Turk						Ja	son	Ping	lop									Neutral	Good				
NAME							YERN		_				DEITY					ALIGNME					
Clr12 (Com2		91000				rcpa			Tiny			1' 6"			1 lbs.		Darkvis	ion (60)')			
CLASS				RIENCE		RAG				SIZE			HEIGH			WEIGHT	_	VISION			K		
14 Characte	r Level		10500 NEXT I			_ <u>15</u>				Male GENDI	ER		Hazel EYES			Red, Wil	<u>a</u>	0 POINTS		_			
																						J. 197	
ABILITY NAME	BASE SCORE	MOD A	ABILITY	ABILITY MOD	TEMP SCORE	TEMP MOD		VP	1	14	WOUNDS/	CURRENT HP	SL	JBDU	AL DAMAGE	WP	14	DAMAGE RE	DUCTION	Climb	SPE 40 ft	_{., Walk}	30
STR Strength	9	-1	9	-1	9	-1		Vitality		14			J L			Wound Points	14				ft		
DEX Dexterity	24	+7	26	+8	26	+8		AC irmor class	3	34 :	26	: 28	= 10	0	+ 6 +	0 + 8	+ 2 + 0	+ 8		0	+	0	0
CON	14	+2	14	+2	14	+2	a	IIIIOI Class	то	TAL	FLAT	TOUCH	BAS	SE	ARMOR SH BONUS BO	HIELD STAT	SIZE NATUR	RAL MISC	MISS CHANCE	ARCANE SPELL FAILURE	CH	MOR SF ECK RE ALTY	PELL
Constitution			\vdash	\vdash			11	AITIN	TIVI		⊦ 10 =	+8 +	+2					SKIL	LS	FAILURE		RANKS 17/	8.5
Intelligence	15	+2	15	+2	15	+2	تا ا	modi				DEX	MISC			SKILL N	AME	KEY AE		ILL ABILI' FIER MODIF	TY		SC
WIS	20	+5	24	+7	24	+7	В	ASE A	TTAC		IV	10/+5	ODIFIER	1	Apprais			INT		2 = 2	+	+	
СНА	15	+2	15	+2	15	12		bon	us			10/+3		/	Balance	1		DE			+	+	
Charisma	13	TZ	13	TZ	15	TZ								1	Bluff Climb			CH ST		_	+	.0 + 1	7
SAVI	NG THR	ows	TOT	AL BA	SE AE	BILITY	MAGIC	MISC	EPIC	TEMP	condition	al modifiers		1	Concen	tration		CO				.0 + 1 5.0 +	,
	RTITU		+1	8= +	8 + 4	⊦ 2 +	+2	+6+	+0+							owmaking)	INT			+ 2		
	(constitution)		+2	n - 1		+8+	+2	+6+	+0+	Ш				1	Craft (U	ntrained)		INT	- 2	= 2	+	+	
	(dexterity)		_	-				-		Н				1	Diploma	•		CH		_	+	+	
	(wisdom)	•	+2	(b = +	11++	+7 +	+2	+6+	+0					,	Disable			INT		_		.0 +	
			TOT	ΓAL		BASE A	ATTACK B	ONUS	STAT	SIZ	E MIS	C EPIC	TEMP	1	Disguise Escape			CH DE			+	+	
	LEE		+11	/+6	=	+	-10/+5	5	+ -1	+ +2	2 + +0) + +0	+	1	Forgery			INT			+	+	
	IGED		+20/	+15	\neg $_{\scriptscriptstyle \perp}$ \lceil	+	-10/+5	5	+ +8	+ +2	2 + +0) + +0	+	1		Informatio	า	СН		2 = 2	+	+	
GRA	bonus DDI				≓ ¦					: H	= =			1	Heal			WI		5 = 7	+ 8	3.0 +	
attack	bonus		+1,	/-4	=	+	-10/+5)	+ -1	+ -8	3 + +0) + +0	+	/	Intimida	te		CH		_	+	+	
	UNA	RME	D		TOT		TACK B	ONUS		DAM		CRITIC			Jump	dge (Arcar))	ST INT			+	+ 6.0 +	
						+1	1/+6			1d2	2-1	20/x	2			dge (Religi		INT				5.0 +	
*	Kerc	pa L	ong	bow	+2			ENT HA	ND	TYPE	SIZE			1	Listen	ago (rrong	011)	WI		_	+	+ 4	4
	30	ft.		100 ft.			200 ft.	Both	30	P 00 ft.		400 ft.	X3	X	Nature S	Sense		WI	S 1	1 = 7	+ 4	+ 0.4	
To Hit		/+17		+22/+		_	20/+1	5		8/+13		+16/+1	1		Open Lo			DE				.0 +	
Dam Special	1d ⁴		(Long	1d4+			1d4+1	oden hu		14+1	steel do	1d4+1 es not bur	'n	V	,	(Mental C	,	CH				.0 +	
								ENT HA		TYPE	SIZE			1	Ride	(Psychic I	ieaiing)	WI: DE			+ 1	.0 +	
Oal	ktop					1) _		arried	ND	В	T	20/		1	Search			INT			+	+	
	(Heavy		ed/+1/D	efendin		_				To I !!!		D-		1	Sense N	/lotive		WIS		= 7	+	+	
1H-P		+14/			Dan 1d4-	_	2W-P-(O	H)		To Hit +8/+3		Da 1d4			Sleight	of Hand		DE		9 = 8	+ 1	.0 +	
1H-O		+10/			1d4-	_	2W-P-(O	L)		-10/+5	5	1d4		1	Sneak			DE			+	+	
2H	Due	+14/			1d4+		2W-OH			+4		1d4	+2	1	Sneak (,		DE		6 = 8		+ 6	3
Special	Proper		(Heavy/	Bonded	l/+1/Def	ending)), can	transfer	some o	or all of		enhancem		1	Spellcra Spot	III		INI WI:		1 = 2 6 = 7).U + + (a a
			onus to	AC, Wo	oden bu	ut functi	ions as	steel, de	oes not	burn, I	Bonded V	Veapon (e on, take 5	ex):+2	1	Survival			WIS		7 = 7		+	,
				Dull				f weapor			•oap	, take 0		1	Swim			ST			+	+	
*: weapon 1H-P: One	handed, i	n primary	hand. 1H	I-O : One	handed, i	in off har	nd. 2H : T	wo hande	ed. 2W-P	-(OH): 2	weapons,	primary har	nd (off		Tumble			DE		3 = 8	+ 5	5.0 +	
hand weap	on is heav	/y). 2W-P	'-(OL) : 2 v	veapons,	primary I	hand (off	f hand we	eapon is li	ight). 2W	- OH : 2 \	weapons, o	ff hand.		1	Use Ro	ре		DE	X 8	3 = 8	+	+	
	D I I		RMOF					TYPE	AC .	MAXDE	X CHECK		LURE							=	+	+	
0	Buckl (Shield						٤	Shield	+2		+0	5				√ : ca	an be used ur	ntrained. X:	exclusive		_	+	
							ning Lev	/el	_			_					TURN	N UND	EAD				
		*Be	elt, Mo	nk's					+8		+0	0			TURNING RESI		UNDEAD A	AFFECTE	D T	urning Check		1d20+4	ļ

RESULT	(MAXIMUM HIT DICE)	Check	102014
Up to 0	8	Turn level	12
1 - 3	9	Turn damage	2d6 +14
4 - 6	10	9	
7 - 9	11	You destro	
10 - 12	12	creatures with	total hit dice
13 - 15	13	up t	o 6.
16 - 18	14		
19 - 21	15		
22+	16		
TURN/DAY	00000 0000		

EQUIPME	ENT			
ITEM	LOCATION	QTY	WT	COST
Belt, Monk's	Equipped	1	1.0	13000.0
Eyes of the Eagle	Equipped	1	0.0	2500.0
Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny) +2 to Turning Level	Handy Haversack	1	0.5	9157.5
Dragon Helm of Wisdom +4	Equipped	1	0.0	16000.0
Gloves of Dexterity +2	Equipped	1	0.0	4000.0
Handy Haversack 0.5 lbs., 1 Buckler (+1 (Enhancement to Shield)/Sacred/Masterwork/Tiny)	Carried	1	5.0	2000.0
Kercpa Longbow +2 0 lbs. (Longbow Ironwood (+2/Tiny)), Wooden but functions as steel, does not burn	Equipped	1	0.3	8187.5
Oaktop Mace Ironwood (+1) (Heavy/Bonded/+1/Defending) (Mace Ironwood (+1) (Heavy/Bonded/+1/Defending)), (and transfer some or all of sword's enhancement bonus to AC, Wooden but functions as steel, does not burn, Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 566 damage if weapon broken.	Carried	1	0.8	8156.0
Outfit (Explorer's/Tiny)	Equipped	1	2.0	10.0
Minor Ring of Energy Resistance (Fire) Absorbs 10 points of Fire damage	Equipped	1	0.0	12000.0
Vestment Save Bonus (Resistance) (+2) (Resistance bonus to all saving throws of +2	Equipped	1	0.0	4000.0
TOTAL WEIGHT CARRIED/V	ALUE	•	7.1 lbs	. 79011.0 gp

	1	WEIGHT ALLO	WANC	F	
		WEIGHT ALEC	,,,,,,,	_	
Light	15	Medium	30	Heavy	45
Lift over head	45	Lift off ground	90	Push / Drag	225

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

Total = 0.0 gp

MAGIC

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

SPECIAL ABILITIES

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

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

Aura of Chaos (Ex) Overwhelming

Aura of Evil (Ex) Overwhelming

Aura of Good (Ex) Overwhelming

Aura of Law (Ex) Overwhelming

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

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

Deflect Arrows twice a round as the Feat.

Divine Health

Imbue touch spell into a weapon or ammunition

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

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

Nature's Empathy (Su)

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

Slippery Mind

Spontaneous casting

Summon Fluxx (Su)

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

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

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

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

PROFICIENCIES

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

LANGUAGES

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

TEMPLATES

Initiate of Earth Goddess

Truename

Cleric Spells

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

				LEVEL 0					
Name	DC	Saving Throw	Time 1	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Amanuesis Effect:	17	Will negates [object]	standard action	10 minute/level	Close (60 ft.) Target: Object or ob	V,S	Yes [object]	Transmutation Caster Level: 14	SPELL CO: Pg.9
Copies 250 words per minute.	47	News		To de control de la control de	- '		-		DODD 0 II. 0 //
□□□□□ Create Water Effect:	17	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Conjuration (Creation) [Water] Caster Level: 14	RSRD: SpellsC.rtf
Creates 28 gallons of pure water.					Target: Up to 28 ga				
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 to			Caster Level: 14	
Detect Magic	17	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shape	ed emanatio	n	Caster Level: 14	
Detect Poison	17	None	1 standard action	Instantaneous	Close (60 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creatur	re, one obje	ct, or a 5-ft. cube	Caster Level: 14	
□□□□ 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 to	uched		Caster Level: 14	
□□□□□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 to			Caster Level: 14	
Light	17	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touc			Caster Level: 14	
Long-Range Weapon	17	None	1 standard action	14 minutes or until expended	Touch		Yes (harmless, object)) Transmutation Caster Level: 14	APM: p. 158
Thrown weapon or projectile gains 50% more range.	17	Will negates	1	Instantaneous	same kind and all o each other at the tir 10 ft.	f which mus	st be in contact with		RSRD: SpellsM-O.rtf
Effect:		(harmless, object)	standard action		Target: One object			Caster Level: 14	
Makes minor repairs on an object.	17	Will negates (object)	1	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
□□□□□Purify Food and Drink Effect:		VIII Negates (espect)	standard action		Target: 14 cu. ft. of			Caster Level: 14	None: opener min
Purifies 14 cu. ft of food or water.	17	None	1	140 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
□□□□□ Read Magic	.,	None	standard action	140 minutes	Target: You	v, o, i	110	Caster Level: 14	NORD. Opensi K.iti
Read scrolls and spellbooks.	17	Will negates	1	1 minute	Touch	V S M/DE	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
□□□□□ Resistance	.,	(harmless)	standard action	Timude	Target: Creature to		res (namiess)	Caster Level: 14	NOND. Opensi Tura
Subject gains +1 on saving throws.	17	Fortitude negates	1	1 min.	Touch		Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
□□□□□Virtue	17	(harmless)	standard action	111111.	Target: Creature to		res (namiess)	Caster Level: 14	NOND. Spells1-2.Iti
Subject gains 1 temporary hp.									
				LEVEL 1					
Name □□□□□ Anarchic Water	DC 18	Saving Throw Will negates [object]	Time 1 minute	Duration Instantaneous	Range Touch	Comp. V,S,M	Spell Resistance Yes [object]	School Transmutation	Source SPELL CO: Pg.11
Effect: Chaos imbued damages lawful outsiders for 2d4 points.	10	Will regards (object)	Timilate	mstantaricous	Target: Flask of wa		res (object)	[Chaotic] Caster Level: 14	Of EEE 00.1 g.11
□□□□ Astute Fighting	18	Will negates (harmless)	1 standard action	14 rounds	Touch		Yes (harmless)	Transmutation	APM: p. 147
Effect: Recipient gains +2 bonus on attack rolls, may be able to					Target: Creature to			Caster Level: 14	
□□□□ Axiomatic Water Effect:	18	Will negates [object]	1 minute	Instantaneous	Touch Target: Flask of wa	V,S,M ter touched	Yes [object]	Transmutation [Lawful] Caster Level: 14	SPELL CO: Pg.22
Water damages chaotic outsiders for 2d4 points of damage	ge. 18	Will negates	1 standard action	14 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear,	RSRD: SpellsA-B.rtf
Effect:					Target: All enemies	within 50 ff		Mind-Affecting] Caster Level: 14	
Enemies take -1 on attack rolls and saves against fear.	18	None	1	14 minutes	50 ft.		Yes (harmless)	Enchantment	RSRD: SpellsA-B.rtf
Effect:			standard action				s within a 50-ft. burst,	(Compulsion) [Mind-Affecting] Caster Level: 14	
Allies gain +1 on attack rolls and +1 on saves against fea	r. 18	Will negates [harmless]	1 standard action	1 minute/level	centered on the cas 50 ft.	v,S	No	Divination	SPELL CO: Pg.31
Effect: +2 morale bonus on ranged attacks for your allies within t	the sprea	ad.	action		Target: 50 ft. spread	d, centered	on you	Caster Level: 14	
□□□□□Bless Water Effect:	18	Will negates (object)	1 minute	Instantaneous	Touch Target: Flask of wa		Yes (object)	Transmutation [Good] Caster Level: 14	RSRD: SpellsA-B.rtf
Makes holy water.				* =Domain/Speciality Spell					

