	Instantaneous	Long (880 ft.)	V,S,M	Yes	Evocation [Air]	
Effect: Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.].					Target: Cylinder [20-ft. radius, 100 ft. high]			Caster Level: 12	SPELL CO: Pg.79
☐☐☐☐☐Energized Shield	20	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	
Effect: As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					Target: Touch			Caster Level: 12	SPELL CO: Pg.81
☐☐☐☐☐Energy Vortex	20	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	
Effect: Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage as well.					Target: All creatures within a 20-ft.-radius burst centered on you			Caster Level: 12	SPELL CO: Pg.89
☐☐☐☐☐Favorable Sacrifice	20	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration	
Effect: Gain benefit from deity; see text.					Target: Creature touched			Caster Level: 12	SPELL CO: Pg.90
☐☐☐☐☐Fell the Greatest Foe	20	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	
Effect: Deal 1d6 damage per size category difference.					Target: Creature touched			Caster Level: 12	SPELL CO: Pg.95
☐☐☐☐☐Flame of Faith	20	None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	
Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					Target: Nonmagical weapon touched			Caster Level: 12	SPELL CO: Pg.102
☐☐☐☐☐Ghost Touch Weapon	20	Will negates [harmless,object]	1 standard action	1 minute/level	Close (55 ft.)	V,S	Yes [harmless,object]	Transmutation	
Effect: Hit incorporeal normally.					Target: One weapon or fifty projectiles [all in contact at time of casting]			Caster Level: 12	SPELL CO: Pg.106
☐☐☐☐☐Girallon's Blessing	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	
Effect: Gain an additional pair of arms; see text					Target: Creature touched			Caster Level: 12	RSRD: SpellsF-G.rtf
☐☐☐☐☐Glyph of Warding	20	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	
Effect: Inscription harms those who pass it.					Target: Object touched or up to 60 sq. ft			Caster Level: 12	SPELL CO: Pg.107
☐☐☐☐☐Grace	20	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good]	
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					Target: You			Caster Level: 12	SPELL CO: Pg.109
☐☐☐☐☐Hamatula Barbs	20	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	
Effect: Any creature hitting the subject takes 1d8 damage.					Target: Creature touched			Caster Level: 12	RSRD: SpellsH-L.rtf
☐☐☐☐☐Helping Hand	20	None	1 standard action	12 hours	5 miles	V, S, DF	No	Evocation	
Effect: Ghostly hand leads subject to you.					Target: Ghostly hand			Caster Level: 12	SPELL CO: Pg.115
☐☐☐☐☐Holy Storm	20	None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	
Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 12	SPELL CO: Pg.118
☐☐☐☐☐Ice Axe	20	None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold]	
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +10].					Target: Battleaxe-shaped weapon of swirling ice			Caster Level: 12	RSRD: SpellsH-L.rtf
☐☐☐☐☐Inflict Serious Wounds	20	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	
Effect: Touch attack, 3d8+12 damage.					Target: Creature touched			Caster Level: 12	SPELL CO: Pg.124
☐☐☐☐☐Interplanar Message	20	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent]	
Effect: Send 25 words or less to the targeted creature; see text.					Target: One creature			Caster Level: 12	RSRD: SpellsH-L.rtf
☐☐☐☐☐Invisibility Purge	20	None	1 standard action	12 minutes [D]	Personal	V, S	No	Evocation	
Effect: Dispel invisibility within 60 ft					Target: You			Caster Level: 12	SPELL CO: Pg.129
☐☐☐☐☐Knight's Move	20	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	
Effect: Teleport and end up flanking an opponent.					Target: You			Caster Level: 12	SPELL CO: Pg.129
☐☐☐☐☐Know Opponent	20	Will negates	1 standard action	Instantaneous	Close (55 ft.)	S,DF	Yes	Divination	
Effect: Learn strengths or weaknesses of opponent; see text.					Target: One creature			Caster Level: 12	SPELL CO: Pg.129
☐☐☐☐☐Know Vulnerabilities	20	Will negates	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Divination	
Effect: Learn any vulnerabilities and resistances the target has.					Target: One creature			Caster Level: 12	SPELL CO: Pg.132
☐☐☐☐☐Light of Venya	20	None	1 standard action	10 minutes/level [D]	Medium (220 ft.)	V,S	Yes; see text	Evocation [Good, Light]	
Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text					Target: You and up to two rays; see text			Caster Level: 12	RSRD: SpellsH-L.rtf
☐☐☐☐☐Locate Object	20	None	1 standard action	12 minutes	Long (880 ft.)	V, S, F/DF	No	Divination	
Effect: Senses direction toward object [specific or type].					Target: Circle, centered on you, with a radius of 880 ft. Caster Level: 12				