				Cleric Spells					
Blood Wind		Will negates [harmless]	1 swift action	1 round	Close (60 ft.)	V,S	Yes [harmless]	Evocation	SPELL CO: Pg.33
Effect: Full attack action allows creature to use natural or unarme		with a 20 ft range incre	ement; see	text 10 minutes/level	Target: A single cre	eature with In	ntelligence 4 or higher	Caster Level: 14 Transmutation	SPELL CO: Pg.43
□□□□*Camouflage	10	IVA	standard action	To minutes/level	reisonai	۷,5	N/A	Transmutation	3r LLL 00. r g.43
Effect: Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 14	
Cause Fear	18	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 ft.)	V, S	Yes	Mind-Affecting]	r,RSRD: SpellsC.rtf
Effect: One creature of 5 HD or less flees for 1d4 rounds.					Target: One living	creature with	5 or fewer HD	Caster Level: 14	
Cold Fire		No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (60 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SPELL CO: Pg.50
Effect: Flames deal cold damage; see text			action		Target: One fire so creature; see text	ource [up to a	20-ft. cube] or one	Caster Level: 14	
□□□□□ Command	18	Will negates	1 standard action	1 round	Close (60 ft.)	V	Yes	Enchantment (Compulsion) [Language-Deper Mind-Affecting]	RSRD: SpellsC.rtf
One subject obeys selected command for 1 round.	10	None	1	140 minutes	Target: One living		: No	Caster Level: 14	BSBD: SpolloC eff
□□□□□Comprehend Languages	18	None	1 standard action	140 minutes	Personal	V, S, M/DF	NO	Divination	RSRD: SpellsC.rtf
Effect: You understand all spoken and written languages.		1400			Target: You			Caster Level: 14	00511 00 5 5
Conviction		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 le	evel]; see text.			Target: Creature to	ouched		Caster Level: 14	
□□□□□ Cure Light Wounds		Will half (harmless); see text	1 standard action	Instantaneous	Touch Target: Creature to	V, S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 14	RSRD: SpellsC.rtf
Cures 1d8+5 damage.	18	Will negates	1	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration	SPELL CO: Pg.63
Effect:		[harmless]	standard action		Target: Creature to		,	(Healing) Caster Level: 14	g
Halts any nonmagical disease for the duration of the spell.		None	1	Concentration, up to 140 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect:			standard action		Target: Cone-shap	ed emanatio	n	Caster Level: 14	
Reveals creatures, spells, or objects of selected alignment DDDDDDDetect Evil		None	1	Concentration, up to 140 minutes [D]	60 ft.	V, S, DF		Divination	RSRD: SpellsD-E.rtf
Effect:			standard action		Target: Cone-shap	ed emanatio	n	Caster Level: 14	
Reveals creatures, spells, or objects of selected alignment DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		None	1	Concentration, up to 140 minutes [D]	60 ft.	V, S, DF		Divination	RSRD: SpellsD-E.rtf
			standard action		Tarret Casa abaa		_	Control overhild	
Effect: Reveals creatures, spells, or objects of selected alignment Company Descriptions I are a selected alignment.		None	1	Concentration, up to 140 minutes [D]	Target: Cone-shap 60 ft.	V, S, DF		Caster Level: 14 Divination	RSRD: SpellsD-E.rtf
Detect Law			standard action	consolitation, up to 1 to minutes [2]					TOTAL OPOROS EITE
iffect: Reveals creatures, spells, or objects of selected alignment		N		0	Target: Cone-shap			Caster Level: 14	DODD 0 D.E
Detect Undead	18	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S, M/DF	· NO	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals undead within 60 ft.					Target: Cone-shap		n	Caster Level: 14	
Dispel Ward	18	None	1 standard action	Instantaneous	Medium (240 ft.)		No	Abjuration	SPELL CO: Pg.67
Effect: Functions like dispel magic; see text					Target: One warde			Caster Level: 14	
Divine Favor	18	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
Effect: You gain +4 on attack and damage rolls.	18	Will negates	1	14 minutes	Target: You Medium (240 ft.)	V, S, DF	Voc	Caster Level: 14	r,RSRD: SpellsD-E.rtf
Doom	10	vviii riegales	standard action	14 minutes	Wedium (240 ft.)	v, 3, Di	165	Mind-Affecting]	ii,NOND. Spelisb-L.iti
Effect: One subject takes -2 on attack rolls, damage rolls, saves,		cks.			Target: One living			Caster Level: 14	
□□□□□Draw on Faith	18		1 round	Until expended or 1 minute	Personal Target: Surge of di	V, S, DF		Conjuration (Summoning) Caster Level: 14	APM: p. 151
Gain a +1 bonus on one save, check, or attack roll.	18	None	1	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.77
			standard action				,		3
Effect: See normally in darkness both magical and natural. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	18	Will negates	1	24 hours	Target: Creature to	V, S	Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsD-E.rtf
		(harmless)	standard action				. 50 (•	
Effect: Exist comfortably in hot or cold environments.	40	Ness	4	44 minutes (D)	Target: Creature to		Ne	Caster Level: 14	DCDD O W T T
□□□□□ Entropic Shield	18	None	1 standard action	14 minutes [D]	Personal Target: You	V, S	No	Abjuration Caster Level: 14	RSRD: SpellsD-E.rtf
Ranged attacks against you have 20% miss chance.	18	None	1	14 minutes [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
Effect:			standard action	- /	Target: You			Caster Level: 14	-,
effect: Your speed increases by 30 ft. Graph Healing	18	Will negates	1	Instantaneous	Target: You Touch	V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.87
Effect:		[harmless]	standard action		Target: Living crea			(Healing) Caster Level: 14	3
Heal 8 + caster level [max +5] hit points.	18	None or Reflex partial	1	14 rounds [D] or until expended	0	V, S, DF		Evocation [Chaos	, APM: p. 155
Effect:	-	partial	standard action	and the second s				Fire] Caster Level: 14	
Small flame sheds light and deals 1d6+14 fire damage, plu		es foes of opposite alig None or Reflex partial		4 fire damage to others. 14 rounds [D] or until expended	Target: One fiery a	V, S, DF		Caster Level: 14 Evocation [Fire,	ΔPM: p. 155
□□□□□ Flame of Good, Lesser	10	rione or Kellex partial	1 standard	ידי וסעוועט ניטן טו עווווו experided	J	v, 3, DF	1 00	Good]	Ar W. P. 100

				Cleric Spells					
Effect:			action		Target: One fiery au	ra on vour l	noly symbol	Caster Level: 14	
Small flame sheds light and deals 1d6+14 fire damage, plus		es foes of opposite align None or Reflex partial	1	fire damage to others. 14 rounds [D] or until expended		V, S, DF		Evocation [Fire,	APM: p. 156
Effect:			standard action		Target: One fiery au	ra on vour l	nolv symbol	Law] Caster Level: 14	
Small flame sheds light and deals 1d6+14 fire damage, plus		es foes of opposite aligi None	1	fire damage to others. 1 round/level	- '	V,M	Yes [harmless]	Transmutation	SPELL CO: Pg.99
Effect:			standard action		Target: One creature	a/lovel no t	wo of which are more	[Earth]	
As long as subjects don't move they gain +2 AC and +4 to \$		nst bull rush. N/A	1 swift	1 round	than 30 ft. apart	V,DF	N/A		SPELL CO: Pg.107
Effect:			action		Target: You			Caster Level: 14	· ·
Allows you to make sneak attacks against undead if you ha		ability. None	1 standard	1 minute/level [D]	Long (960 ft.)	V,S	Yes	Evocation	SPELL CO: Pg.108
Effect:			action		Target: Creatures in	a 5-ftradio	us burst	Caster Level: 14	
+2 on ranged attacks	18	Will negates		24 hours	-	V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.111
Effect: Doubles the natural healing rate.		[harmless]	minutes		Target: One creature more than 30 feet ap		wo of which can be	(Healing) Caster Level: 14	
		Will negates (harmless); see text	1 standard	140 minutes [D]		V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
Effect:			action		Target: 14 touched of	creatures		Caster Level: 14	
Undead can't perceive 14 subjects. Undead can't perceive 14 subjects.	18	N/A	1 standard	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold]	SPELL CO: Pg.119
Effect:			action		Target: You			Caster Level: 14	
Attack as if wearing a +1 spiked guantlet. Deals normal dan		r your size + 1d4 cold o Will negates	1 swift	1 minute/level		V,S	Yes	Enchantment	SPELL CO: Pg.121
Effect:			action		Target: Creatures in	a 10-ft bu	rst	(Compulsion) [Mind-Affecting] Caster Level: 14	
Forces creature to act, it cannot delay or ready an action.	18	Will half		Instantaneous	-	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
-			standard action		Torrati C	ahad			
iffect: Touch deals 1d8+5 damage. □□□□□ Inhibit	18	Will negates	1	Instantaneous	Target: Creature tou Medium (240 ft.)	v,s	Yes	Caster Level: 14 Enchantment	SPELL CO: Pq.123
			standard action					(Compulsion) [Mind-Affecting]	g.120
Effect: Subject is forced to delay; see text.	18	Will negates	1	10 minutes/level	Target: One creature Touch	v,s,m	Yes	Caster Level: 14 Abjuration	SPELL CO: Pg.126
Ironguts	10	will flegates	standard action	TO minutes/level	Touch	v ,3,IVI	res	Abjuration	3FELL CO. Fg. 120
Effect: Target gains +5 alchemical bonus on Fort saves against all					Target: Creature tou			Caster Level: 14	
⊒□□□□ Light of Lunia	18	None	1 standard action	10 minutes/level [D]	Medium (240 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SPELL CO: Pg.132
Effect: Light radiating 30-ft. and 20-ft further of dim light, next rou	ınd you	can use the light as a		dealing 1d6 [double against undead and	Target: You and up t	to two rays;	see text	Caster Level: 14	
utsiders]; see text		Will negates		14 hours [D]	Touch	V, S, F	No	Conjuration	RSRD: SpellsM-O.rtf
Effect:		(harmless)	standard action		Target: Creature tou	ched		(Creation) [Force] Caster Level: 14	
Gives subject +4 armor bonus.		Will negates		30 minutes or until discharged	•		Yes (harmless, object)		RSRD: SpellsM-O.rtf
effect:		(harmless, object)	standard action		Target: Up to three p		-1	Caster Level: 14	
Three stones gain +1 on attack rolls, deal 1d6+1 damage.	18	Will negates	1	14 minutes			Yes (harmless, object)	040107 20707. 1 1	RSRD: SpellsM-O.rtf
Jajaamagio Weapon		(harmless, object)	standard action	· · · · · · · · · · · · · · · · · · ·			1 00 (11011111000) 00/000)		rtorto. oponom om
Weapon gains +1 bonus.	10	Will pagatos	1	1 round/level	Target: Weapon tou		Yes	Caster Level: 14	SPELL CO: Pa 143
□□□□ Moon Lust	18	Will negates [harmless]	1 standard action	i round/ievei	Medium (240 ft.)	V,S,F	res	Illsion (Pattern) [Mind-Affecting]	SPELL CO: Pg.143
Effect: Creature becomes fascinated for the duration of the spell.					Target: Creature tou			Caster Level: 14	
□□□□ Nightshield	18	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.148
Effect: +1 resistance on Saving throws, increases to +2 at caster le				es magic missiles.	Target: You			Caster Level: 14	
□□□□ Nimbus of Light	18	N/A	standard	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SPELL CO: Pg.148
Effect: Creates light 30' Can use as ranged touch attack 30' for 1di	8 plus 1	point per round that's	action elapsed sir	nce casting to max of [1d8 + caster level]	Target: You			Caster Level: 14	
		None	1 standard	14 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
Effect: Fog surrounds you.			action		Target: Cloud spread	ds in 20-ft.	radius from you, 20 ft.	Caster Level: 14	
□□□□□Omen of Peril	18	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SPELL CO: Pg.149
ffect: Brief supplication gives you a vision that hints at how dange DDDDDDPOrtal Beacon		e immediate future is li None		see text. 1 hour/level	Target: You Close (60 ft.)	V,S	No	Caster Level: 14 Transmutation	SPELL CO: Pg.161
			standard action	- 					00 g.101
iffect: Up to six creatures can be chosen to recieve mental beacon		None	1	14 minutes	Target: One interplai			Caster Level: 14	APM: p. 162
DDDD Potent Weapon	10	None	1 standard action	14 minutes	Touch	V, S	Yes (harmless)	Transmutation	APM: p. 162
Effect: Weapon gains bonuses against a specific foe.					Target: Weapon tou			Caster Level: 14	
□□□□□ Precipitate	18	None	1 standard action	Concentration, up to 14 rounds [D]	Close (60 ft.)	V, S, M/DF	No	Conjuration (Creation) [Air, Water]	APM: p. 163
Effect: Driving rain, sleet, or snow blocks sight and grants conceal	ment, p	lus quenches fires, imp		ement.	Target: Cylinder 40			Caster Level: 14	
	18	Will negates (harmless)	1 standard	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out eleme	entals a	nd outsiders	action		Target: Creature tou	ched		Caster Level: 14	
to and sarso, sounds mind control, neage out eleme	uo d	oatoidoro.		* =Domain/Speciality Spell					

				Cleric Spells					
□□□□□Protection from Evil	18	Will negates (harmless)	1 standard	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
Effect:		(namicss)	action		Target: Creature to	uched		Caster Level: 14	
+2 to AC and saves, counter mind control, hedge out eler	nentals a	Will negates	1	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
Effect:		(harmless)	standard action		Target: Creature to	uched		Caster Level: 14	
+2 to AC and saves, counter mind control, hedge out eler	nentals a	Will negates	1	10 minutes; see text	Close (60 ft.)	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
		(harmless)	standard action		T		Pater and a second as	0	
Effect: Suppresses fear or gives +4 on saves against fear for 4 s Resist Planar Alignment	ubjects.	Will negates	1	1 round/level	30 ft. apart Touch	v,s,DF	vhich can be more than Yes [harmless]	Abjuration	SPELL CO: Pg.174
G		[harmless]	standard action				, (•	
Effect: Grants limited protection from a plane's alignment traits; s					Target: Creature to			Caster Level: 14	
□□□□ Resurgence	18	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: Allows one retry on a failed save against an ongoing spel	l, spell-lil	ke ability, or supernatur			Target: Creature to	uched		Caster Level: 14	
□□□□□ Sanctuary	18	Will negates	1 standard	14 rounds	Touch	V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
Effect: Opponents can't attack you, and you can't attack.			action		Target: Creature to	uched		Caster Level: 14	
□□□□□Scholar's Touch	18	None	1 standard	Concentration, up to 14 rounds	Personal	V,S,M,F	No	Divination	Custom: Races of Destiny Pg.167
Effect:			action	to an life to a second	Target: One book/rd	ound		Caster Level: 14	
Absorb the contents of an entire book as if you had read i	t once. N 18	Not perfect recall and m Will negates (harmless)	ust be able 1 standard	to read the language. 14 minutes	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect:		(action		Target: Creature to	uched		Caster Level: 14	
Aura grants +4 deflection bonus.	18	N/A	1 atondord	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion)	SPELL CO: Pg.189
Effect:			standard action		Target: You			(Compulsion) [Mind-Affecting] Caster Level: 14	
+4 bonus on your next initiative check.	18	Will negates	1	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.194
		[harmless]	standard action						
Effect: Speed increases by 10 ft. and no Balance checks or Refle	ex requir	red to walk on snow.	1	1 round/level	Target: Creature to	v,S	N/A	Caster Level: 14 Transmutation	SPELL CO: Pg.198
Spell Flower	10	IVA	standard action	1 Touritailever	reisonai	v,3	IV/A	Transmutation	3r LLL 00. r g.190
Effect: Hold the charge of one touch spell per arm; see text.					Target: You			Caster Level: 14	
Summon Monster I	18	None	1 round	14 rounds [D]	Close (60 ft.) Target: One summo	V, S, F/DF		Conjuration (Summoning) Caster Level: 14	RSRD: SpellsS.rtf
Calls extraplanar creature to fight for you.	18	N/A	1 swift	Instantaneous	Personal	V,S,M	N/A	Conjuration Conjuration	SPELL CO: Pg.228
Effect:			action		Target: You			(Creation) [Air] Caster Level: 14	
Gain 10 ft. per level of altitude, and then gently float back	to the gi	round. Will negates (harmless)	1 standard	4 hours	Close (60 ft.)	V, S, M	Yes (harmless)	Abjuration	APM: p. 177
Effect:			action		Target: Up to 5 crea		vo of which can be	Caster Level: 14	
Recipients gain +1 on Listen, Sense Motive, and Spot che	18 18	Will negates	1	10 rounds + 1 round/level [max 15]	more than 30 feet a Touch	part V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.229
Effect:		[harmless]	standard action		Target: Living creat	ure touched		(Healing) Caster Level: 14	
Grants target fast healing ability for the duration of the special Vision of Glory	ell. Heals	s 1 hp automatically per None	round.	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SPELL CO: Pg.231
,			standard action		T			0	
Effect: Grants a +1 morale bonus to a single saving throw [target	's choice	e]. Fortitude negates	1	1 minute/level	Target: Creature to	S,M	Yes [harmless]	Caster Level: 14 Transmutation	SPELL CO: Pg.240
□□□□ Wings of the Sea		[harmless]	standard action						55.1 g.240
Effect: Increases creatures swim speed by 30 ft.					Target: Creature to	uched		Caster Level: 14	
				LEVEL 2					
Name	DC 19	Saving Throw None	1	Duration 14 minutes	Range Touch	Comp. V, S, DF	Spell Resistance Yes (harmless)	School Enchantment	Source RSRD: SpellsA-B.rtf
Effect:			standard action		Target: Living creat	ure touched		(Compulsion) [Mind-Affecting] Caster Level: 14	
+1 on attack rolls, +1 against fear, 1d8+10 temporary hp. Align Weapon	19	Will negates	1	14 minutes	Touch		Yes (harmless, object)		RSRD: SpellsA-B.rtf
		(harmless, object)	standard action						•
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon tou must be in contact v casting]		projectiles [all of which her at the time of	Caster Level: 14	
Augury	19	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination Caster Level: 14	RSRD: SpellsA-B.rtf
Learns whether an action will be good or bad. Learns whether an action will be good or bad.	19	N/A	1	1 round/level	Target: You Personal	V,S	N/A	Abjuration	SPELL CO: Pg.18
-			standard action						
Effect: Protects against first 10 points of fire damage, it also extir			1	1 minute/lovel	Target: You	V	Voe [harmless]	Caster Level: 14	SDELL CO: Do 40
Avoid Planar Effects	19	None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SPELL CO: Pg.19
Effect: Gain temporary respite from the natural effects of a speci					Target: One creatur centered on you			Caster Level: 14	
□□□□□ Balor Nimbus	19	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.24
Effect: Any creature grappling you takes 6d6 points of fire damage	ne.		audull		Target: You			Caster Level: 14	