\* =Domain/Speciality Spell

# Cleric Spells

☐☐☐☐☐	Magic Circle against Chaos	20	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF No; see text	Abjuration [Lawful]	RSRD: SpellsM-O.rtf
	Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 120 minutes.					Target: 10-ft.-radius emanation from touched creature		Caster Level: 12	
☐☐☐☐☐	Magic Circle against Evil	20	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF No; see text	Abjuration [Good]	RSRD: SpellsM-O.rtf
	Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 120 minutes.					Target: 10-ft.-radius emanation from touched creature		Caster Level: 12	
☐☐☐☐☐	Magic Circle against Law	20	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]	RSRD: SpellsM-O.rtf
	Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 120 minutes.					Target: 10-ft.-radius emanation from touched creature		Caster Level: 12	
☐☐☐☐☐	Magic Vestment	20	Will negates (harmless, object)	1 standard action	12 hours	Touch	V, S, DF Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
	Effect: Armor or shield gains 3 enhancement					Target: Armor or shield touched		Caster Level: 12	
☐☐☐☐☐	Mantle of Chaos	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M N/A	Abjuration [Chaos]	SPELL CO: Pg.137
	Effect: Gain SR 12 + your caster level against spells with the lawful descriptor.					Target: You		Caster Level: 12	
☐☐☐☐☐	Mantle of Law	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M N/A	Abjuration [Law]	SPELL CO: Pg.138
	Effect: Gain SR 12 + your caster level against spells with the chaos descriptor.					Target: You		Caster Level: 12	
☐☐☐☐☐	Meld into Stone	20	None	1 standard action	120 minutes	Personal	V, S, DF No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
	Effect: You and your gear merge with stone.					Target: You		Caster Level: 12	
☐☐☐☐☐	Nauseating Breath	20	Fortitude negates	1 standard action	Instantaneous	30 ft.	V,S,M No	Conjuration (Creation)	SPELL CO: Pg.146
	Effect: Creatures in area must save or be nauseated for 1d6 rounds.					Target: Cone-shaped burst		Caster Level: 12	
☐☐☐☐☐	Obscure Object	20	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
	Effect: Masks object against scrying.					Target: One object touched of up to 1200 lbs		Caster Level: 12	
☐☐☐☐☐	Prayer	20	None	1 standard action	12 rounds	40 ft.	V, S, DF Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsP-R.rtf
	Effect: Allies +1 bonus on most rolls, enemies -1 penalty.					Target: All allies and foes within a 40-ft.-radius burst centered on you		Caster Level: 12	
☐☐☐☐☐	Protection from Energy	20	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, DF Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
	Effect: Absorb 120 points of damage from one kind of energy.					Target: Creature touched		Caster Level: 12	
☐☐☐☐☐	Remove Blindness/Deafness	20	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	Effect: Cures normal or magical conditions.					Target: Creature touched		Caster Level: 12	
☐☐☐☐☐	Remove Curse	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
	Effect: Frees object or person from curse.					Target: Creature or item touched		Caster Level: 12	
☐☐☐☐☐	Remove Disease	20	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	Effect: Cures all diseases affecting subject.					Target: Creature touched		Caster Level: 12	
☐☐☐☐☐	Resist Energy, Mass	20	Fortitude negates [harmless]	1 standard action	10 minutes/level	Close (55 ft.)	V,S,DF Yes [harmless]	Abjuration	SPELL CO: Pg.174
	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: 12	
☐☐☐☐☐	Resurgence, Mass	20	Will negates [harmless]	1 standard action	Instantaneous	Close (55 ft.)	V,S,DF Yes [harmless]	Abjuration	SPELL CO: Pg.175
	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: 12	
☐☐☐☐☐	Ring of Blades	20	N/A	1 standard action	1 minute/level	Personal	V,S,M N/A	Conjuration (Creation)	SPELL CO: Pg.177
	Effect: Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.					Target: You		Caster Level: 12	
☐☐☐☐☐	Safety	20	None or Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S No or Yes [harmless]	Abjuration	SPELL CO: Pg.179
	Effect: Subject can find the shortest, most direct route to safety; see text.					Target: Creature touched		Caster Level: 12	
☐☐☐☐☐	Searing Light	20	None	1 standard action	Instantaneous	Medium (220 ft.)	V, S Yes	Evocation	RSRD: SpellsS.rtf
	Effect: Range deals 5d8 damage; 10d6 against undead; 10 to undead vulnerable to bright light; construct or inanimate object only					Target: Ray		Caster Level: 12	
☐☐☐☐☐	Sheltered Vitality	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF Yes [harmless]	Abjuration	SPELL CO: Pg.188
	Effect: Subject gains immunity to fatigue, exhaustion, and ability damage or drain.					Target: Living creature touched		Caster Level: 12	
☐☐☐☐☐	Shield of Warding	20	Will negates [object,harmless]	1 standard action	1 minute/level	Touch	V,S No	Abjuration [Good]	SPELL CO: Pg.188
	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: 12	
☐☐☐☐☐	Sink	20	Will negates	1 standard action	1 round	Close (55 ft.)	V,S,DF Yes	Transmutation	SPELL CO: Pg.190
	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: 12	
☐☐☐☐☐	Skull Watch	20	See text	1 standard action	Permanent	Touch	V,S,F No	Necromancy	SPELL CO: Pg.191
	Effect: Alarm affect; see text					Target: One humanoid skull		Caster Level: 12	
☐☐☐☐☐	Slashing Darkness	20	None	1 standard action	Instantaneous	Medium (220 ft.)	V,S Yes	Evocation	SPELL CO: Pg.191
	Effect: Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage.					Target: Ray		Caster Level: 12	
☐☐☐☐☐	Snowshoes, Mass	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Close (55 ft.)	V,S Yes [harmless]	Transmutation	SPELL CO: Pg.194
	Effect: Same as Snowshoes, except as noted.					Target: One creature/level, no two of which are more than 30 ft. apart		Caster Level: 12	
☐☐☐☐☐	Sonorous Hum	20	N/A	1 standard action	1 minute/level [D]	Personal	V,S N/A	Evocation [Sonic]	SPELL CO: Pg.196
	Effect: The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.					Target: You		Caster Level: 12	
☐☐☐☐☐	Spark of Life	20	Will negates	1 standard action	1 round/level	Touch	V,S Yes	Necromancy	SPELL CO: Pg.196
	Effect: Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead.					Target: Undead creature touched		Caster Level: 12	
☐☐☐☐☐	Speak with Dead	20	Will negates; see text	10 minutes	12 minutes	10 ft.	V, S, DF No	Necromancy [Language-Dependent]	RSRD: SpellsS.rtf
	Effect: Corpse answers 6 questions.					Target: One dead creature		Caster Level: 12	
☐☐☐☐☐	Spikes	20	None	1 standard	1 hour/level	Touch	V,S,M No	Transmutation	SPELL CO: Pg.202