				Cleric Spells					
⊒□□□*Barkskin	19	None	1 standard	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect:			action		Target: Living creat	ure touched	l	Caster Level: 14	
Grants +5 enhancement to natural armor. Grants +5 enhancement to natural armor.	19	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 14 minutes.			action		Target: Creature to	uched		Caster Level: 14	
Body Blades	19	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.35
iffect: Sprouts dagger blades across your body able to inflict 1d6	3 +1/leve	el (max +5) piercing dan		melee attack: see text.	Target: You			Caster Level: 14	
⊒⊒⊒⊒Brambles	19	None	1 standard action	1 round/level	Touch	V,S,M	No	Trasmutation	SPELL CO: Pg.38
iffect: Small magical thorns/spikes protrude from wooden weapo	n; gains	a +1 to hit enhanceme	nt and dea	ls +1/level [max +10] damage.	Target: Wooden we	eapon touch	ed	Caster Level: 14	
Bull's Strength	19	Will negates (harmless)	1 standard action	14 minutes	Touch		Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
ffect: Subject gains +4 to Str for 14 minutes.					Target: Creature to			Caster Level: 14	
□□□□□ Calm Emotions	19	Will negates	standard action	Concentration, up to 14 rounds [D]	Medium (240 ft.) Target: Creatures in			Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	RSRD: SpellsC.rtf
Calms creatures, negating emotion effects.	19	Will negates	1	14 minutes	Touch		Yes	Transmutation	RSRD: SpellsC.rtf
IIII Cat's Grace		(harmless)	standard action		100011	v, o,	. 00	Transmatation	толь. оролосии
Subject gains +4 to Dex for 14 minutes.	10	Will half [harmland]:	1	Instantaneous	Target: Creature to	uched V	Voc [harmland]	Caster Level: 14 Conjuration	SPELL CO: Do 49
Close Wounds	19	Will half [harmless]; see text	1 immediate action		Close (60 ft.)		Yes [harmless]	(Healing)	SPELL CO: Pg.48
ffect: Cure 1d4 +1/level [max +5].	10	None	1	28 hours	Close (60 ft)		No	Caster Level: 14	RSRD: SpellsC.rtf
Consecrate	19	None	1 standard action	28 hours	Close (60 ft.) Target: 20-ftradius	DF	No	Caster Level: 14	RSRD: SpellsC.rtf
Fills area with positive energy, making undead weaker. Cure Moderate Wounds	19	Will half (harmless);	1	Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
ffect:		see text	standard action		Target: Creature to		text	(Healing) Caster Level: 14	
Cures 2d8+10 damage. Curse of III Fortune	19	Will negates	1 standard	1 minute/level	Medium (240 ft.)	V,S,DF	Yes	Necromancy	SPELL CO: Pg.56
ffect:			action		Target: One living of	reature		Caster Level: 14	
Cause -3 penalty on attack rolls, saving throws, ability che	cks and 19	l skill checks. None	1 standard	140 minutes [D]	Touch		No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
ffect:			action		Target: Object touc	hed		Caster Level: 14	
20-ft. radius of supernatural shadow.	19	None	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes	Illusion (Shadow)	SPELL CO: Pg.58
ffect: Create a ribbonlike, weightless, unbreakable bridge.					Target: One bridge up to 20 ft./level lon		. wide, 1 in. thick, and	Caster Level: 14	
Deific Vegeance	19	Will half	1 standard action	Instantaneous	Close (60 ft.)		Yes	Conjuration (Summoning)	SPELL CO: Pg.62
ffect: Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level					Target: One creatur			Caster Level: 14	
Delay Poison	19	Fortitude negates (harmless)	1 standard action	14 hours	Touch		Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
Stops poison from harming subject for 14 hours.	40	N/A	4	4 have leaved as weet discharged (D)	Target: Creature to		NI/A	Caster Level: 14	CDELL CO. D- 70
□□□□□ Divine Insight	19	N/A	1 standard action	1 hour/level or until discharged [D]	Personal Target: You	V,S,DF	N/A	Divination Caster Level: 14	SPELL CO: Pg.70
Gain 5 + your caster level [max bonus of 15] to one skill c	heck dui	ring the duration of the s Will negates or None	spell.	1 round/level	Close (60 ft.)	V	Yes or No [object]; see		SPELL CO: Pg.70
ffect:	13	[object]; see text	standard action				text centered on a creature		5, ELE 60, Fg./0
Temp loss of turning power & domain powers.	19	Will negates	1	1 minute/level	object, or point in sp Medium (240 ft.)	pace	Yes [harmless]	Enchantment	SPELL CO: Pg.70
ffect:		[harmless]	standard action		Target: Allies in a 2			(Compulsion) [Mind-Affecting] Caster Level: 14	3
+1 morale bonus to AC and saving throws.	19	Will negates (harmless)	1 standard	14 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
iffect: Subject gains +4 to Cha for 14 minutes.			action		Target: Creature to	uched		Caster Level: 14	
Energized Shield, Lesser	19	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
ffect: Protects against on energy type [fire, cold, electricity, acid			e; see text		Target: Touch			Caster Level: 14	
□□□□ Enthrall	19	Will negates; see text		1 hour or less	Medium (240 ft.) Target: Any numbe	V, S	Yes	Enchantment (Charm) Caster Level: 14	RSRD: SpellsD-E.rtf
Captivates all within 240 ft.	19	N/A	1 standard	Instantaneous	Personal	V	N/A	Transmutation	SPELL CO: Pg.86
ffect:			action		Target: You			Caster Level: 14	
Extends your tentacles by 5 ft. The state of the state o	19	Will negates	1 round	140 minutes [D]	Touch	V, S. M/DF	Yes (harmless)	Conjuration	APM: p. 153
Effect:		(harmless)	Juniu		Target: Living creat			(Healing) Caster Level: 14	н р. 100
Cures 2 hit points per character level per 10 minutes.	19	None	1 standard	14 minutes	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
ffect: Notice traps as a rogue does.			action		Target: You			Caster Level: 14	

				Cleric Spells					
□□□□□Frost Breath	19	Reflex half	1 standard action	Instantaneous	30 ft. V,\$		Yes		SPELL CO: Pg.100
Breath a cone of cold that deal 1d4/2 caster levels [max 5d					Target: Cone-shaped b			Caster Level: 14	
□□□□Fuse Arms	19	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch V,S Target: Creature with at		Yes [harmless]	Transmutation	SPELL CO: Pg.100
<i>ect:</i> Gain +4 Str for every set of limbs fused to the primary limb.					touched			Caster Level: 14	
□□□□Gentle Repose	19	Will negates (object)	1 standard action	14 days			Yes (object)	Necromancy	RSRD: SpellsF-G.rti
ect: Preserves one corpse.					Target: Corpse touched	i		Caster Level: 14	
Ghost Touch Armor	19	Will negates [harmless]	1 standard action	1 minute/level	Touch V,S		Yes [harmless]	Transmutation	SPELL CO: Pg.102
fect: Armor gains Ghost Touch property.					Target: Armor of creatu	re touche	ed	Caster Level: 14	
□□□□Hand of Divinity	19	None	1 minute	1 minute/level	Touch V,S Target: Creature toucher		No	Evocation [See text] Caster Level: 14	SPELL CO: Pg.109
Grant +2 [Profane or Sacred] bonus to all saving throws. Haling Lorecall	19	N/A	1 standard action	10 minutes/level	Personal V,S	5,M	N/A	Divination	SPELL CO: Pg.110
fect:					Target: You			Caster Level: 14	
Allows caster with Heal ranks to remove other ailments who	en usin 19	g Conjuration [Healing] Will negates; see text		n also heal more; see text. 14 rounds [D]; see text	Medium (240 ft.) V,	S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rt
fect:			action		Target: One humanoid	creature		Caster Level: 14	
Paralyzes one humanoid for 14 rounds.	19	Will half	1 standard action	Instantaneous	Touch V,	S	Yes	Necromancy	RSRD: SpellsH-L.rt
^r ect: Touch attack, 2d8+10 damage.					Target: Creature touche	ed		Caster Level: 14	
Touch attack, 200+10 damage.	19	None	1 standard action	10 minutes/level	30 ft. V,S	S,M	No	Conjuration (Creation)	SPELL CO: Pg.123
fect: inky cloud that works under water.					Target: 30-ftradius spr	read cent	ered on you	Caster Level: 14	
□□□□Iron Silence	19	Will negates [harmless,object]	1 standard action	1 hour/level [D]			Yes [harmless,object]	Transmutation	SPELL CO: Pg.125
ect: Hide and Move Silent check ignore the Armor penalty durin	ng the d	uration of the spell.			Target: One suit of arm	or touche	ed/3 levels	Caster Level: 14	
Light of Mercuria	19	None	1 standard action	10 minutes/level [D]	Medium (240 ft.) V,S		Yes; see text	Light]	SPELL CO: Pg.132
<i>ect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. un	dead o	r outsiders.			Target: You and up to to	wo rays;	see text	Caster Level: 14	
Living Undeath	19	Fortitude negates [harmless]	1 standard action	1 minute/level			Yes [harmless]	Necromancy	SPELL CO: Pg.134
fect: Not subject to sneak attacks or criticals; -4 penalty to Cha s	score.				Target: Creature touche	ed		Caster Level: 14	
□□□□*Magic Missile	19	None	1 standard action	Instantaneous	Medium (240 ft.) V, Target: Up to five create		Yes	Evocation [Force] Caster Level: 14	RSRD: SpellsM-O.
5 missiles that do 1d4+1 damage each.	19	MGIIt		lastartar anna	more than 15 ft. apart				DCDD: Carlland O
□□□□ Make Whole	19	Will negates (harmless, object)	1 standard action	Instantaneous	Close (60 ft.) V, Target: One object of up		Yes (harmless, object)	Caster Level: 14	RSRD: SpellsM-O.
Repairs an object.	19	Will negates	1	Pormanent			Yes	Necromancy	SPELL CO: Pg.138
□□□□Mark of the Outcast	19	will riegates	standard action	Permanent	Target: One creature	5,01	res	Necromancy Caster Level: 14	SFELL GO. Fg. 130
Creates an indelible mark on the subjects face; see text.	19	Will negates	1	14 minutes	-	S, M/DF	Van	Transmutation	RSRD: SpellsM-O.
Owl's Wisdom	19	(harmless)	standard action	14 minutes	Target: Creature touche		res	Caster Level: 14	KSKD. Spellsivi-O.
Subject gains +4 to Wis for 14 minutes. Protection from Negative Energy	19	Will negates	1	10 minutes/level	Touch V,S		Yes [harmless]	Abjuration	SPELL CO: Pg.163
fect:	15	[harmless]	standard action	To minutes/rever	Target: Creature touche		res (namicss)	Caster Level: 14	Of EEE 00. 1 g. 100
Subtract 10 hp worth of damage from each negative energy	y attack 19	 Will negates	1	10 minutes/level	Touch V,S		Yes [harmless]	Abjuration	SPELL CO: Pg.163
fect:		[harmless]	standard action	-	Target: Creature touche		,	Caster Level: 14	· · · · · · · ·
Subtract 10 hp worth of damage from each positive energy	attack. 19	Will negates	1	1 round	Medium (240 ft.) V,5	S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.164
fect:		[harmless]	standard action		Target: Allies in a 20-ft.			Caster Level: 14	J
Subjects base land speed increased by 30 feet. Remove Paralysis	19	Will negates (harmless)	1 standard action	Instantaneous	Close (60 ft.) V,	S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.r
fect: Frees one or more creatures from paralysis or slow effect.					Target: Up to four creat more than 30 ft. apart	ures, no	two of which can be	Caster Level: 14	
Resist Energy	19	Fortitude negates (harmless)	1 standard action	140 minutes		S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.r
fect: Ignores first 30 points of damage/attack from specified ene IDDDDRestoration, Lesser	rgy type 19	Will negates		Instantaneous	Target: Creature touche Touch V,		Yes (harmless)	Caster Level: 14 Conjuration	RSRD: SpellsP-R.r
fect:		(harmless)			Target: Creature touche	ed		(Healing) Caster Level: 14	
Dispels magical ability penalty or repairs 1d4 ability damag □□□□□ Shatter	e. 19	Will negates (object); Will negates (object) or Fortitude half; see text	standard	Instantaneous	Close (60 ft.) V,	S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
fect: Sonic vibration damages objects or crystalline creatures.	19	Will negates	1	14 hours [D]	Target: 5-ftradius spre crystalline creature Close (60 ft.) V,		ne solid object or one Yes (harmless)	Caster Level: 14 Abjuration	RSRD: SpellsS.rtf
		(harmless)	standard						
ffect: You take half of subject's damage.			action		Target: One creature			Caster Level: 14	

Cleric Spells

action

opposite effect on you as if you were undead.	lligent u	ndead percieve you as	a fellow	undead. Cure and inflict spells have the	Target: You ne			Caster Level: 14	
Silence	19	Will negates; see text or none (object)	1 standard	14 minutes [D]	Long (960 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
Effect:			action				centered on a creature	e, Caster Level: 14	
Negates sound in 15-ft. radius.	19	Fortitude partial	1 standard	Instantaneous	object, or point in sp Close (60 ft.)	v, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
Effect:			action		Target: 10-ftradius	spread		Caster Level: 14	
Deals 1d8 sonic damage to subjects; may stun them. Deals 1d8 sonic damage to subjects; may stun them.	19	Will negates	1	1 hour/level	-	V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.197
·		[harmless]	standard action		T	. 0 1		0	
Effect: Subject will not rise as spawn if killed by an undead capal	ble of cre	eating spawn. Will negates	1	10 minutes/level	Target: One creature		Vac [harmland]	Caster Level: 14 Abjuration	SPELL CO: Do 100
Spell Immunity, Lesser	19	[harmless]	1 standard action	To 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 tex	t.			Target: Creature tou			Caster Level: 14	
Spiritual Weapon	19	None	1 standard action	14 rounds [D]	Medium (240 ft.)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
Effect: Magical weapon attacks on its own.			action		Target: Magic weapo	on of force		Caster Level: 14	
□□□□□ Stabilize	19	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.204
Effect: Spell designed for battle fields, heals all creatures for 1 h	to stab				Target: 50-ftradius		•	Caster Level: 14	
Status	19	Will negates (harmless)	1 standard action	14 hours		V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
Effect: Monitors condition, position of allies.	19	Will pageton	1	10 minutes/level	Target: 4 living creat			Caster Level: 14	SDELL CO: Da 200
Stone Bones Effect:	19	Will negates [harmless]	1 standard action	10 minutes/level	Touch Target: Corporeal ur	V,S,F	Yes [harmless]	Transmutation Caster Level: 14	SPELL CO: Pg.208
Target gains natural armor AC bonus of +3.	19	None	10	8 hours	- '		No No	Caster Level. 14 Conjuration	SPELL CO: Pg.214
Summon Elysian Thrush			minutes		Target: One summo			(Summoning) [Good] Caster Level: 14	
Summons a Elysian thrush [Planar Handbook 118]; see to	ext 19	None	1 round	14 rounds [D]	ŭ.	V, S, F/DF		Conjuration	RSRD: SpellsS.rtf
Effect:					Target: One or more		d creatures, no two of	(Summoning) Caster Level: 14	
Calls extraplanar creature to fight for you. Undetectable Alignment	19	Will negates (object)	1 standard	24 hours	which can be more t Close (60 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
Effect:			action		Target: One creature	e or object		Caster Level: 14	
Conceals alignment for 24 hours.	19	N/A	1	1 minute/level	Personal	V,S	N/A	Evocation	SPELL CO: Pg.228
Effect:			standard action		Target: You			[Darkness] Caster Level: 14	
Grants you a 20% miss chance from concealment.	19	Will negates	1	14 minutes		V, S, DF	Yes	Enchantment	RSRD: SpellsT-Z.rtf
Effect:			standard action		Target: 20-ftradius	emanation		(Compulsion) [Mind-Affecting] Caster Level: 14	
Subjects within range cannot lie.				E\/E 2					
Subjects within range cannot lie. Name	DC	Saving Throw	Time	LEVEL 3	Range	Comp.	Spell Resistance	School	Source
	DC 20	Saving Throw None	1 standard			Comp. V,S,DF	Spell Resistance Yes [harmless]	Enchantment (Compulsion)	Source SPELL CO: Pg.8
Name	20	None	1 standard action	Duration	Close (60 ft.)	V,S,DF		Enchantment	
Name Graph Aid, Mass Effect:	20	None	1 standard action	Duration	Close (60 ft.) Target: One or more more than 30 ft. apa	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8	20 +1/caste	None r level [max 15] tempora Will negates [harmless]	standard action ary hp. 1 standard	Duration 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apa	V,S,DF e creatures, art S,M/DF	Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14	SPELL CO: Pg.8 SPELL CO: Pg.8
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing	20 +1/caste	None r level [max 15] tempora Will negates	1 standard action ary hp. 1 standard action 1 standard	Duration 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu	V,S,DF e creatures, art S,M/DF	Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation	SPELL CO: Pg.8
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing Effect: Grants creatures the ability to breath air.	20 +1/caste 20	None I level [max 15] tempora Will negates [harmless] Will negates [harmless, object]	1 standard action ary hp. 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text	Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (60 ft.)	v,s,DF e creatures, int s,M/DF ures touche v,s,DF	Yes [harmless] no two of which are Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SPELL CO: Pg.8 SPELL CO: Pg.8
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing Effect: Grants creatures the ability to breath air. Align Weapon, Mass Effect:	20 +1/caste 20	None I level [max 15] tempora Will negates [harmless] Will negates [harmless, object]	1 standard action ary hp. 1 standard action 1 standard action 1 standard action 2. 1 standard	Duration 1 minute/level 2 hours/level; see text	Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart	v,s,DF e creatures, int s,M/DF ures touche v,s,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object, wo of which are more	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation)	SPELL CO: Pg.8 SPELL CO: Pg.8
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8: Air Breathing Effect: Grants creatures the ability to breath air. Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. Anarchic Storm	20 +1/caste 20 20	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance	1 standard action ary hp. 1 standard action 1 standard action 2. 1	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart	V,S,DF e creatures, int S,M/DF ures touche V,S,DF in/level, no t V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing Effect: Grants creatures the ability to breath air. Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple wea	20 +1/caste 20 20	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance	1 standard action ary hp. 1 standard action 1 standard action 2. 1 standard action 1 standard	Duration 1 minute/level 2 hours/level; see text 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-	V,S,DF c creatures, int S,M/DF ures touche V,S,DF h/level, no t V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water]	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8: Air Breathing Effect: Grants creatures the ability to breath air. Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple west Anarchic Storm Effect: Storm imposes penalties and damages lawful creatures.	20 +1/caste 20 20 appons or 20 20	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless]	1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.)	V,S,DF a creatures, int S,M/DF ures touche V,S,DF h/level, no t V,S,M,DF -ft. radius, : V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14	SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Grants creatures the ability to breath air. Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. Anarchic Storm Effect: Storm imposes penalties and damages lawful creatures.	20 +1/caste 20 20 appons or 20 20	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless]	1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level	Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.)	V,S,DF a creatures, int S,M/DF ures touche V,S,DF h/level, no t V,S,M,DF -ft. radius, : V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration	SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing Effect: Grants creatures the ability to breath air. Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. Anarchic Storm Effect: Storm imposes penalties and damages lawful creatures. Antidragon Aura Effect: All subjects granted +2 luck bonus to AC, saves against a	20 20 20 20 20 20 20 20 20 20	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A	1 standard action 1 standard standard action 1 standard standard action 1 standard standard action 1 standard standard standard standard	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text	Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creatu Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.)	V,S,DF e creatures, int S,M/DF ures touche V,S,DF n/level, no t V,S,M,DF -ft. radius, : V,S,M,DF e/2 levels, int V,S,M/DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14	SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17
Name	20 20 20 20 20 20 20 20 20 20	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A	1 standard action 1 standard standard action 1 standard standard action 1 standard standard action 1 standard standard standard standard	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text	Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apar Touch Target: One creature.	V,S,DF e creatures, art S,M/DF ures touche V,S,DF h/level, no t V,S,M,DF -ft. radius, 2 V,S,M,DF e/2 levels, int V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14
Name	20 20 20 20 20 20 20 20 20 appons or 20 20 annything 20 20 antity on, n 20	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A egating harmful effects. Will negates	1 standard action 1 standard action 1 standard action 2 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours	Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apa Touch Target: One creature. Touch	V,S,DF e creatures, art S,M/DF ures touche V,S,DF h/level, no t V,S,M,DF -ft. radius, 2 V,S,M,DF e/2 levels, int V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Enchantment (Compulsion) [Fear, Good, Fear, Good, F	SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Grants creatures the ability to breath air. Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple weapon. Anarchic Storm Effect: Storm imposes penalties and damages lawful creatures. All subjects granted +2 luck bonus to AC, saves against a latture form Effect: Attures the affected creatures to the plane you are current. Attures the affected creatures to the plane you are current. Effect:	20 20 20 20 20 20 20 20 20 appons or 20 20 annything 20 20 antity on, n 20	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A egating harmful effects. Will negates	1 standard action 1 standard action 1 standard action 2 standard action 1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours	Close (60 ft.) Target: One or more more than 30 ft. apa Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apa Touch Target: One creature. Touch	V,S,DF e creatures, art S,M/DF ures touche V,S,DF h/level, no t V,S,M,DF -ft. radius, 2 V,S,M,DF e/2 levels, int V,S,M/DF e/3 levels V,S,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A Yes ntelligence 3+	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.17 SPELL CO: Pg.21 SPELL CO: Pg.21
Name	20 20 20 20 20 20 20 20 20 appons or 20 20 20 appons or 20 20 20 appons or 20 20 20 20 20 20 20 20 20 20 20 20 20 2	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A egating harmful effects. Will negates of nonlethal damage a None	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous nned for 1 round. If subject is knocked 1 round/level	Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-close (60 ft.) Target: One creature more than 30 ft. apar Touch Target: One creature. Touch Target: One evil creature. Target: One evil creature. Target: One evil creature. Target: One evil creature.	V,S,DF e creatures, and S,M/DF ures touche V,S,DF n/level, no t V,S,M,DF -ft. radius, ; -ft. rad	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A Yes ntelligence 3+	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Conjuration	SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.17 SPELL CO: Pg.21 SPELL CO: Pg.21
Name Aid, Mass Effect: +1 on attack rolls, +1 against fear, all creatures gain 1d8 Air Breathing Effect: Grants creatures the ability to breath air. Align Weapon, Mass Effect: Functions like align weapon, except it effects multiple were a compared to the plane of the pla	20 20 20 20 20 20 20 20 20 20 20 20 20 2	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A will negates Will negates of nonlethal damage a None	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous Instantaneous	Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apar Touch Target: One creature. Touch Target: One evil created. N/A Target: Cylinder [20-cld.]	V,S,DF a creatures, and sures touche V,S,DF Alevel, no to V,S,M,DF -ft. radius, 2 V,S,M,DF alevels, int V,S,M,DF ature with I V,S,M,DF -ft. radius, 2 -ft. radius, 2	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A Yes ntelligence 3+ No 20 ft. high]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 14 Conjuration (Creation) [Lawful Water] Caster Level: 14 Conjuration (Creation) [Lawful Water] Caster Level: 14	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.17 SPELL CO: Pg.21 SPELL CO: Pg.22
Name	20 20 20 20 20 20 20 20 20 appons or 20 20 20 appons or 20 20 20 appons or 20 20 20 20 20 20 20 20 20 20 20 20 20 2	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A egating harmful effects. Will negates of nonlethal damage a None	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous nned for 1 round. If subject is knocked 1 round/level	Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-close (60 ft.) Target: One creature more than 30 ft. apar Touch Target: One creature. Touch Target: One evil created N/A Target: Cylinder [20-close (60 ft.)]	V,S,DF e creatures, and S,M/DF ures touched V,S,DF //level, no t V,S,M,DF -ft. radius, 2 V,S,M/DF e/2 levels, and t V,S,M/DF e/3 levels V,S,DF ature with I V,S,M,DF -ft. radius, 2 V,S,M,DF -ft. radius, 3 V,S,M,DF -ft. radius, 3 V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A Yes ntelligence 3+	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 14 Conjuration (Creation) [Lawful Water] Caster Level: 14 Necromancy	SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.17 SPELL CO: Pg.21 SPELL CO: Pg.21
Name	20 20 20 20 20 20 20 20 apons or 20 20 anothly on, n, 20 20 arranged a 20 20 s; or 50%	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A will negates of nonlethal damage a None will negates None Will negates continues None	1 standard action and is stu 1 standard action and is standard action action 1 standard action action 1 standard action action 1 standard action action.	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous Instantaneous	Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apar Touch Target: One creature. Touch Target: One evil created. N/A Target: Cylinder [20-Close (60 ft.) Target: One creature. Touch Target: One creature. Touch Target: Cylinder [20-Close (60 ft.)]	V,S,DF a creatures, and S,M/DF ures touche V,S,DF h/level, no t V,S,M,DF -ft. radius, 2 V,S,M/DF e/2 levels, int V,S,M/DF e/3 levels V,S,DF atture with I V,S,M,DF -ft. radius, 2 V,S,M,DF atture with I V,S,M,DF -ft. radius, 3 V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A Yes ntelligence 3+ No 20 ft. high] Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Caster Level: 14 Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 14 Conjuration (Creation) [Lawful Water] Caster Level: 14 Necromancy Caster Level: 14 Necromancy	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.14 SPELL CO: Pg.17 SPELL CO: Pg.21 SPELL CO: Pg.22 RSRD: SpellsA-B.rtf
Name	20 20 20 20 20 20 20 20 20 20 ltty on, n 20 20 20 20 20 anothing 20 20 arranged a	None r level [max 15] tempora Will negates [harmless] Will negates [harmless, object] projectiles at a distance None Will negates [harmless] dragon, bonus increase N/A will negates of nonlethal damage a None attacks. Deals 2d6 dam Will negates	1 standard action	Duration 1 minute/level 2 hours/level; see text 1 minute/level 1 round/level [D] 1 minute/level ur levels above 5th; see text 24 hours Instantaneous Instantaneous	Close (60 ft.) Target: One or more more than 30 ft. apar Touch Target: Living creature. Close (60 ft.) Target: One weapon than 30 ft. apart N/A Target: Cylinder [20-Close (60 ft.) Target: One creature more than 30 ft. apar Touch Target: One creature. Touch Target: One evil created. N/A Target: Cylinder [20-Close (60 ft.) Target: One creature. Touch Target: One creature. Touch Target: Cylinder [20-Close (60 ft.)]	V,S,DF e creatures, and S,M/DF ures touched V,S,DF //level, no t V,S,M,DF -ft. radius, 2 V,S,M/DF e/2 levels, and t V,S,M/DF e/3 levels V,S,DF ature with I V,S,M,DF -ft. radius, 2 V,S,M,DF -ft. radius, 3 V,S,M,DF -ft. radius, 3 V,S,M,DF	Yes [harmless] no two of which are Yes [harmless] d Yes [harmless, object] wo of which are more No 20 ft. high] Yes [harmless] no two of which are N/A Yes ntelligence 3+ No 20 ft. high]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [See text] Conjuration (Creation) [Chaotic, Water] Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Abjuration Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 14 Conjuration (Creation) [Lawful Water] Caster Level: 14 Necromancy	SPELL CO: Pg.8 SPELL CO: Pg.8 SPELL CO: Pg.9 SPELL CO: Pg.11 SPELL CO: Pg.17 SPELL CO: Pg.21 SPELL CO: Pg.22

Effect: Blast one target for 1d6/2 levels [max 5d6]. In addition must in the state of the state	make a 20	me frightened for 1d4 ro Fortitude partial a Fortitude save or be k Fortitude negates	1 standard action	Instantaneous	Target: Swordlike column Medium (240 ft.) V,	_	ashing teeth	Caster Level: 14	SPELL CO: Pg.31
#Blast of Force 2 ###################################	make a 20	Fortitude partial a Fortitude save or be kerentitude negates	1 standard action	Instantaneous	Medium (240 ft.) V,	,S	Yes	Evocation [Force]	SPELL CO: Po 31
Blast one target for 1d6/2 levels [max 5d6]. In addition must in the property of the control of the property of the control of	20	a Fortitude save or be k Fortitude negates	action					_vocation [Fuice]	oo. i y.o i
Blindness/Deafness Effect: Makes subject blinded or deafened. Blindsight 2 Effect: Grant blindsight to 30 ft. Blindsight 2 Effect: Attacks miss subject 20% of the time.	20	Fortitude negates	knocked do		Target: Ray			Caster Level: 14	
Effect: Makes subject blinded or deafened. DDDDDBlindsight 2 Effect: Grant blindsight to 30 ft. DDDDDD*Blur 2 Effect: Attacks miss subject 20% of the time.	20	-	1	own. Permanent [D]	Medium (240 ft.) V		Yes	Necromancy	RSRD: SpellsA-B.rtf
Makes subject blinded or deafened. DDDDDB Blindsight 2 Effect: Grant blindsight to 30 ft. DDDDD *Blur 2 Effect: Attacks miss subject 20% of the time.			standard action					·	
Effect: Grant blindsight to 30 ft. □□□□□*Blur 2 Effect: Attacks miss subject 20% of the time.					Target: One living crea			Caster Level: 14	
Grant blindsight to 30 ft. 3 *Blur 2		[harmless]	1 standard action	1 minute/level	Touch V,	,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
Effect: Attacks miss subject 20% of the time.					Target: Creature touch	ned		Caster Level: 14	
Attacks miss subject 20% of the time.			1 standard action	14 minutes [D]	Touch V		Yes (harmless)	Illusion (Glamer)	RSRD: SpellsA-B.rtf
			action		Target: Creature touch	ned		Caster Level: 14	
	20	· ·	standard	1 hour/level	Touch V,	,S	Yes	Divination	SPELL CO: Pg.45
Effect:			action		Target: Living creature	touched		Caster Level: 14	
Scrying sensor passed along by touch. Checkmate's Light 2	20	None	1	1 round/level [D]	Touch V,	,S,DF	No	Evocation [Lawful]	SPELL CO: Pg.46
· ·			standard action					Caster Level: 14	
iffect: Imbue weapon with +1/3 levels enhancement bonus [Max +5 adius of red light.	5 at 15	th level] and is Lawful a	aligned. Al	lies gain +1 morale bonus vs. fear in 20 f	Target: Melee weapon t	ouched		Jasiel Level: 14	
Circle Dance 2	20	N/A	1 minute	Instantaneous	Personal V,	,S	N/A	Divination	SPELL CO: Pg.46
Get direction and general status of a known target.	20	Will negates	1	10 minutes/level	Target: You 60 ft. V,	S	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.47
Jagardioak of Blavery	۷.	[harmless]	1 standard action	TO Millutes/level	,			[Mind-Affecting]	or-ell CO: Pg.47
Effect: You and your allies gain a morale bonus on saves against fe					Target: 60-ftradius en			Caster Level: 14	
Cloak Pool 2		[harmless,object]	1 standard action	1 hour/level [D]	Close (60 ft.) V,	,S	No	Illusion (Glamer) [Mind-Affecting]	SPELL CO: Pg.48
Effect: Causes a color pool on the Astral Plane to seemingly cease	to exis				Target: One color pool	I		Caster Level: 14	
		None	1 standard action	Permanent	Touch V,	, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
ffect: Makes a permanent, heatless torch.					Target: Object touched	d Magical,	heatless flame	Caster Level: 14	
			standard	10 minutes/level	Medium (240 ft.) V,	,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
ffect:			action		Target: Allies in a 20-ft	tradius b	urst	Caster Level: 14	
Same as conviction, except it affects multiple allies at a dista Corona of Cold 2		Fortitude negates	standard	1 round/level [D]	10 ft. V,	,S,DF	Yes	Evocation [Cold]	SPELL CO: Pg.52
iffect: Gain fire resistance 10, and deal 1d12 damage to all in your	area o		action iffected ha	ve -2 to Str & Dex, move at half speed fo	Target: 20-ftradius sp	oread		Caster Level: 14	
s ong as they remain in the area.				24 hours; see text		, S	No	Conjuration	RSRD: SpellsC.rtf
ffect:			minutes	-	Target: Food and wate			(Creation) Caster Level: 14	
Feeds 42 humans or 14 horses. Cure Serious Wounds 2	20	Will half (harmless);	1	Instantaneous	horses for 24 hours Touch V,	, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
Effect:		see text	standard action		Target: Creature touch		text	(Healing) Caster Level: 14	
Cures 3d8+14 damage.	20	Nana		4 areas different (D)			V		CDELL CO. D- 50
	20		1 standard action	1 round/level [D]	0 ft. V,		Yes		SPELL CO: Pg.59
Effect: Produce a flame that can be used for touch attack or ranged					Target: Flame in your p			Caster Level: 14	
		None		140 minutes [D]	Touch V,	, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
iffect: 60-ft. radius of bright light.					Target: Object touched	d		Caster Level: 14	
	20		standard	14 days [D]	Touch V,	, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
Effect:			action		Target: Object touched	d		Caster Level: 14	
Object sheds supernatural shadow in 60-ft. radius. Demon Dirge 2	20	NWill half	1 standard	1d6 rounds; see text	Close (60 ft.) V,	,S,DF	Yes	Transmutation	SPELL CO: Pg.63
Effect: Deals 2d6 damage to any creature with both Chaotic and Ev	/il euhh	ones [No Save If the or	action	anar'ri it is also stunned unless it seven	Target: Living creature)		Caster Level: 14	
	20	None or Fortitude partial; see text	1 standard	1d6 rounds	Close (60 ft.) V,	,S,DF	Yes	Transmutation	SPELL CO: Pg.64
Effect:			action		Target: Living creature)		Caster Level: 14	
Creatures of Evil and Lawful subtypes take 2d6 damage [no Dispel Magic 2		None	1 standard	d Instantaneous	Medium (240 ft.) V,		No	Abjuration	RSRD: SpellsD-E.rtf
Effect:			action		Target: One spellcaste	er, creatur	e, or object; or	Caster Level: 14	
Cancels magical spells and effects. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	20			140 minutes	20-ftradius burst Touch V,	, S, M	Yes (harmless)	Transmutation	APM: p. 151
Effect:			standard action		Target: Creature touch	ned		Caster Level: 14	
Subject gains temporary bonus to luck score.	20	Reflex partial; see text	1	Instantaneous			Yes	Evocation [Air]	SPELL CO: Pg.72
			standard action						00.1 g./2
Either send a flying creature down 50 ft. or 100 ft. They take					Target: Cylinder [20-ft.			Caster Level: 14	ODELL 00 5
	20		1 standard action	1 round/level		,S,DF	No	text]	SPELL CO: Pg.79
Effect: As lesser energized shield, except energy resistance is 10 ar	ind dan	nage dealt is 2d6			Target: Touch			Caster Level: 14	
		Reflex half	1 standard action	Instantaneous	20 ft. V,	,S	Yes	Evocation [Choose:Acid, Cold, Fire,	SPELL CO: Pg.81