\* =Domain/Specialty Spell

## Cleric Spells

Effect: As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.	20	None	1 standard action	Instantaneous	Target: Wooden weapon touched	V, S, M/DF No	Caster Level: 12	Transmutation [Earth]	RSRD: SpellsS.rtf
Stone Shape									
Effect: Sculpts stone into any shape.	20	None	1 round	12 rounds [D]	Target: Stone or stone object touched, up to 22 cu. ft.	V, S, F/DF No	Caster Level: 12	Conjuration (Summoning)	RSRD: SpellsS.rtf
Summon Monster III					Close (55 ft.)				
Effect: Calls extraplanar creature to fight for you.	20	Will negates [object]	1 standard action	1 minute/level	Target: One or more summoned creatures, no two of which can be more than 30 ft. apart	V,S	Yes [object]	Abjuration	SPELL CO: Pg.216
Suppress Glyph					100 ft.				
Effect: Gain enhanced awareness of magical writing such as a glyph of warding; see text.	20	None	1 standard action	120 minutes	Target: 100-ft.-radius emanation centered on you	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
Telepathic Bond, Lesser					30 feet				
Effect: You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.	20	See text	1 standard action	1 round/3 levels	Target: You and One willing creature within 30'	V,S,DF	No	Evocation [Earth]	SPELL CO: Pg.223
Tremor					Medium (220 ft.)				
Effect: Disrupts concentration; see text.	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Target: 40-ft.-radius spread	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Vigor					Touch				
Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 25]	Target: Living creature touched	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Vigor, Mass Lesser					20 ft.				
Effect: 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.	20	N/A	1 standard action	1 round/level	Target: One creature/2 levels, no two of which can be more than 30 ft. apart	V,S,DF	N/A	Transmutation	SPELL CO: Pg.231
Visage of the Deity, Lesser					Personal				
Effect: Your form becomes more like your deity's; see text	20	None	1 standard action	1 minute/level [D]	Target: You	V,S,M	Yes; see text	Evocation [Light]	SPELL CO: Pg.234
Wall of Light					Close (55 ft.)				
Effect: Any creature passing through the wall becomes dazzled. You can see through the wall; see text.	20	Will negates [harmless]	1 standard action	24 hours; see text	Target: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels	V, S, M/DF	Yes [harmless]	Transmutation	RSRD: SpellsT-Z.rtf
Water Breathing					Touch				
Effect: Subjects can breathe underwater.	20	Will negates [harmless]	1 standard action	120 minutes [D]	Target: Living creatures touched	V, S, DF	Yes [harmless]	Transmutation [Water]	RSRD: SpellsT-Z.rtf
Water Walk					Touch				
Effect: Subject treads on water as if solid.	20	Fortitude negates [harmless,object]	1 standard action	1 round/level	Target: 12 touched creatures	V,S	Yes [harmless,object]	Transmutation [See text]	SPELL CO: Pg.236
Weapon of Energy					Touch				
Effect: Adds additional damage; see text.	20	Will negates [harmless,object]	1 standard action	10 minutes/level	Target: One weapon	V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
Weapon of Impact					Touch				
Effect: Double threat range of weapon.	20	Fortitude negates [harmless,object]	1 standard action	1 round/level	Target: One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]	V,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
Weapon of the Deity					Touch				
Effect: Imbue a weapon favored by your deity with special enhancements and abilities. See text.	20	None; see text	1 standard action	12 rounds	Target: Weapon touched	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
Wind Wall					Medium (220 ft.)				
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to 120 ft. long and 60 ft. high [S]			Caster Level: 12	