				Cleric Spells				
Effect:				ordina openia	Target: All creatures within a	20-ftradius burst	Electricity, Sonic] Caster Level: 14	
Choose a energy type and it causes 1d8 +1/caster leve as well.	l [max +2	20]. You may double the	damage i			20 It. Iddids buist	Custor Zever. 14	
□□□□ Favorable Sacrifice	20	Will negates [harmless]	1 standard action	1 hour/level	Touch V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.89
Effect: Gain benefit from deity; see text.			action		Target: Creature touched		Caster Level: 14	
Fell the Greatest Foe	20	Fortitude negates [harmless]	1 standard	1 round/level	Touch V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.90
Effect:			action		Target: Creature touched		Caster Level: 14	
Deal 1d6 damage per size category difference.	20	None or Reflex partial		14 minutes [D] or until expended	0 V, S, DF	Yes	Evocation [Chaos	, APM: p. 155
Effect:			standard action		Target: One fiery aura on yo	ur boly symbol	Fire] Caster Level: 14	
Small flame sheds light and deals 1d8+14 fire damage,	plus blind 20	ls and dazzles foes of op None	oposite aliç	gnment; 1d6 fire damage to others. 1 round/level	Touch V,S,M	No	Evocation	SPELL CO: Pa.95
			standard action					, , , , , , , , , , , , , , , , , , ,
Effect: Normal or masterwork weapon becomes temporary +1 f					Target: Nonmagical weapon		Caster Level: 14	
□□□□□ Flame of Good	20	None or Reflex partial	1 standard action	14 rounds [D] or until expended	0 V, S, DF	· Yes	Evocation [Fire, Good]	APM: p. 155
Effect: Small flame sheds light and deals 1d8+14 fire damage,	plus blind	ls and dazzles foes of or		gnment; 1d6 fire damage to others.	Target: One fiery aura on yo	ur holy symbol	Caster Level: 14	
□□□□□ Flame of Law	20	None or Reflex partial	1 standard	14 rounds [D] or until expended	0 V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
Effect:			action		Target: One fiery aura on yo	ur holy symbol	Caster Level: 14	
Small flame sheds light and deals 1d8+14 fire damage, Ghost Touch Weapon	plus blind 20	Will negates	oposite alio 1 standard	gnment; 1d6 fire damage to others. 1 minute/level	Close (60 ft.) V,S	Yes [harmless,object]	Transmutation	SPELL CO: Pg.102
Effect:		[harmless,object]	action		Target: One weapon or fifty	projectiles fall in contact a	at Caster Level: 14	
Hit incorporeal normally.	20	Fortitude negates	1	10 minutes/level	time of casting] Touch V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.106
· ·		[harmless]	standard action					- J
Effect: Gain an additional pair of arms; see text		0	40	December of Frederic 1701	Target: Creature touched	No fellows as INC.	Caster Level: 14	DODD 0
□□□□□Glyph of Warding	20	See text	10 minutes	Permanent until discharged [D]	Touch V, S, M Target: Object touched or up	see text	Abjuration Caster Level: 14	RSRD: SpellsF-G.rtf
Inscription harms those who pass it.	20	N/A	1 swift	1 round/level	Personal V	N/A	Transmutation	SPELL CO: Pg.107
Effect:			action		Target: You		[Good] Caster Level: 14	
+2 sacred bonus to Dex, Land speed increases by 10 ft. ———————————————————————————————————	-20 pena 20	alty to Hide checks. Fortitude negates	1	10 minutes/level	Touch V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.109
E#zzt			standard action		Townst Countries to subset		Contact such 14	
Effect: Any creature hitting the subject takes 1d8 damage.	20	None	1	14 hours	Target: Creature touched 5 miles V, S, DF	- No	Caster Level: 14 Evocation	RSRD: SpellsH-L.rtf
□□□□□Helping Hand	20	Hono	standard action	14 Hours	v, o, Di	110	Evocation	NOND. OPOROTI E.TR
Effect: Ghostly hand leads subject to you.					Target: Ghostly hand		Caster Level: 14	
□□□□□Holy Storm	20	None	1 standard action	1 round/level [D]	20 ft. V,S,M,E	PF No	Conjuration (Creation) [Good,	SPELL CO: Pg.115
Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged	d attacks.	Evil creatures take 2d6		ach round (double if outsiders).	Target: Cylinder [20-ft. radius	s, 20 ft. high]	Water] Caster Level: 14	
		None	1	1 round/level [D]	0 ft. V.S.M	Yes	Evocation [Cold]	SPELL CO: Pg.118
LILICE AXE	20	110110	standard		0 II. V,5,IVI			
Effect:			standard action		Target: Battleaxe-shaped we	eapon of swirling ice	Caster Level: 14	
Axe deals 2d12 of cold damage +1/2 caster level [max +		Will half	action	Instantaneous	,,,	eapon of swirling ice	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	-10].		action	Instantaneous	Target: Battleaxe-shaped we		Necromancy	RSRD: SpellsH-L.rtf
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +]	-10]. 20	Will half	action 1 standard		Target: Battleaxe-shaped we Touch V, S Target: Creature touched	Yes	Necromancy Caster Level: 14	
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	-10].		action 1 standard	Instantaneous 24 hours/level	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature V,S		Necromancy	SPELL CO: Pg.124
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	-10]. 20 20	Will half Will negates [harmless]	1 standard action 1 standard action	24 hours/level	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature V,S Target: One creature	Yes [harmless]	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14	SPELL CO: Pg.124 dent]
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +]Inflict Serious Wounds Effect: Touch attack, 3d8+14 damageInterplanar Message Effect:	-10]. 20 20	Will half	1 standard action 1 standard action 1 standard action 1 standard action		Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature V,S	Yes	Necromancy Caster Level: 14 Evocation [Language-Dependence]	SPELL CO: Pg.124
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +] Inflict Serious Wounds Effect: Touch attack, 3d8+14 damage Interplanar Message Effect: Send 25 words or less to the targeted creature; see text Invisibility Purge	-10]. 20 20	Will half Will negates [harmless]	action 1 standard action 1 standard action 1 standard action	24 hours/level	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature V,S Target: One creature	Yes [harmless]	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14	SPELL CO: Pg.124 dent]
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +]	-10]. 20 20	Will half Will negates [harmless]	1 standard action 1 standard action 1 standard action 1 standard action	24 hours/level	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature V,S Target: One creature Personal V, S Target: You 5 ft./2 levels; see V,S,DF text	Yes [harmless]	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation)	SPELL CO: Pg.124 dent]
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	20 20 20 20	Will half Will negates [harmless] None	1 standard action 1 standard action 1 standard action 1 standard action 1 swift action	24 hours/level 14 minutes [D] Instantaneous	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature V,S Target: One creature Personal V, S Target: You 5 ft./2 levels; see V,S,DF text Target: You	Yes [harmless] No N/A	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	20 20 20	Will half Will negates [harmless]	1 standard action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	24 hours/level 14 minutes [D]	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature V,S Target: One creature Personal V, S Target: You 5 ft./2 levels; see V,S,DF text	Yes [harmless]	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation)	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	20 20 20 20	Will half Will negates [harmless] None	1 standard action 1 standard action 1 standard action 1 standard action 1 swift action	24 hours/level 14 minutes [D] Instantaneous	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature V,S Target: One creature Personal V, S Target: You 5 ft./2 levels; see V,S,DF text Target: You	Yes [harmless] No N/A	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	20 20 20 20	Will half Will negates [harmless] None	action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action	24 hours/level 14 minutes [D] Instantaneous	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature V, S Target: One creature Personal V, S Target: You 5 ft./2 levels; see text Target: You Close (60 ft.) S,DF	Yes [harmless] No N/A	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	20 20 20 20 20	Will half Will negates [harmless] None N/A Will negates	action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action	24 hours/level 14 minutes [D] Instantaneous Instantaneous	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature Personal V, S Target: You 5 ft./2 levels; see V,S,DF text Target: You Close (60 ft.) S,DF Target: One creature	Yes [harmless] No N/A Yes	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination Caster Level: 14	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129 SPELL CO: Pg.129
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	20 20 20 20 20	Will half Will negates [harmless] None N/A Will negates	action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	24 hours/level 14 minutes [D] Instantaneous Instantaneous	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature Personal V, S Target: You 5 ft./2 levels; see text Target: You Close (60 ft.) S,DF Target: One creature	Yes [harmless] No N/A Yes	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Divination	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129 SPELL CO: Pg.129
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +] Inflict Serious Wounds Effect: Touch attack, 3d8+14 damage] Interplanar Message Effect: Send 25 words or less to the targeted creature; see text] Invisibility Purge Effect: Dispels invisibility within 70 ft Knight's Move Effect: Teleport and end up flanking an opponent Know Opponent Effect: Learn strengths or weaknesses of opponent; see text Know Vulnerabilities	20 20 20 20 20	Will negates [harmless] None N/A Will negates Will negates	action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	24 hours/level 14 minutes [D] Instantaneous Instantaneous	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature Personal V, S Target: You St. 1/2 levels; see text Target: You Close (60 ft.) S,DF Target: One creature Close (60 ft.) V,S Target: One creature Medium (240 ft.) V,S	Yes [harmless] No N/A Yes Yes Yes; see text	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Divination	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +] Inflict Serious Wounds Effect: Touch attack, 3d8+14 damage Interplanar Message Effect: Send 25 words or less to the targeted creature; see text Invisibility Purge Effect: Dispels invisibility within 70 ft Knight's Move Effect: Teleport and end up flanking an opponent Know Opponent Effect: Learn strengths or weaknesses of opponent; see text Know Vulnerabilities Effect: Learn any vulnerabilities and resistances the target has Light of Venya	20 20 20 20 20	Will negates [harmless] None N/A Will negates Will negates	action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action	24 hours/level 14 minutes [D] Instantaneous Instantaneous	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature Personal V, S Target: You 5 ft./2 levels; see text Target: You Close (60 ft.) S,DF Target: One creature Close (60 ft.) V,S Target: One creature Medium (240 ft.) V,S Target: You and up to two rates	Yes [harmless] No N/A Yes Yes; see text ys; see text	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Divination	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +] Inflict Serious Wounds Effect: Touch attack, 3d8+14 damage Interplanar Message Effect: Send 25 words or less to the targeted creature; see text Invisibility Purge Effect: Dispels invisibility within 70 ft Knight's Move Effect: Teleport and end up flanking an opponent Know Opponent Effect: Learn strengths or weaknesses of opponent; see text Know Vulnerabilities Effect: Learn any vulnerabilities and resistances the target has Light of Venya	20 20 20 20 20 undead	Will negates [harmless] None N/A Will negates Will negates None	action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	24 hours/level 14 minutes [D] Instantaneous Instantaneous Instantaneous 10 minutes/level [D]	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature Personal V, S Target: You St. 1/2 levels; see text Target: You Close (60 ft.) S,DF Target: One creature Close (60 ft.) V,S Target: One creature Medium (240 ft.) V,S	Yes [harmless] No N/A Yes Yes; see text ys; see text	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination Caster Level: 14 Evocation Caster Level: 14	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +] Inflict Serious Wounds Effect: Touch attack, 3d8+14 damage Interplanar Message Effect: Send 25 words or less to the targeted creature; see text Invisibility Purge Effect: Dispels invisibility within 70 ft Knight's Move Effect: Teleport and end up flanking an opponent Know Opponent Effect: Learn strengths or weaknesses of opponent; see text Know Vulnerabilities Effect: Learn any vulnerabilities and resistances the target has Light of Venya Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs Locate Object Effect: Senses direction toward object [specific or type].	20 20 20 20 20 20 20 20 20 20 20 20 20 2	Will negates [harmless] None N/A Will negates Will negates Vill negates None or outsiders; see text	action 1 standard action 1 standard action 1 standard action 1 swift action 1 swift action 1 standard action	24 hours/level 14 minutes [D] Instantaneous Instantaneous 10 minutes/level [D] 14 minutes	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature Personal V, S Target: You S ft./2 levels; see text Target: You Close (60 ft.) S,DF Target: One creature Close (60 ft.) V, S Target: One creature Medium (240 ft.) V, S Target: You and up to two ra Long (960 ft.) V, S, F/I Target: Circle, centered on y	Yes [harmless] No N/A Yes Yes: See text ys; see text DF No ou, with a radius of 960 from the second	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination Caster Level: 14 Evocation Caster Level: 14 Divination Caster Level: 14 Evocation [Good, Light] Caster Level: 14 Divination Caster Level: 14 Divination	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.132
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +] Inflict Serious Wounds Effect: Touch attack, 3d8+14 damage Interplanar Message Effect: Send 25 words or less to the targeted creature; see text Invisibility Purge Effect: Dispels invisibility within 70 ft Knight's Move Effect: Teleport and end up flanking an opponent Know Opponent Effect: Learn strengths or weaknesses of opponent; see text Know Vulnerabilities Effect: Learn any vulnerabilities and resistances the target has Light of Venya Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs Locate Object Effect: Senses direction toward object [specific or type].	20 20 20 20 20 undead	Will negates [harmless] None N/A Will negates Will negates None	action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	24 hours/level 14 minutes [D] Instantaneous Instantaneous Instantaneous 10 minutes/level [D]	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature Personal V, S Target: You S ft./2 levels; see text Target: You Close (60 ft.) S,DF Target: One creature Close (60 ft.) V, S Target: One creature Medium (240 ft.) V, S Target: You and up to two ra Long (960 ft.) V, S, F/I Target: Circle, centered on y	Yes [harmless] No N/A Yes Yes; see text ys; see text DF No	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination Caster Level: 14 Evocation Caster Level: 14 Divination Caster Level: 14 Evocation [Good, Light] Caster Level: 14 Divination Caster Level: 14 Divination	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +]	20 20 20 20 20 20 20 20 20 20 20	Will negates [harmless] None N/A Will negates Will negates Vone Will negates Will negates Will negates Will negates Will negates Will negates Will negates	action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	24 hours/level 14 minutes [D] Instantaneous Instantaneous 10 minutes/level [D] 14 minutes 140 minutes	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature Personal V, S Target: You S ft./2 levels; see text Target: You Close (60 ft.) S,DF Target: One creature Close (60 ft.) V, S Target: One creature Medium (240 ft.) V, S Target: You and up to two ra Long (960 ft.) V, S, F/I Target: Circle, centered on y	Yes [harmless] No N/A Yes Yes; see text ys; see text DF No ou, with a radius of 960 fi	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Evocation [Good, Light] Caster Level: 14 Divination t. Caster Level: 14 Abjuration [Lawful	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.132
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +	20 20 20 20 20 20 20 20 20 20 20	Will negates [harmless] None N/A Will negates Will negates Vone Will negates Will negates (harmless) and outsiders in 10-ft. ra Will negates	action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action	24 hours/level 14 minutes [D] Instantaneous Instantaneous 10 minutes/level [D] 14 minutes 140 minutes	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature Personal V, S Target: You St. 1/2 levels; see text Target: You Close (60 ft.) S,DF Target: One creature Close (60 ft.) V, S Target: One creature Medium (240 ft.) V, S Target: You and up to two re Long (960 ft.) V, S, F/I Target: Circle, centered on y Touch V, S, M Target: 10-ftradius emanatic	Yes [harmless] No N/A Yes Yes; see text ys; see text DF No ou, with a radius of 960 fi	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Evocation [Good, Light] Caster Level: 14 Divination t. Caster Level: 14 Abjurnation [Lawful	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.132
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max + Inflict Serious Wounds Effect: Touch attack, 3d8+14 damage Interplanar Message Effect: Send 25 words or less to the targeted creature; see text Invisibility Purge Effect: Dispels invisibility within 70 ft Knight's Move Effect: Teleport and end up flanking an opponent Know Opponent Effect: Learn strengths or weaknesses of opponent; see text Know Vulnerabilities Effect: Learn any vulnerabilities and resistances the target has Light of Venya Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs Locate Object Effect: Senses direction toward object [specific or type] Magic Circle against Chaos Effect: +2 to AC and saves, counter mind control, hedge out elected.	20 20 20 20 20 20 20 20 20 20 20 20 20 2	Will negates [harmless] None N/A Will negates Will negates Vill negates Will negates (harmless) and outsiders in 10-ft. ra Will negates (harmless)	action 1 standard action 1 standard action 1 standard action 1 swift action 1 standard action 2 standard action 3 standard action 2 standard action 3 standard action 2 standard action	24 hours/level 14 minutes [D] Instantaneous Instantaneous 10 minutes/level [D] 14 minutes 140 minutes 140 minutes 140 minutes	Target: Battleaxe-shaped we Touch V, S Target: Creature touched One creature Personal V, S Target: You St. 1/2 levels; see text Target: You Close (60 ft.) S,DF Target: One creature Close (60 ft.) V, S Target: One creature Medium (240 ft.) V, S Target: You and up to two re Long (960 ft.) V, S, F/I Target: Circle, centered on y Touch V, S, M Target: 10-ftradius emanatic	Yes [harmless] No N/A Yes Yes; see text ys; see text DF No ou, with a radius of 960 ft DF No; see text on from touched creature DF No; see text	Necromancy Caster Level: 14 Evocation [Language-Depen Caster Level: 14 Evocation Caster Level: 14 Transmutatin (Teleportation) Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Divination Caster Level: 14 Evocation [Good, Light] Caster Level: 14 Divination t. Caster Level: 14 Abjuration [Lawful caster Level: 14 Abjuration [Good]	SPELL CO: Pg.124 dent] RSRD: SpellsH-L.rtf SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.129 SPELL CO: Pg.132 RSRD: SpellsH-L.rtf

				Cleric Spells					
□□□□□Magic Circle against Law	20	Will negates (harmless)	1 standard action	140 minutes	Touch V,	S, M/DF N		Abjuration [Chaotic]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elem	entals a	and outsiders in 10-ft, ra	adius and 1	40 minutes.	Target: 10-ftradius em	manation fro	om touched creature	Caster Level: 14	
□□□□ Magic Vestment	20	Will negates (harmless, object)	1 standard action	14 hours	Touch V,	S, DF Y	es (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
ffect: Armor or shield gains 3 enhancement					Target: Armor or shield	d touched		Caster Level: 14	
Mantle of Chaos	20	N/A	1 standard action	10 minutes/level [D]	Personal V,	S,M N	I/A	Abjuration [Chaos]	SPELL CO: Pg.137
fect: Gain SR 12 + your caster level against spells with the lawf	iul docer	intor			Target: You			Caster Level: 14	
Mantle of Law	20	N/A	1 standard action	10 minutes/level [D]	Personal V,	S,M N	I/A	Abjuration [Law]	SPELL CO: Pg.138
ffect: Gain SR 12 + your caster level against spells with the chac	ns descr	intor			Target: You			Caster Level: 14	
Meld into Stone	20	None	1 standard action	140 minutes	Personal V,	S, DF N		[Earth]	RSRD: SpellsM-O.rtf
ffect: You and your gear merge with stone.					Target: You			Caster Level: 14	
□□□□ Nauseating Breath	20	Fortitude negates	1 standard action	Instantaneous	30 ft. V,	S,M N		Conjuration (Creation)	SPELL CO: Pg.146
fect: Creatures in area must save or be nauseated for 1d6 roun	ıds.				Target: Cone-shaped b	ourst		Caster Level: 14	
Obscure Object	20	Will negates (object)	1 standard action	8 hours [D]	Touch V,	S, M/DF Y	es (object)	Abjuration	RSRD: SpellsM-O.rtf
ffect: Masks object against scrying.					Target: One object touc	ched of up	to 1400 lbs	Caster Level: 14	
Tect:	20	None	1 standard action	14 rounds		S, DF Y		(Compulsion) [Mind-Affecting]	RSRD: SpellsP-R.rtf
Allies +1 bonus on most rolls, enemies -1 penalty.	200	Frankrid		440 minutes as 127 Fe d	Target: All allies and fo centered on you			Caster Level: 14	DCDD, 0
□□□□□ Protection from Energy	20	Fortitude negates (harmless)	1 standard action	140 minutes or until discharged	Touch V, Target: Creature touche		, ,	Abjuration Caster Level: 14	RSRD: SpellsP-R.rtf
Absorb 120 points of damage from one kind of energy.	00	Forth Income		leatest	•				D0DD 0
☐☐☐☐Remove Blindness/Deafness	20	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch V, Target: Creature toucher			Conjuration (Healing)	RSRD: SpellsP-R.rtf
Cures normal or magical conditions.	00	AACH		Indeed, and	-				0000 0
I□□□□Remove Curse	20	Will negates (harmless)	1 standard action	Instantaneous	Touch V, Target: Creature or item			Abjuration Caster Level: 14	RSRD: SpellsP-R.rtf
Frees object or person from curse.	20	Fortitude acceptan	4	lastastas acua	-				RSRD: SpellsP-R.rtf
□□□□Remove Disease	20	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch V, Target: Creature toucher			(Healing) Caster Level: 14	KSKD: SpellsP-K.fti
Cures all diseases affecting subject.	20	Fortitude negates	1	10 minutes/level	-				SPELL CO: Pg.174
□□□□Resist Energy, Mass	20	[harmless]	standard action	To minutes/level	Target: One creature/le			Caster Level: 14	3F EEE 60. F g.174
As resist energy, except that it affects all targeted creature	s. 20	MGIIt	4	lastastas acua	more than 30 ft. apart				CDELL CO. D- 475
□□□□ Resurgence, Mass	20	Will negates [harmless]	1 standard action	Instantaneous	Close (60 ft.) V,			Abjuration Caster Level: 14	SPELL CO: Pg.175
Same as resurgence, except it affects multiple targets. pernatural ability.	Allows	one retry on a failed	save agair	ast an ongoing spell, spell-like ability, of					
Ring of Blades	20	N/A	1 standard action	1 minute/level	Personal V,	S,M N		Conjuration (Creation)	SPELL CO: Pg.177
ffect: Deals 1d6 +1 per caster level [max +10] points of damage	to all ac	ljacent squares. DR do	es apply to	damage.	Target: You			Caster Level: 14	
□□□□ Safety	20	None or Will negates [harmless]	1 standard action	10 minutes/level	Touch V,		lo or Yes [harmless]		SPELL CO: Pg.179
fect: Subject can find the shortest, most direct route to safety; so					Target: Creature touch			Caster Level: 14	
Caring Light	20	None	1 standard action	Instantaneous	Medium (240 ft.) V,	, S Y	es		RSRD: SpellsS.rtf
fect: Range deals 5d8 damage; 10d6 against undead; 10 to image.	undead	vulnerable to bright	light; cons	truct or inanimate object only takes 5d	Target: Ray 6			Caster Level: 14	
Sheltered Vitality	20	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch V,	S,DF Y	es [harmless]	Abjuration	SPELL CO: Pg.188
ffect: Subject gains immunity to fatigue, exhaustion, and ability d	damage	or drain.			Target: Living creature	touched		Caster Level: 14	
⊇⊒⊒⊒Shield of Warding	20	Will negates [object,harmless]	1 standard action	1 minute/level	Touch V,				SPELL CO: Pg.188
ffect: Grants +1 sacred bonus to Armor Class and Reflex Saves,	, +1 per	five caster levels [max	+5].		Target: One shield or b	ouckler tou	ched	Caster Level: 14	
]□□□□Sink	20	Will negates	1 standard action	1 round		S,DF Y			SPELL CO: Pg.190
					Target: One creature/le than 30 ft. apart				
ffect:						C E N	lo	Necromancy	SPELL CO: Pg.191
flect: Affect creatures sink 100 ft./round; see text. Skull Watch	20	See text	1 standard action	Permanent	Touch V,			Contact	
ffect: Affect creatures sink 100 ft./round; see text. Important Skull Watch ffect: Alarm affect; see text			standard action		Target: One humaniod	skull		Caster Level: 14	
ffect: Affect creatures sink 100 ft/round; see text. Compared to the state of the	20	See text	standard	Permanent	Target: One humaniod Medium (240 ft.) V,	skull	'es	Evocation	SPELL CO: Pg.191
ffect: Affect creatures sink 100 ft/round; see text. DDDDDDSkull Watch ffect: Alarm affect; see text	20 equal da	None image.	standard action	Instantaneous	Target: One humaniod Medium (240 ft.) V, Target: Ray	l skull S Y	'es	Evocation Caster Level: 14	·
fect: Affect creatures sink 100 ft./round; see text. Gect: Alarm affect; see text Glarm offect: Slashing Darkness	20	None	standard action		Target: One humaniod Medium (240 ft.) V,	skull S Y	es [harmless]	Evocation Caster Level: 14 Transmutation	SPELL CO: Pg.191 SPELL CO: Pg.194

				Cleric Spells					
□□□□□Sonorous Hum	20	N/A	1 standard	1 minute/level [D]	Personal	V,S	N/A	Evocation [Sonic]	SPELL CO: Pg.196
Effect:			action		Target: You			Caster Level: 14	
The next spell you cast during the effect of sonorous hun Spark of Life	n that red 20	quires concentration to r Will negates	naintain is 1 standard	maintained for you. 1 round/level	Touch	V,S	Yes	Necromancy	SPELL CO: Pg.196
Effect:			action		Target: Undead cre	ature touch	ed	Caster Level: 14	
Undead touched temporarily acts as if it were alive and v	ulnerabl 20	le as if it weren't undead Will negates; see text	10	14 minutes	10 ft.	V, S, DF	No	Necromancy	RSRD: SpellsS.rtf
Effect: Corpse answers 7 questions.			minutes		Target: One dead of	reature		[Language-Depen Caster Level: 14	dentj
Spikes	20	None	1 standard action	1 hour/level	Touch	V,S,M	No	Transmutation	SPELL CO: Pg.202
Effect: As brambles, except affected weapon gains +2 enhancer			ubled.		Target: Wooden we			Caster Level: 14	
□□□□ Steely Will	20	Will negates (harmless)	1 standard action	14 minutes	Touch Target: Creature to		Yes (harmless)	Abjuration [Mind-Affecting] Caster Level: 14	APM: p. 172
Recipient gains defenses against charms compulsions, a	ind mind 20	l-affecting effects. None	1	Instantaneous	Touch	V, S, M/DI	- No	Transmutation	RSRD: SpellsS.rtf
Effect:	20	10.10	standard action				ouched, up to 24 cu. ft.	[Earth]	None: opolice.iu
Sculpts stone into any shape. Summon Monster III	20	None	1 round	14 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.	20	Will accepted (abicast)	4	4 minute floured	which can be more	than 30 ft. a	apart	(Summoning) Caster Level: 14	CDELL CO. D- 240
□□□□□Suppress Glyph Effect:	20	Will negates [object]	standard action	1 minute/level	100 ft. Target: 100-ftradiu	V,S	Yes [object]	Abjuration Caster Level: 14	SPELL CO: Pg.216
Gain enhanced awareness of magical writing such as a c	glyph of v 20	warding; see text. None	1	140 minutes	30 feet	V, S	No No	Divination	RSRD: PsionicSpells.rtf
, ,			standard action					[Mind-Affecting]	
Effect: You forge a telepathic bond with another willing creature				1 round/3 lovels	Target: You and Or			Caster Level: 14	SDELL CO- De 200
□□□□□Tremor Effect:	20	See text	1 standard action	1 round/3 levels	Medium (240 ft.) Target: 40-ftradius		No	Evocation [Earth] Caster Level: 14	SPELL CO: Pg.223
Disrupts concentration; see text.	20	Will negates	1	10 rounds + 1 round/level [max 25]	Touch	V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.229
Effect:		[harmless]	standard action		Target: Living creat	ure toucher		(Healing) Caster Level: 14	_
Same as lesser vigor except it grants target fast healing a	ability for	r the duration of the spe Will negates	l at 2 hp ai	utomatically healed per round. 10 rounds + 1 round/level [max 25]	20 ft.	V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.229
-		[harmless]	standard action					(Healing)	· ·
Effect: Same as lesser vigor except it grants all targets fast heal	ing abilit 20	ty for the duration of the N/A	spell at 1 h	np automatically healed per round. 1 round/level	Target: One creature more than 30 ft. apa Personal		no two of which can be	Caster Level: 14 Transmutation	SPELL CO: Pg.231
□□□□□Visage of the Deity, Lesser	20	IN/A	standard action	i round/ievei	Personal	V,5,DF	N/A	Transmutation	SPELL CO: Pg.231
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 14	
□□□□□Wall of Light	20	None	1 standard action	1 minute/level [D]	Close (60 ft.)	V,S,M	Yes; see text	Evocation [Light]	SPELL CO: Pg.234
Effect: Any creature passing through the wall becomes dazzled.	You car				Target: A straight w square/level or hem	ni/sphere 5 t		Caster Level: 14	
Water Breathing	20	Will negates (harmless)	1 standard action	28 hours; see text	Touch		Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
Effect: Subjects can breathe underwater. UUUUUWWater Walk	20	Will negates	1	140 minutes [D]	Target: Living creat		Yes (harmless)	Caster Level: 14 Transmutation	RSRD: SpellsT-Z.rtf
Effect:	20	(harmless)	standard action	To him dies [e]	Target: 14 touched		700 ([Water] Caster Level: 14	None: opolie: Elia
Subject treads on water as if solid. DDDDDDWeapon of Energy	20	Fortitude negates [harmless,object]	1 standard	1 round/level	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SPELL CO: Pg.236
Effect: Adds additional damage; see text.			action		Target: One weapo	n		Caster Level: 14	
Adds additional damage, see text. UUUUU Weapon of Impact	20	Will negates [harmless,object]	1 standard action	10 minutes/level	Touch	V,S	Yes [harmless,object]		SPELL CO: Pg.237
Effect: Double threat range of weapon.					Target: One bludge projectiles [all of wh	ich must be	touching]	Caster Level: 14	
□□□□□ Weapon of the Deity Effect:	20	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation Caster Level: 14	SPELL CO: Pg.237
ытест: Imbue a weapon favored by your deity with special enhar □□□□□□Wind Wall	ncement 20	ts and abilities. See text.	1	14 rounds	Target: Weapon too Medium (240 ft.)		Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
Effect:			standard action		Target: Wall up to 1			Caster Level: 14	. Special Envi
Deflects arrows, smaller creatures, and gases.				LEVEL 4					
Name	DC	Saving Throw	Time	LEVEL 4 Duration	Range	Comp.	Spell Resistance	School	Source
□□□□Air Walk	21	None	1 standard action	140 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air	JRSRD: SpellsA-B.rtf
Effect: Subject treads on air as if solid [climb at 45-degree angle		N/A	1 000	1 round/lovel	Target: Creature [G			Caster Level: 14	SDELL CO. De 47
□□□□□Assay Spell Resistance Effect:	21	N/A	1 swift action	1 round/level	Personal Target: You	V,S	N/A	Divination Caster Level: 14	SPELL CO: Pg.17
Gives a +10 bonus on caster level to overcome spell resi	stance o	of one specific creature. N/A	1 standard	24 hours/level	Close (60 ft.)	V,S,M	N/A	Conjuration (Teleportation)	SPELL CO: Pg.17
Effect:			action		Target: See text			Caster Level: 14	
On the Astral Plane this spell opens a portal to a demipla	ne wher 21	re natural healing can or Will negates [harmless]	tcur. 1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.32
Effect: Grant blindsight to 30 ft.			autiui1	* =Domain/Speciality Spell	Target: Creature to	uched		Caster Level: 14	
Jan 7, 2007 2:45:01 PM		PCGen Characte	r Template	by Frugal, based on work by ROG, Arc	adv. Barak. Dimrill & I	Dekker.			Page 1