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Walk	21	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
Effect: Subject treads on air as if solid [climb at 45-degree angle].					Target: Creature [Gargantuan or smaller] touched			Caster Level: 12	
Assay Spell Resistance	21	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SPELL CO: Pg.17
Effect: Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					Target: You			Caster Level: 12	
Astral Hospice	21	N/A	1 standard action	24 hours/level	Close (55 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SPELL CO: Pg.17
Effect: On the Astral Plane this spell opens a portal to a demiplane where natural healing can occur.					Target: See text			Caster Level: 12	
Blindsight, Greater	21	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
Effect: Grant blindsight to 30 ft.					Target: Creature touched			Caster Level: 12	
Castigate	21	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SPELL CO: Pg.44
Effect: Deafen or damage foes, depending on their alignment.					Target: 10-ft. radius burst centered on you			Caster Level: 12	
Contingent Energy Resistance	21	N/A	1 minute	1 hour/level [D]	Personal	V,S,M	N/A	Abjuration	SPELL CO: Pg.52
Effect: Same as Contingent Energy, except it is more limited.					Target: You			Caster Level: 12	
Control Water	21	None; see text	1 standard action	120 minutes [D]	Long (880 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
Effect: Raises or lowers bodies of water.					Target: Water in a volume of 120 ft by 120 ft by 24 ft [S]			Caster Level: 12	
Cure Critical Wounds	21	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 4d8+12 damage.					Target: Creature touched			Caster Level: 12	
Death Ward	21	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
Effect: Grants immunity to death spells and negative energy effects.					Target: Living creature touched			Caster Level: 12	
Delay Death	21	Will negates [harmless]	1 immediate action	1 round/level	Close (55 ft.)	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.63
Effect: Target cannot die from hit point damage during the duration of the spell.					Target: One creature			Caster Level: 12	
Dimensional Anchor	21	None	1 standard action	12 minutes	Medium (220 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
Effect: Bars extradimensional movement.					Target: Ray			Caster Level: 12	
Discern Lies	21	Will negates	1 standard action	Concentration, up to 12 rounds	Close (55 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals deliberate falsehoods.					Target: 12 creatures, no two of which can be more than 30 ft. apart			Caster Level: 12	
Dismissal	21	Will negates; see text	1 standard	Instantaneous	Close (55 ft.)	V, S, DF	Yes	Abjuration	RSRD: SpellsD-E.rtf

\* =Domain/Specialty Spell

## Cleric Spells

				action							
<i>Effect:</i> Forces a creature to return to native plane.										<i>Target:</i> One extraplanar creature	<i>Caster Level:</i> 12
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> 12
Divine Power	21	None	1 standard action	12 rounds	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf		
<i>Effect:</i> You gain attack bonus, +6 to Str, and 12 hps.										<i>Target:</i> You	<i>Caster Level:</i> 12
Dweomer of Transference	21	Will Negates (Harmless)	1 minute	12 rounds	Close (55 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> 12
Freedom of Movement	21	Will negates (harmless)	1 standard action	120 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> 12
Giant Vermin	21	None	1 standard action	12 minutes	Close (55 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> 12
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> 12
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 to enter or exit.										<i>Target:</i> 10-ft.-radius emanation centered on a point in space	<i>Caster Level:</i> 12
*Haste	21	Fortitude negates (harmless)	1 standard action	12 rounds	Close (55 ft.)	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf		
<i>Effect:</i> 12 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.										<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 12
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> 12
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> 12
Hypothermia	21	Fortitude partial	1 standard action	Instantaneous	Close (55 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> 12
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> 12
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+12 damage										<i>Target:</i> Creature touched	<i>Caster Level:</i> 12
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> 12
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> 12
Magic Weapon, Greater	21	Will negates (harmless, object)	1 standard action	12 hours	Close (55 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> 12
Make Manifest	21	Will negates	1 standard action	1 round/level	Close (55 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> 12
Moon Bolt	21	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (880 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> 12
*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> 12
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> 12
Neutralize Poison	21	Will negates (harmless, object)	1 standard action	120 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 12 cu. ft. touched	<i>Caster Level:</i> 12
*Otiluke's Resilient Sphere	21	Reflex negates	1 standard action	12 minutes [D]	Close (55 ft.)	V, S, M	Yes	Evocation [Force]	Named: PHB 3.5		
<i>Effect:</i> Force globe protects but traps one subject.										<i>Target:</i> 12 ft. diameter sphere, centered around a creature	<i>Caster Level:</i> 12
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> 12
Planar Ally, Lesser	21	None	10 minutes	Instantaneous	Close (55 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> 12
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> 12
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> 12
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> 12
* =Domain/Specialty Spell											