				Cleric Spells					
□□□□□ Castigate	21	Fortitude half	1 standard	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SPELL CO: Pg.44
Effect:			action		Target: 10-ft. radius	burst cente	red on you	Caster Level: 14	
Deafen or damage foes, depending on their alignment. Contingent Energy Resistance Effect:	21	N/A	1 minute	1 hour/level [D]	Personal Target: You	V,S,M	N/A	Abjuration Caster Level: 14	SPELL CO: Pg.52
Same as Contigency, except it is more limited.	21	None; see text	1 standard action	140 minutes [D]	Long (960 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
Effect: Raises or lowers bodies of water.					Target: Water in a v	olume of 14	10 ft by 140 ft by 28 ft	Caster Level: 14	
□□□□□ Crown of Terror	21	None	1 standard action	14 rounds [D]	10 ft. Target: A fiery halo	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting] Caster Level: 14	APM: p. 150
Enemies within 10 feet become shaken or frightened wher Crown of Valor Effect:	n you att 21	Will negates (harmless)	1 standard action	14 minutes [D]	10 ft. Target: A silver halo	V, S, M/DF	Yes (harmless)	Conjuration (Creation) [Mind-Affecting] Caster Level: 14	APM: p. 150
You and allies within 10 feet gain +1 on attacks and check	s, +2 on 21	n saves against fear. Will half (harmless); see text	standard	Instantaneous	-	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect:			action		Target: Creature tou	iched		Caster Level: 14	
Cures 4d8+14 damage. DDDDath Ward	21	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
Effect: Grants immunity to death spells and negative energy effect	ts.				Target: Living creatu	re touched		Caster Level: 14	
□□□□□ Delay Death Effect:	21	Will negates [harmless]	1 immediate action	1 round/level	Close (60 ft.) Target: One creature		Yes [harmless]	Necromancy Caster Level: 14	SPELL CO: Pg.63
Target cannot die from hit point damage during the duratio	on of the 21	spell. None	1	14 minutes	-	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
Effect:			standard action		Target: Ray			Caster Level: 14	
Bars extradimensional movement. Discern Lies	21	Will negates	1 standard action	Concentration, up to 14 rounds	Close (60 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals deliberate falsehoods.					Target: 14 creatures than 30 ft. apart	, no two of	which can be more	Caster Level: 14	
□□□□□ Dismissal	21	Will negates; see text	standard	Instantaneous	Close (60 ft.)	V, S, DF	Yes	Abjuration	RSRD: SpellsD-E.rtf
Effect: Forces a creature to return to native plane.			action		Target: One extrapla	anar creatu	re	Caster Level: 14	
DDDDDivination	21	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
Effect: Provides useful advice for specific proposed actions.					Target: You			Caster Level: 14	
Divine Power	21	None	1 standard action	14 rounds		V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
Effect: You gain attack bonus, +6 to Str, and 14 hps.	21	Will Negates	1 minute	14 rounds	Target: You Close (60 ft.)	V, S	Yes (Harmless)	Caster Level: 14 Evocation	RSRD: PsionicSpells.rtf
□□□□□Dweomer of Transference Effect:	21	(Harmless)	i illillute	14 Tourius	Target: One willing p			Caster Level: 14	NOND. PSIOIIICOPEIIS.III
You form a radiating corona around the head of a psionic a	ally, ther 21	n convert some of your Will negates		power points [see text]. 140 minutes	Personal or touch		Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
		(harmless)	standard action		Town Volume of the	DF		0	
Effect: Subject moves normally despite impediments.	21	None	1	14 minutes	Target: You or creat Close (60 ft.)	v, S, DF		Caster Level: 14 Transmutation	RSRD: SpellsF-G.rtf
Giant Vermin	21	Notic	standard action	14 minutes				Caster Level: 14	коки. эрепът-о.п
Effect: Turns centipedes, scorpions, or spiders into giant vermin. Glowing Orb	21	None	1	Permanent	Target: Up to three of more than 30 ft. apa		No		SPELL CO: Pg.106
		110110	standard	1 Officiality				Evocation [Eight]	0. 222 00. 1 g. 100
Effect:			action						
Makes a light source in a globe; see text	24	Fastitude accesses		4 havellevel	Target: Magical, cor	ntrollable lig		Caster Level: 14	CDELL CO. D. 400
Makes a light source in a globe; see text	21 our religi	Fortitude negates	1 minute	1 hour/level ne holy symbol or be of the same faith t	Target: Magical, cor 10 ft. Target: 10-ftradius	ntrollable lig	ht source Yes centered on a point in	Abjuration [See text]	SPELL CO: Pg.109
Makes a light source in a globe; see text		_	1 minute ear the sar		Target: Magical, cor 10 ft. Target: 10-ftradius	ntrollable lig V,S,DF emanation	Yes	Abjuration [See text]	SPELL CO: Pg.109 RSRD: SpellsH-L.rtf
Makes a light source in a globe; see text	our religi 21	ion, all creature must w Fortitude negates (harmless)	1 minute ear the sar 1 standard	ne holy symbol or be of the same faith t	Target: Magical, cor 10 ft. Target: 10-ftradius ospace	v,S,DF emanation v,S,M	Yes centered on a point in Yes (harmless)	Abjuration [See text] Caster Level: 14	ŭ
Makes a light source in a globe; see text	our religi 21	ion, all creature must w Fortitude negates (harmless)	1 minute ear the sar 1 standard action	ne holy symbol or be of the same faith t	Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: 14 creatures than 30 ft. apart Personal	v,S,DF emanation v,S,M	Yes centered on a point in Yes (harmless)	Abjuration [See text] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Good]	ŭ
Makes a light source in a globe; see text	21 21 flex save 21	ion, all creature must w Fortitude negates (harmless) es. N/A	1 minute ear the sar 1 standard action 1 standard action	ne holy symbol or be of the same faith t 14 rounds 1 round/level [D]	Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: 14 creatures than 30 ft. apart Personal	v,S,DF emanation v,S,M	Yes centered on a point in Yes (harmless) which can be more	Abjuration [See text] Caster Level: 14 Transmutation Caster Level: 14 Transmutation	RSRD: SpellsH-L.rtf
Makes a light source in a globe; see text	21 21 flex save 21	ion, all creature must w Fortitude negates (harmless) es. N/A	1 minute ear the sar 1 standard action 1 standard action archon [mm	ne holy symbol or be of the same faith t 14 rounds 1 round/level [D]	Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: 14 creatures than 30 ft. apart Personal Target: You 4 Personal	v,S,DF emanation v,S,M	Yes centered on a point in Yes (harmless) which can be more	Abjuration [See text] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Good] Caster Level: 14 Transmutation [Good]	RSRD: SpellsH-L.rtf
Makes a light source in a globe; see text	21 flex save 21 es and ap	ion, all creature must w Fortitude negates (harmless) ss. N/A ppearance of a hound a	1 minute ear the sar 1 standard action 1 standard action archon [mm] 1 standard action 1 standard action	ne holy symbol or be of the same faith t 14 rounds 1 round/level [D] n pg.16]. +4 Str & Con, Darkvision 60', +	Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: 14 creatures than 30 ft. apart Personal Target: You	ntrollable lig V,S,DF emanation V, S, M s, no two of V,S,DF	Yes centered on a point in Yes (harmless) which can be more N/A	Abjuration [See text] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Good] Caster Level: 14 Transmutation [Good] Caster Level: 14	RSRD: SpellsH-L.rtf SPELL CO: Pg.116
Makes a light source in a globe; see text	21 flex save 21 es and ap 21 ures pg.6	Fortitude negates (harmless) ss. N/A ppearance of a hound a N/A Fortitude partial	1 minute ear the sar 1 standard action 1 standard action archon [mm 1 standard action 1 standard action	ne holy symbol or be of the same faith t 14 rounds 1 round/level [D] 1 pg.16]. +4 Str & Con, Darkvision 60', + 1 round/level [D]	Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: 14 creatures than 30 ft. apart Personal Target: You 4 Personal Target: You	ntrollable lig V,S,DF emanation V,S,M s, no two of V,S,DF V,S,DF	Yes centered on a point in Yes (harmless) which can be more N/A	Abjuration [See text] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Good] Caster Level: 14 Transmutation [Good] Caster Level: 14	RSRD: SpellsH-L.rtf SPELL CO: Pg.116 SPELL CO: Pg.116
Makes a light source in a globe; see text	21 flex save 21 es and ap 21 ures pg.6	Fortitude negates (harmless) as. N/A N/A N/A N/A N/A N/A Willingates amage and r Will negates	1 minute ear the sar 1 standard action 1 standard action archon [mm 1 standard action 1 standard action 1 standard action 1 standard action eggates fatir	ne holy symbol or be of the same faith t 14 rounds 1 round/level [D] 1 pg.16]. +4 Str & Con, Darkvision 60', + 1 round/level [D]	Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: 14 creatures than 30 ft. apart Personal Target: You 4 Personal Target: You Close (60 ft.) Target: One creature	ntrollable lig V,S,DF emanation V,S,M s, no two of V,S,DF V,S,DF	Yes centered on a point in Yes (harmless) which can be more N/A	Abjuration [See text] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Good] Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation [Cold]	RSRD: SpellsH-L.rtf SPELL CO: Pg.116 SPELL CO: Pg.116
Makes a light source in a globe; see text	21 flex save 21 21 21 21 21 21 ures pg.6	Fortitude negates (harmless) ss. N/A ppearance of a hound a N/A Fortitude partial re halves damage and r	1 minute ear the sar 1 standard action 1 standard action archon [mm 1 standard action 1 standard action 1 standard action egates fation	ne holy symbol or be of the same faith t 14 rounds 1 round/level [D] n pg.16]. +4 Str & Con, Darkvision 60', + 1 round/level [D] Instantaneous	Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: 14 creatures than 30 ft. apart Personal Target: You 4 Personal Target: You Close (60 ft.) Target: One creature	trollable lig V,S,DF emanation V,S,M s, no two of V,S,DF V,S,DF	Yes centered on a point in Yes (harmless) which can be more N/A N/A Yes Yes (harmless)	Abjuration [See text] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Good] Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation [Cold] Caster Level: 14	RSRD: SpellsH-L.rtf SPELL CO: Pg.116 SPELL CO: Pg.116 SPELL CO: Pg.118
Makes a light source in a globe; see text	21 flex save 21 21 21 21 21 21 ures pg.6	Fortitude negates (harmless) as. N/A N/A N/A N/A N/A N/A Willingates amage and r Will negates	1 minute ear the sar 1 standard action 1 standard action archon [mm] 1 standard action 1 standard action 1 minutes	ne holy symbol or be of the same faith t 14 rounds 1 round/level [D] n pg.16]. +4 Str & Con, Darkvision 60', + 1 round/level [D] Instantaneous	Target: Magical, cor 10 ft. Target: 10-ftradius ospace Close (60 ft.) Target: 14 creatures than 30 ft. apart Personal Target: You 4 Personal Target: You Close (60 ft.) Target: One creature	trollable lig V,S,DF emanation V,S,M s, no two of V,S,DF V,S,DF V,S,DF V,S,DF ty,S,DF ty,S,DF ty,S,DF	Yes centered on a point in Yes (harmless) which can be more N/A N/A Yes Yes (harmless)	Abjuration [See text] Caster Level: 14 Transmutation Caster Level: 14 Transmutation [Good] Caster Level: 14 Transmutation [Good] Caster Level: 14 Evocation [Cold] Caster Level: 14 Evocation	RSRD: SpellsH-L.rtf SPELL CO: Pg.116 SPELL CO: Pg.116 SPELL CO: Pg.118

				Claria Challa					
□□□□Iron Bones	21	Will negates	1	Cleric Spells 1 minute/level	Touch V	/,S,F	Yes [harmless]	Transmutation	SPELL CO: Pg.125
DUIDUI Boiles		[harmless]	standard action	· mindeditore.	100011	,0,.	roo (namiooo)	ranomatation	O. 222 00.1 g.120
Effect: Skeleton changes to Iron; grants +5 to natural armor AC					Target: Corporeal und	dead crea	ture touched	Caster Level: 14	
Lifebolt	21	Will negates	1 standard action	1 minute/level		,-,	Yes	Abjuration	SPELL CO: Pg.131
Effect: Subject becomes immune to the effects of positive energy					Target: Creature toucl			Caster Level: 14	
Magic Weapon, Greater	21	Will negates (harmless, object)	1 standard action	14 hours	Close (60 ft.) V	/, S, M/DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Weapon gains +3 bonus.			action		Target: One weapon of must be in contact wit casting]	or fifty pro h each ot	jectiles [all of which her at the time of	Caster Level: 14	
□□□□ Make Manifest	21	Will negates	1 standard action	1 round/level		/,S,M	Yes	Transmutation	SPELL CO: Pg.137
Effect: Cause one creature on a coexistant plane to appear on y	our plan	e: see text.	dollori		Target: One creature			Caster Level: 14	
□□□□ Mark of Censure	21	Will negates	1 standard action	14 hours [D]	Close (60 ft.)	, S, DF	Yes	Transmutation	APM: p. 160
Effect: Subject is marked as an enemy, takes a -1 penalty on at	tack rolls	, saves, and checks.			Target: One living crea	ature		Caster Level: 14	
□□□□ Moon Bolt	21	Fortitude half[living] Will negates[undead]	1 standard action	Instantaneous	Long (960 ft.) V	,S	Yes	Evocation	SPELL CO: Pg.143
Effect: Bolt unerringly strikes dealing 1d4 Str damage per three					undead creatures, tha	t are <15		Caster Level: 14	
□□□□ *Nature's Balance	21	Fortitude negates [harmless]	1 standard	10 minutes/level	Touch V	,S	Yes [harmless]	Transmutation	SPELL CO: Pg.145
Effect: Take -4 to one ability score [Str, Dex, Con] and target ga	ins like a	mount	action		Target: Creature touch	hed		Caster Level: 14	
Negative Energy Aura	21	N/A	1 standard	1 round/level	Personal V	,S	N/A	Necromancy	SPELL CO: Pg.146
Effect: Living creatures within 10 ft. lose 1 hp/3 caster level [ma.	v 5) 00ch	round	action		Target: 10-ftradius e	manation		Caster Level: 14	
Deutralize Poison	21	Will negates (harmless, object)	1 standard	140 minutes	Touch V	, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
Effect:			action		Target: Creature or ob	oject of up	to 14 cu. ft. touched	Caster Level: 14	
Immunizes subject against poison, detoxifies venom in o	r on subj 21	ect. Reflex negates	1 standard	14 minutes [D]	Close (60 ft.)	/, S, M	Yes	Evocation [Force]	Named: PHB 3.5
Effect:			action		Target: 14 ft. diameter	r sphere,	centered around a	Caster Level: 14	
Force globe protects but traps one subject.	21	Will half [harmless];	1	Instantaneous	creature Touch V	/,S	Yes [harmless]	Conjuration	SPELL CO: Pg.152
Effect:		see text	standard action		Target: Creature toucl	hed		(Healing) Caster Level: 14	
Removes most conditions; see text.	21	None	10	Instantaneous	Close (60 ft.) V	, S, DF,	No	Conjuration	RSRD: SpellsP-R.rtf
Effect:			minutes		X Target: One called ele	(P	routeider of 6 HD or	(Calling) [See Text] Caster Level: 14	
Your deity sends you an elemental or outsider of the deit	y's choic 21	e of 6 HD or less. None	1 round	1 round/level [D]	less	,S,DF	No	Conjuration	SPELL CO: Pg.159
Planar Exchange, Lesser		None	riouna	1100.00.010.[0]	Target: One called cre			(Calling) Caster Level: 14	0. 222 00.1 g.100
Call a celestial creature see list; see text Planar Tolerance	21	None	1 immediate	1 hour/level	20 ft. V	′	Yes [harmless]	Abjuration	SPELL CO: Pg.159
Effect:			action		Target: One creature/	level in a	20-ft. radius burst	Caster Level: 14	
Gain temporary respite from the natural effects of a spec	ific plane 21	Fortitude negates; see	1	Instantaneous; see text	centered on you Touch V	, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
Effect:		text	standard action		Target: Living creature	e touched		Caster Level: 14	
Touch deals 1d10 Con damage, repeats in 1 minute.	21	None	1	1 round/level		/,S	No	Conjuration	SPELL CO: Pg.161
Effect:			standard action		Target: 10-ftradius e	manatio-	centered on vov	(Healing) Caster Level: 14	
Each round all living creatures within 10 ft. gain 1 hp per	three ca	ster levels [max 5]. Und None	ead take d	ouble the amount in damage. 1 round/level	-		Yes	Conjuration	SPELL CO: Pg.170
			standard action					(Creation)	
Effect: Allies gain +2 [or +3 for worshipers] on attacks and save:	s, and er	emies suffer -2. None or Will negates;	1	140 minutes [D]	Target: All allies and for centered on you. 10 ft. V	oes within		Caster Level: 14 Abjuration	RSRD: SpellsP-R.rtf
Repel Vermin	21	see text	standard action						
Effect: Insects, spiders, and other vermin stay 10 ft. away.	0:	MPH		241	Target: 10 ft. radius er		•	Caster Level: 14	ODELL 00 5 171
Resistance, Greater	21	Will negates [harmless]	1 standard action	24 hours	Touch V	,5,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect: As resistance, except you grant the subject +3 resistance					Target: Creature toucl			Caster Level: 14	
Restoration	21	Will negates (harmless)	3 rounds	Instantaneous		/, S, M	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Restores level and ability score drains. Revenance	21	None; see text	1	1 minute/level	Target: Creature touch	hed /,S,DF	Yes [harmless]	Caster Level: 14 Conjuration	SPELL CO: Pg.175
		, 500 tont	standard action				[(Healing)	30 gro
Effect: Brings an ally back to life for duration of spell; see text.	0.1		1	44	Target: Dead ally touc			Caster Level: 14	ADM - 100
□□□□□ Sanctum	21		1 standard action	14 rounds [D]	Personal V	/, S, DF		Conjuration (Teleportation)	APM: p. 166
Effect: See text					Target: You			Caster Level: 14	
□□□□□ Sending	21	None	10 minutes	14 round; see text		/, S, M/DF	No	Evocation	RSRD: SpellsS.rtf
Effect: Delivers short message anywhere, instantly.	21	Fort negator	1	Insta	Target: One creature	/ S M	Vac	Caster Level: 14	SPELL CO: Dc 100
□□□□□ Shadowblast	21	Fort negates	1 standard action	Insta	Long (960 ft.) V	/,S,M	Yes	Evocation [Light]	SPELL CO: Pg.186
Effect: Creatures stunned for 1d6 rounds; natives of shadow vul	nerable	ake damage; see text.			Target: 20-ftradius s	pread		Caster Level: 14	
				* =Domain/Speciality Spell					