## Cleric Spells

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> 12	
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> 12	
Repel Vermin	21	None or Will negates; see text	1 standard action	120 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> 12	
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> 12	
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> 12	
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> 12	
Sending	21	None	10 minutes	12 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> 12	
Shadowblast	21	Fort negates	1 standard action	Instantaneous	Long (880 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> 12	
Shield of Faith, Mass	21	Will negates [harmless]	1 standard action	1 minute/level	Close (55 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> 12	
Sound Lance	21	Fortitude half	1 standard action	Instantaneous	Medium (220 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> 12	
Spell Immunity	21	Will negates (harmless)	1 standard action	120 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> 12	
Spell Vulnerability	21	Fortitude negates	1 round	1 minute/level	Close (55 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> 12	
Summon Hound Archon	21	None	1 round	Concentration, up to 1 round/level + 1 round	Close (55 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> 12	
Summon Monster IV	21	None	1 round	12 rounds [D]	Close (55 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> 12	
Tongues	21	Will negates (harmless)	1 standard action	120 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> 12	
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> 12	
Wall of Chaos	21	See text	1 standard action	10 minutes/level	Close (55 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 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> 12	
Wall of Good	21	See text	1 standard action	10 minutes/level	Close (55 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 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> 12	
Wall of Law	21	See text	1 standard action	10 minutes/level	Close (55 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 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> 12	
Wall of Sand	21	None	1 standard action	Concentration +1 round/level	Medium (220 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> 12	

## 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
Effect: Removes burden of misdeeds from subject.					Target: Living creature touched			Caster Level: 12	
☐☐☐☐Aura of Evasion	22	No	1 standard action	1 minute/level	10 ft.	V,S,M,DF	No	Abjuration	SPELL CO: Pg.18
Effect: 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.					Target: 10-ft. radius emanation centered on you			Caster Level: 12	
☐☐☐☐Blistering Radiance	22	None and Fortitude partial; see text	1 standard action	1 round/level	Long (880 ft.)	V,S,M	Yes	Evocation [Fire, Light]	SPELL CO: Pg.33
Effect: All sighted creatures in area are dazzled [no save], and take 2d6 fire damage each round.					Target: 50-ft.-radius spread			Caster Level: 12	
☐☐☐☐Break Enchantment	22	See text	1 minute	Instantaneous	Close (55 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
Effect: Frees subjects from enchantments, alterations, curses, and petrification.					Target: Up to 12 creatures, all within 30 ft. of each other			Caster Level: 12	
☐☐☐☐Call Zelekhut	22	None	10 minutes	Instantaneous	Close (55 ft.)	V,S,DF,XP	No	Conjuration (Calling) [Lawful]	SPELL CO: Pg.42
Effect: You receive the aid of a Zelekhut inevitable in performing one task that cannot exceed 1 hour.					Target: One called zelekhut			Caster Level: 12	
☐☐☐☐Command, Greater	22	Will negates	1 standard action	12 rounds	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
Effect: As command, but affects 12 subjects.					Target: 12 creatures, no two of which can be more than 30 ft. apart			Caster Level: 12	
☐☐☐☐Commune	22	None	10 minutes	12 rounds	Personal	V, S, M, DF, XP	No	Divination	RSRD: SpellsC.rtf
Effect: Deity answers 12 yes-or-no questions.					Target: You			Caster Level: 12	
* =Domain/Sociality Spell									



## Cleric Spells

██████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> 12									
██████Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+12 damage for many creatures.									
<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart									
<i>Caster Level:</i> 12									
██████Curse of Ill Fortune, Mass	22	Will negates	1 standard action	1 minute/level	Medium (220 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> 12									
██████*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> 12									
██████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> 12									
██████Dispel Chaos	22	See text	1 standard action	12 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> 12									
██████Dispel Evil	22	See text	1 standard action	12 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> 12									
██████Dispel Law	22	See text	1 standard action	12 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> 12									
██████Disrupting Weapon	22	Will negates (harmless, object); see text	1 standard action	12 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> 12									
██████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> 12									
██████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> 12									
██████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> 12									
██████Earth Reaver	22	Reflex partial	1 standard action	Instantaneous	Medium (220 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> 12									
██████Flame Strike	22	Reflex half	1 standard action	Instantaneous	Medium (220 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 12d6 damage.									
<i>Target:</i> Cylinder 10									
<i>Caster Level:</i> 12									
██████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> 12									
██████Incorporeal Nova	22	Will negates	1 standard action	Instantaneous	Medium (220 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> 12									
██████Inflict Light Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 1d8+12 damage to many creatures.									
<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart									
<i>Caster Level:</i> 12									
██████Insect Plague	22	None	1 round	12 minutes	Long (880 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> 12									
██████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> 12									
██████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> 12									
██████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> 12									
██████Psychic Turmoil	22	Will partial; see text	1 standard action	12 rounds	Close (55 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> 12									
██████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 12 days ago.									
<i>Target:</i> Dead creature touched									
<i>Caster Level:</i> 12									
██████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> 12									
██████Righteous Might	22	None	1 standard action	12 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> 12									
██████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], +3 morale bonus to attack and damage.									
<i>Target:</i> All allies within 30-ft.-radius burst centered on you									
<i>Caster Level:</i> 12									
██████Sanctuary, Mass	22	Will negates [harmless]	1 standard action	1 round/level	Close (55 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> 12									
* =Domain/Speciality Spell									

## Cleric Spells

□□□□□ Scrying	22	Will negates	1 hour	12 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> 12	
□□□□□ 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> 12	
□□□□□ Spell Resistance	22	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject gains SR 24.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
□□□□□ 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> 12	
□□□□□ 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> 12	
□□□□□ Subvert Planar Essence	22	Fortitude negates	1 standard action	1 round/level	Medium (220 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> 12	
□□□□□ Summon Bralani Eladrin	22	None	1 round	Concentration, up to 1 round/level + 1 round	Close (55 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> 12	
□□□□□ Summon Monster V	22	None	1 round	12 rounds [D]	Close (55 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> 12	
□□□□□ 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> 12	
□□□□□ 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> 12	
□□□□□ *Tree Stride	22	None	1 standard action	12 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> 12	
□□□□□ 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> 12	
□□□□□ True Seeing	22	Will negates (harmless)	1 standard action	12 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> 12	
□□□□□ 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> 12	
□□□□□ 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> 12	
□□□□□ Wall of Dispel Magic	22	None	1 standard action	1 minute/level	Close (55 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> 12	
□□□□□ *Wall of Force	22	None	1 standard action	12 rounds [D]	Close (55 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 12 10-ft. squares			<i>Caster Level:</i> 12	
□□□□□ Wall of Limbs	22	Reflex negates; see text	1 round	1 round/level [D]	Medium (220 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> 12	
□□□□□ Wall of Stone	22	See text	1 standard action	Instantaneous	Medium (220 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 12 5-ft. squares [S]			<i>Caster Level:</i> 12	
□□□□□ 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> 12	
□□□□□ Zone of Revelation	22	None	1 standard action	1 minute/level	Close (55 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> 12	

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animate Objects	23	None	1 standard action	12 rounds	Medium (220 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Objects attack your foes.					<i>Target:</i> 12 Small objects; see text			<i>Caster Level:</i> 12	
□□□□□ Antilife Shell	23	None	1 round	120 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> 12	
□□□□□ Banishment	23	Will negates	1 standard action	Instantaneous	Close (55 ft.)	V, S, F	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Banishes 24 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> 12	
□□□□□ Bear's Endurance, Mass	23	Will negates (harmless)	1 standard action	12 minutes	Close (55 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bear's endurance, affects 12 subjects.					<i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 12	
□□□□□ Blade Barrier	23	Reflex half or Reflex negates; see text	1 standard action	12 minutes [D]	Medium (220 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wall of blades deals 12d6 damage.					<i>Target:</i> Wall of whirling blades up to 240 ft. long, or a ringed wall of whirling blades with a radius of up to 30 ft; either form 20 ft. high			<i>Caster Level:</i> 12	
□□□□□ Bolt of Glory	23	None	1 standard action	Instantaneous	Close (55 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> 12	
□□□□□ Bull's Strength, Mass	23	Will negates (harmless)	1 standard	12 minutes	Close (55 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf

\* =Domain/Speciality Spell

# Cleric Spells

<div> <div>Effect: As bull's strength, affects one subject/ level.</div> <div>action</div> <div>Target: 12 creatures, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 12</div> </div>									
■■■■■Cold Snap	23	None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation [Cold]	SPELL CO: Pg.50
<div> <div>Effect: Lowers temperature by 5 degrees per level [Max 50 degrees]</div> <div>Target: 1-mile-radius circle centered on you</div> <div>Caster Level: 12</div> </div>									
■■■■■Cometfall	23	Reflex half	1 standard action	Instantaneous	Medium (220 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50
<div> <div>Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to everything in the area. Creatures that fail their Reflex are prone; see text</div> <div>Target: 400-pound ball of rock and ice</div> <div>Caster Level: 12</div> </div>									
■■■■■Cure Moderate Wounds, Mass	23	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<div> <div>Effect: Cures 2d8+12 damage for many creatures.</div> <div>Target: 12 creatures, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 12</div> </div>									
■■■■■Dispel Magic, Greater	23	None	1 standard action	Instantaneous	Medium (220 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<div> <div>Effect: As dispel magic, but +20 on check.</div> <div>Target: One spellcaster, creature, or object; or 20-ft.-radius burst</div> <div>Caster Level: 12</div> </div>									
■■■■■Eagle's Splendor, Mass	23	Will negates (harmless)	1 standard action	12 minutes	Close (55 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<div> <div>Effect: As eagle's splendor, affects 12 subjects.</div> <div>Target: 12 creatures, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 12</div> </div>									
■■■■■Energy Immunity	23	None	1 standard action	24 hours	Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80
<div> <div>Effect: Become immune to one energy type.</div> <div>Target: Creature touched</div> <div>Caster Level: 12</div> </div>									
■■■■■Find the Path	23	None or Will negates (harmless)	3 rounds	120 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	RSRD: SpellsF-G.rtf
<div> <div>Effect: Shows most direct way to a location.</div> <div>Target: You or creature touched</div> <div>Caster Level: 12</div> </div>									
■■■■■Forbiddance	23	See text	6 rounds	Permanent	Medium (220 ft.)	V, S, M, DF	Yes	Abjuration	RSRD: SpellsF-G.rtf
<div> <div>Effect: Blocks planar travel, damages creatures of different alignment.</div> <div>Target: 12 60-ft. cubes [S]</div> <div>Caster Level: 12</div> </div>									
■■■■■Geas/Quest	23	None	10 minutes	12 days or until discharged [D]	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsF-G.rtf
<div> <div>Effect: As lesser geas, plus it affects any creature.</div> <div>Target: One living creature</div> <div>Caster Level: 12</div> </div>									
■■■■■Ghost Trap	23	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SPELL CO: Pg.103
<div> <div>Effect: Field of energy negates incorporeality within a 5 ft./caster level radius.</div> <div>Target: 5 ft./level-radius emanation centered on you</div> <div>Caster Level: 12</div> </div>									
■■■■■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
<div> <div>Effect: As glyph of warding, but up to 10d8 damage or 6th-level spell.</div> <div>Target: Object touched or up to 60 sq. ft</div> <div>Caster Level: 12</div> </div>									
■■■■■Harm	23	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<div> <div>Effect: Deals 120 points damage to target.</div> <div>Target: Creature touched</div> <div>Caster Level: 12</div> </div>									
■■■■■Heal	23	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
<div> <div>Effect: Cures 120 points of damage, all diseases and mental conditions.</div> <div>Target: Creature touched</div> <div>Caster Level: 12</div> </div>									
■■■■■Heroes' Feast	23	None	10 minutes	1 hour plus 12 hours; see text	Close (55 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	RSRD: SpellsH-L.rtf
<div> <div>Effect: Food for 12 creatures cures and grants combat bonuses.</div> <div>Target: Feast for 12 creatures</div> <div>Caster Level: 12</div> </div>									
■■■■■**Heroes' Feast	23	None	10 minutes	1 hour plus 12 hours; see text	Close (55 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	RSRD: SpellsH-L.rtf
<div> <div>Effect: Food for 12 creatures cures and grants combat bonuses.</div> <div>Target: Feast for 12 creatures</div> <div>Caster Level: 12</div> </div>									
■■■■■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
<div> <div>Effect: Protects area against divinations; see text</div> <div>Target: Up to 200 sq.ft./level [S]</div> <div>Caster Level: 12</div> </div>									
■■■■■Ice Flowers	23	Reflex half	1 standard action	Instantaneous	Long (880 ft.)	V,S	No	Transmutation [Cold]	SPELL CO: Pg.119
<div> <div>Effect: Creates dense rumble and causes 1d6/caster level [max 15d6]. No affect in desert or solid stone.</div> <div>Target: 20-ft.-radius burst</div> <div>Caster Level: 12</div> </div>									
■■■■■Inflict Moderate Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<div> <div>Effect: Deals 2d8+12 damage to many creatures.</div> <div>Target: 12 creatures, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 12</div> </div>									
■■■■■Lucent Lance	23	None	1 standard action	Instantaneous	Close (55 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SPELL CO: Pg.134
<div> <div>Effect: Ranged touch attack blinds creature for 1 round; see text.</div> <div>Target: Ray</div> <div>Caster Level: 12</div> </div>									
■■■■■Make Manifest, Mass	23	N/A	1 standard action	1 round/level	Close (55 ft.)	V,S,M	N/A	Transmutation	SPELL CO: Pg.137
<div> <div>Effect: As make manifest, except all creatures and unattended object appear.</div> <div>Target: 25-ft.-radius emanation centered on a point in space</div> <div>Caster Level: 12</div> </div>									
■■■■■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
<div> <div>Effect: Grants Cold Subtype to target.</div> <div>Target: Creature touched</div> <div>Caster Level: 12</div> </div>									
■■■■■Opalescent Glare	23	Will partial; see text	1 standard action	Instantaneous	Personal	V,S,DF	Yes	Necromancy [Death, Good]	SPELL CO: Pg.150
<div> <div>Effect: 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.</div> <div>Target: You</div> <div>Caster Level: 12</div> </div>									
■■■■■Owl's Wisdom, Mass	23	Will negates (harmless)	1 standard action	12 minutes	Close (55 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<div> <div>Effect: As owl's wisdom, affects one subject/ level.</div> <div>Target: 12 creatures, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 12</div> </div>									
■■■■■Planar Ally	23	None	10 minutes	Instantaneous	Close (55 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<div> <div>Effect: As lesser planar ally, but up to 12 HD.</div> <div>Target: 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear</div> <div>Caster Level: 12</div> </div>									
■■■■■Planar Exchange	23	None	1 round	1 round/level [D]	0 ft.	V,S,DF	No	Conjuration (Calling)	SPELL CO: Pg.159
<div> <div>Effect: Call a celestial creature see list; see text</div> <div>Target: One called creature</div> <div>Caster Level: 12</div> </div>									
■■■■■Rejection	23	Fortitude negates	1 standard action	Instantaneous	60 ft.	V,S	Yes	Abjuration	SPELL CO: Pg.172
<div> <div>Effect: Creatures in the area must save or be pushed away from you to a distance of 5 ft. per caster level.</div> <div>Target: Cone-shaped burst</div> <div>Caster Level: 12</div> </div>									
■■■■■*Repulsion	23	Will negates	1 standard action	12 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<div> <div>Effect: Creatures can't approach you.</div> <div>Target: 120 ft. radius emanation centered on you</div> <div>Caster Level: 12</div> </div>									
■■■■■Resistance, Superior	23	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<div> <div>Effect: As resistance, except you grant the subject +6 resistance bonus.</div> <div>Target: Creature touched</div> <div>Caster Level: 12</div> </div>									
* =Domain/Specialty Spell									

## Cleric Spells

☐☐☐☐☐	Revive Outsider	23	None; see text	1 minute	Instantaneous	Touch	V,S,M,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
	Effect: As raise dead, except it affects an outsider.					Target: Touch			Caster Level: 12	
☐☐☐☐☐	Sarcophagus of Stone	23	Reflex negates	1 standard action	1 round/level?	Touch	V,S,M	No	Conjuration (Creation)	SPELL CO: Pg.180
	Effect: Airtight coffin; see text.					Target: Creature touched?			Caster Level: 12	
☐☐☐☐☐	Spider Plague	23	None	1 round	1 round/level	Close (55 ft.)	V,S	No	Conjuration (Summoning) [See text]	SPELL CO: Pg.201
	Effect: Summon five celestial or fiendish Large monstrous spiders [MM 289]; see text.					Target: Five summoned spiders			Caster Level: 12	
☐☐☐☐☐	Stone Body	23	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.207
	Effect: Body becomes stone with DR 10/adamantine and a +4 enhancement to Strength, but take a -4 penalty to Dexterity; see text					Target: You			Caster Level: 12	
☐☐☐☐☐	Summon Monster VI	23	None	1 round	12 rounds [D]	Close (55 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: 12	
☐☐☐☐☐	Symbol of Fear	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]	RSRD: SpellsS.rtf
	Effect: Triggered rune panics nearby creatures.					Target: One symbol			Caster Level: 12	
☐☐☐☐☐	Symbol of Persuasion	23	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsS.rtf
	Effect: Triggered rune charms nearby creatures.					Target: One symbol			Caster Level: 12	
☐☐☐☐☐	Undeath to Death	23	Will negates	1 standard action	Instantaneous	Medium (220 ft.)	V, S, M/DF	Yes	Necromancy [Death]	RSRD: SpellsT-Z.rtf
	Effect: Destroys 12d4 HD of undead.					Target: Several undead creatures within a 40-ft.-radius burst			Caster Level: 12	
☐☐☐☐☐	Vigorous Circle	23	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 40]	20 ft.	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
	Effect: Same as mass lesser vigor except it grants all targets fast healing ability for the duration of the spell at 3 hp automatically healed per round.					Target: One creature/2 levels, no two of which can be more than 30 ft. apart			Caster Level: 12	
☐☐☐☐☐	Visage of the Deity	23	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.230
	Effect: Your form becomes more like your deity's, take on celestial or fiendish qualities; see text					Target: You			Caster Level: 12	
☐☐☐☐☐	Wind Walk	23	No and Will negates (harmless)	1 standard action	12 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	RSRD: SpellsT-Z.rtf
	Effect: You and your allies turn vaporous and travel fast.					Target: You and 4 touched creatures			Caster Level: 12	
☐☐☐☐☐	**Wind Walk	23	No and Will negates (harmless)	1 standard action	12 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	RSRD: SpellsT-Z.rtf
	Effect: You and your allies turn vaporous and travel fast.					Target: You and 4 touched creatures			Caster Level: 12	
☐☐☐☐☐	Word of Recall	23	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
	Effect: Teleports you back to designated place.					Target: You and touched objects or other willing creatures			Caster Level: 12	
☐☐☐☐☐	Zealot Pact	23	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF,XP	Yes [harmless]	Evocation	SPELL CO: Pg.244
	Effect: Gain +4 bonus and deal double damage against opposite alignment once spell is activated by first successful hit; see text.					Target: Willing living creature touched			Caster Level: 12	
* =Domain/Specialty Spell										

Turk



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

Description:

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

Biography:

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



## Notes:

### Character Sheet Notes:

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

### Quests:

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

#### Tomb

Find Siblings in Sunless Citadel - Monentary Reward

### NPCs:

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