				Cleric Spells					
Shield of Faith, Mass	21	Will negates [harmless]	1 standard action	1 minute/level	Close (60 ft.)	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.188
iffect: As shield of faith, except it affects multiple creatures.			action		Target: One creature than 30 ft. apart	re/level, no	two of which are more	Caster Level: 14	
□□□□□Smite Foe	21	Will partial	1 standard action	Instantaneous; see text	60 ft.	V, S, DF	Yes	Evocation	APM: p. 169
ffect: Ray of divine power deals 3d8 damage to one target and	d sickens	a living target for 2d4 ro	ounds.		Target: Ray			Caster Level: 14	
]□□□□Sound Lance	21	Fortitude half	1 standard action	Instantaneous	Medium (240 ft.)	V,S	Yes		SPELL CO: Pg.196
fect: Deals 1d8 per caster level [max 10d8].					Target: One creatur	,		Caster Level: 14	
□□□□□Spell Immunity	21	Will negates (harmless)	1 standard action	140 minutes	Touch		Yes (harmless)	Abjuration Caster Level: 14	RSRD: SpellsS.rtf
ffect: Subject is immune to 3 spells, up to 4th-level spells.	0.4	Form to construct		A of the first of	Target: Creature to		N		ODELL 00 D. 000
l□□□□Spell Vulnerability fect:	21	Fortitude negates		1 minute/level	Close (60 ft.) Target: One creature	V,S re	No	Transmutation Caster Level: 14	SPELL CO: Pg.200
Reduces subject's spell resistance by 1 per caster level Summon Hound Archon	[max red 21	uction 15]. Reduction ca None		below 0. Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning) [Good, Lawful]	SPELL CO: Pg.214
fect: Summons a hound archon [MM 16]; see text					Target: One summo			Caster Level: 14	
□□□□Summon Monster IV fect:	21	None	1 round	14 rounds [D]			ed creatures, no two of	Conjuration (Summoning) Caster Level: 14	RSRD: SpellsS.rtf
Calls extraplanar creature to fight for you.	21	Will negates	10 minutes	See text	which can be more 0 ft.; see text		apart Yes	Enchantment (Compulsion)	APM: p. 173
ffect: Triggered rune fills nearby creatures with utter despair.			minutes		Target: One symbo	I		[Mind-Affecting] Caster Level: 14	
Tongues	21	Will negates (harmless)	1 standard action	140 minutes	Touch	V, M/DF	No	Divination	RSRD: SpellsT-Z.rtf
fect: Speak any language.					Target: Creature to	uched		Caster Level: 14	
I□□□□Undead Bane Weapon	21	Will negates [harmless,object]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless,object]		SPELL CO: Pg.226
fect: Give weapon touched undead bane special ability; add +	+2 enhan 21		s +2d6 of b		must be touching a	t the time of			CDELL CO. D- 222
□□□□Wall of Chaos	21	See text	standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	rea is up to one 10-ft.	Abjuration [Chaotic] Caster Level: 14	SPELL CO: Pg.233
+2 to AC and saves, counter mind control, hedge out stile side.	elementa	als and outsiders in 10-	ft. radius a	-		ni/sphere 5	ft./2 levels		
□□□□Wall of Good	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Good]	SPELL CO: Pg.233
ffect: +2 to AC and saves, counter mind control, hedge out	elementa	als and outsiders in 10-	ft. radius a	and 10 minutes/level from the designate			rea is up to one 10-ft. ft./2 levels	Caster Level: 14	
stile side. Wall of Law	21	See text	1 standard action	10 minutes/level	Close (60 ft.)	V,S,M/DF	Yes	Abjuration [Law]	SPELL CO: Pg.234
fect: +2 to AC and saves, counter mind control, hedge out	elementa	als and outsiders in 10-		and 10 minutes/level from the designate			rea is up to one 10-ft. ft./2 levels	Caster Level: 14	
stile side. □□□□□Wall of Sand	21	None	1 standard	Concentration +1 round/level	Medium (240 ft.)	V,S,M/DF	No	Conjuration (Creation) [Earth]	SPELL CO: Pg.235
fect:			action			all whose a	rea is up to one 10-ft.		
Creates a churning wall of sand.				LEVEL 5	square/level [S]				
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Atonement	22	None	1 hour	Instantaneous	Touch Target: Living creat	V, S, M, F DF, XP	, Yes	Abjuration Caster Level: 14	RSRD: SpellsA-B.rt
Removes burden of misdeeds from subject. Aura of Evasion	22	No	1	1 minute/level	10 ft.	V,S,M,DF		Abjuration	SPELL CO: Pg.18
fect:			standard action		Target: 10-ft. radius	s emanation	centered on you	Caster Level: 14	
You and all creatures within the area gain evasion but on Reflex saves against breath weapons.	nly agair 22		se who ha	ve evasion or improved evasion gain a + 1 round/level	-4 Long (960 ft.)	V,S,M	Yes	Evocation [Fire,	SPELL CO: Pg.33
I□□□□Blistering Radiance		partial; see text	standard action		Target: 50-ftradius			Light] Caster Level: 14	00. r g.33
All sighted creatures in area are dazzled [no save], and the same of the same	take 2d6 22	fire damage each round See text		Instantaneous	Close (60 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rt
ffect: Frees subjects from enchantments, alterations, curses, a			10	Instantaneous	Target: Up to 14 cre other Close (60 ft.)			Caster Level: 14	SPELL CO: Bo 40
I□□□□ Call Zelekhut fect: You recieve the aid of a Zelekhut inevitable in performin	22	None k that cannot exceed 1 l	10 minutes	Instantaneous	Close (60 ft.) Target: One called	V,S,DF,XI zelekhut	· IVU	Conjuration (Calling) [Lawful] Caster Level: 14	SPELL CO: Pg.42
Chastise Person	g one tas 22	Will partial; see text		Concentration, up to 14 rounds	30 ft.	V, S, DF	Yes	Evocation [Fear, Language-Depend Mind-Affecting]	
ffect: You cause pain and damage to one or more humanoids,					more than 30 feet a	part; see te			DODD 2 " -
Command, Greater	22	Will negates	1 standard action	14 rounds	Close (60 ft.)	V s no two of	Yes	Enchantment (Compulsion) [Language-Depen Mind-Affecting]	RSRD: SpellsC.rtf dent,
As command, but affects 14 subjects.	22	None	10	14 rounds	than 30 ft. apart		which can be more	Caster Level: 14	DCDD: Cooll-O =/
I□□□□ Commune fect:	22	None	10 minutes	14 rounds	Personal Target: You	V, S, M, DF, XP	No	Divination Caster Level: 14	RSRD: SpellsC.rtf
Deity answers 14 yes-or-no questions.	22	N/A	1 round	1 minute/level [D]	Personal	V,S,DF	N/A	Conjuration	SPELL CO: Pg.55
ffect:	nent or 1	easting They provide a	oncealmor	at and completely hide your features	Target: You			(Creation) Caster Level: 14	
Tentacles surround you but don't interfere with mover competence bonus to Grapple, Climb and Escape Artist lamage.	nent or o checks.	casting. They provide c If you are attack the te	oncealmer ntacles str	nt and completely hide your features. + ike back [Your BAB + Wis] dealing 1d1	-4 2				

* =Domain/Speciality Spell

				Cleric Spells					
Cure Light Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard	Instantaneous	Close (60 ft.) V,	S	Yes (harmless) or Yes see text	;Conjuration (Healing)	RSRD: SpellsC.rtf
Effect:			action		Target: 14 creatures, no	o two of	which can be more	Caster Level: 14	
Cures 1d8+14 damage for many creatures. Curse of III Fortune, Mass	22	Will negates	1 standard	1 minute/level	than 30 ft. apart Medium (240 ft.) V,S	S,DF	Yes	Necromancy	SPELL CO: Pg.56
Effect: Cause -3 penalty on attack rolls, saving throws, ability ch	ooko on	d akill abaaka ta all affac	action		Target: Enemies in a 20	0-ftradi	us burst	Caster Level: 14	
Cause -3 penalty on attack rolls, saving throws, ability or	22	None	1 standard	1 minute/level [D]	5 ft./level V,S	S	No	Abjuration	SPELL CO: Pg.58
Effect:			action		Target: 5 ft./level-radius	s emana	tion centered on you	Caster Level: 14	
Purifies surrounding area; see text. Death Throes	22	None	1 standard	1 hour/level or until you are killed	Personal V,S	S	No	Necromancy [Force]	SPELL CO: Pg.60
Effect: If you are killed, your body is destroyed by an explosion	that deal	s 1d8/level to everyone	action		Target: You			Caster Level: 14	
Dispel Chaos	22	See text	1	. 14 rounds or until discharged, whichever comes first	rTouch V,	S, DF	See text	Abjuration [Lawful	RSRD: SpellsD-E.rtf
Effect: +4 bonus against attacks.			action		Target: You and a toucl another plane; or you a spell on a touched crea	and an ei	nchantment or chaotic	Caster Level: 14	
Dispel Evil	22	See text		14 rounds or until discharged, whichever comes first			See text	Abjuration [Good]	RSRD: SpellsD-E.rtf
Effect: +4 bonus against attacks.			action		Target: You and a touc plane; or you and an er	nchantm		Caster Level: 14	
□□□□□Dispel Law	22	See text	1 standard	14 rounds or until discharged, whichever comes first	r Touch V,		See text	Abjuration [Chaotic]	RSRD: SpellsD-E.rtf
Effect: +4 bonus against attacks.			action		Target: You and a touclanother plane; or you a	and an ei	nchantment or lawful	Caster Level: 14	
☐☐☐☐☐ Disrupting Weapon	22	Will negates	1	14 rounds	spell on a touched creat Touch V,		object Yes (harmless, object)) Transmutation	RSRD: SpellsD-E.rtf
Effect:		(harmless, object); se text	estandard action		Target: One melee wea	apon		Caster Level: 14	
Melee weapon destroys undead. Divine Agility	22	Will negates [harmless]	1 standard	1 round/level	Touch V,	S	No	Transmutation	SPELL CO: Pg.69
Effect:		[aminess]	action		Target: Living creature	touched		Caster Level: 14	
Grants +10 enhancement to Dex. Doomtide	22	Will negates	1 standard	1 round/level	80 ft. V,\$	S,DF	Yes	Illusion (Pattern)	SPELL CO: Pg.70
Effect:			action		Target: Eight 10-ft. cub	es exter	iding straight from you	Caster Level: 14	
Creatures must save or be dazed for 1 round. Mist obsci	ures visio 22	on to 5 ft. See text	1 standard	1 round/level	Personal V,S	S,M/DF	No	Evocation	SPELL CO: Pg.72
Effect:			action		Target: You			Caster Level: 14	
Gain a true dragons breath weapon attack; see text	22	Reflex partial	1 standard	Instantaneous	Medium (240 ft.) V,S	S	Yes	Transmutation [Fire]	SPELL CO: Pg.75
Effect: Deals 4d6 from impact and 3d6 fire [no save], must mak	aves e a	or he knocked prope	action		Target: 20-ftradius spi	read		Caster Level: 14	
□□□□□ Fastheal	22	Will negates (harmless)	1 round	14 hours [D]			Yes (harmless)	Conjuration (Healing)	APM: p. 153
Effect: As lesser fastheal, but 14 hours. The property of the	22	Reflex half	1	Instantaneous	Target: Living creature Medium (240 ft.) V,			Caster Level: 14 Evocation [Fire]	RSRD: SpellsF-G.rtf
		TOTOX TOTO	standard action	modulianous		0, 5.			rtorto. oponor o.i.u
Effect: Smite foes with divine fire for 14d6 damage. DDDDD Furious Assault	22	Will negates	1	14 rounds	Target: Cylinder 10 Close (60 ft.) V,	S DF	Yes (harmless)	Caster Level: 14 Transmutation	APM: p. 157
		(harmless)	standard action	· · · · · · · · · · · · · · · · · · ·	, , .		, ,		7.1. III. p. 107
Effect: Subjects gain an extra attack with the full attack action,	+2 to AC,	+2 on damage rolls and See text		ves. Instantaneous	Target: 4 creatures, no 30 ft. apart Touch V,		hich can be more than See text		RSRD: SpellsH-L.rtf
Effect:		200 toxt	nouis		DF Target: 40-ft. radius em	F			s.r.b. opolioi PL.Iti
Designates location as holy. Designates location as holy. Designates location as holy.	22	Will negates	1 standard	Instantaneous	Medium (240 ft.) V,S	S	Yes	Necromancy [Death]	SPELL CO: Pg.121
Effect: The spell destroys 1d4/caster level [max 20d4] HD worth	of creat	ures.	action		Target: 50-ftradius but	ırst		Caster Level: 14	
Inflict Light Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (60 ft.) V,	S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 1d8+14 damage to many creatures.					Target: 14 creatures, no than 30 ft. apart			Caster Level: 14	BBB 5 " '
☐☐☐☐Insect Plague Effect:	22	None	1 round	14 minutes	Target: 4 swarms of loc	S, DF	h of which must be	Conjuration (Summoning) Caster Level: 14	RSRD: SpellsH-L.rtf
Locust swarms attack creatures. Life's Grace	22	Will negates [harmless]	1 standard	1 minute/level	adjacent to at least one	e other s	warm Yes [harmless]	Abjuration	SPELL CO: Pg.131
Effect:	- II - C		action		Target: Living creature	touched		Caster Level: 14	
Subjects become immune to all death spells, magical de	ath effec 22	ts, energy drain, and an None	y negative 10 minutes	energy effects; see text Permanent;see text	Touch V,	S, DF	Yes	Necromancy	RSRD: SpellsM-O.rtf
Effect: Designates action that will trigger curse on subject.	00	M/III	4	la de	Target: Creature touche		V	Caster Level: 14	DODD: C
Plane Shift	22	Will negates	1 standard action	Instantaneous		S, F	Yes	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
As many as eight subjects travel to another plane.	22	Will partial; see text	1	14 rounds	Target: Creature toucher creatures joining hands Close (60 ft.) V,	S	to eight willing Yes	Caster Level: 14 Abjuration	RSRD: PsionicSpells.rt
Psychic Turmoil		. r partial, occ text	standard action						
Effect: [see text] Raise Dead	22	None; see text	1 minute	Instantaneous	Target: 40-ft-radius emi space Touch V,	S, M,	Yes (harmless)	Caster Level: 14 Conjuration	RSRD: SpellsP-R.rtf
Effect:					DF Target: Dead creature t	F		(Healing) Caster Level: 14	41
Restores life to subject who died as long as 14 days ago				* =Domain/Speciality Spell					

				Cleric Spells					
□□□□□ Revivify	22	None; see text	1 standard	Instantaneous	Touch	V,S,M	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.176
Effect: If cast within one round of death, this spell restores the si	shipet to	-1 HD	action		Target: Dead create	ure touched		Caster Level: 14	
Cast within one round of death, this spen restores the st	22	None	1 standard	14 rounds [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
Effect:			action		Target: You			Caster Level: 14	
Your size increases, and you gain combat bonuses. Righteous Wrath of the Faithful	22	None	1 standard	1 round/level	30 ft.	V,S,DF	Yes	Enchantment (Compulsion)	SPELL CO: Pg.177
Effect:			action		Target: All allies wit	hin 30-ftra	dius burst centered on	[Mind-Affecting]	
Allies gain one additional melee attack each round at the morale bonus to attack and damage.									
□□□□□Sanctuary, Mass	22	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.179
Effect: Opponents can't attack you, and you can't attack; see tex	t.				Target: One creature than 30 ft. apart	re/level, no t	two of which are more	Caster Level: 14	
Scourge Foes	22	Fortitude partial	1 standard	Instantaneous	30 ft.	V, S, DF	Yes	Evocation [Sonic]	APM: p. 166
Effect: Blast of divine power deals 7d8 damage, deafens foes fo	r 2d4 roi	unds, restricts their action	action ns for 1 ro	und.	Target: Cone-shape	ed burst		Caster Level: 14	
□□□□□ Scrying	22	Will negates	1 hour	14 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
Effect: Spies on subject from a distance.	22	Name and took	4	44	Target: Magical ser		V (hl)	Caster Level: 14 Illusion (Glamer)	ADM - 407
□□□□□Secret Speech	22	None; see text	standard action	14 minutes	30 ft.	V, S	Yes (harmless)	[Language-Depen	
Effect: You and creatures you select conceal hidden messages					can be more than 3	0 feet apart		Caster Level: 14	
□□□□□Slay Living	22	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
Effect: Touch attack kills subject.			aodori		Target: Living creat	ure touched	I	Caster Level: 14	
□□□□□Spell Resistance	22	Will negates (harmless)	1 standard	14 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: Subject gains SR 26.			action		Target: Creature to	uched		Caster Level: 14	
Stalwart Pact	22	Will negates [harmless]	10 minutes	Permanent until triggered, then 1 round/level	Touch	V,S,DF	Yes [harmless]	Evocation	SPELL CO: Pg.204
Effect: Upon losing half HP, gain 5 hp/two caster levels [max 35			nus on sav		Target: Willing living	-		Caster Level: 14	
Stone Shape, Greater	22	None	1 standard action	Instantaneous	Touch	V,S,M/DF	No	Transmutation [Earth]	SPELL CO: Pg.208
Effect: Sculpts stone into any shape.			dollori		Target: Stone or sto + 10 cu. ft./level	one object to	ouched, up to 10 cu. ft.	Caster Level: 14	
Subvert Planar Essence	22	Fortitude negates	1 standard	1 round/level	Medium (240 ft.)	V,S,M/DF	Yes	Transmutation	SPELL CO: Pg.211
Effect: Outsiders that fail their save have their damage reduction	and sn	ell resistance reduced b	action / 10		Target: 20-ftradius	emanation	centered on a point in	Caster Level: 14	
□□□□□Summon Bralani Eladrin	22	None		Concentration, up to 1 round/level + 1 round	Close (60 ft.)	V,S,DF	No	Conjuration (Summoning)	SPELL CO: Pg.213
Effect:					Target: One summo	oned bralani	i eladrin	[Chaotic, Good] Caster Level: 14	
Summons a bralani eladrin [MM 93]; see text	22	None	1 round	14 rounds [D]	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more which can be more		d creatures, no two of apart	Caster Level: 14	
Symbol of Sleep	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
Effect: Triggered rune puts nearby creatures into catatonic slumi	ber.				Target: One symbo	I		Caster Level: 14	
Symbol of Spell Loss	22	Will negates	10 minutes	See text	0 ft.; see text	V,S	No	Universal	SPELL CO: Pg.218
Effect: Symbol causes spellcasters within 60 ft. to lose their high			mbol abso		Target: One symbo		Ne	Caster Level: 14	DODD, Casillat 7 at
Tree Stride	22	None	1 standard action	14 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
Effect: Step from one tree to another far away.					Target: You			Caster Level: 14	
□□□□□Triadspell	22	N/A	1 standard action	Instantaneous	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.224
Effect: Cast one 3rd or lower spell an additional two times.			201011		Target: You			Caster Level: 14	
□□□□□True Seeing	22	Will negates (harmless)	1 standard	14 minutes	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
Effect: Lets you see all things as they really are.			action		Target: Creature to	uched		Caster Level: 14	
Under Vigor, Greater	22	Will negates [harmless]	1 standard	10 rounds + 1 round/level [max 35]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.229
Effect:	shilitor fo	the duration of the	action	utomatically booled per round	Target: Living creat	ure touched	I	Caster Level: 14	
Same as lesser vigor except it grants target fast healing a UUUUU Vulnerability	22	Will negates	1 at 4 hp at 1 standard	utomatically healed per round. 1 round/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.232
Effect:			action		Target: Creature to	uched		Caster Level: 14	
Lowers subject's damage reduction by 5 [to a minimum 5]. 22	None	1 standard	1 minute/level	Close (60 ft.)	V,S,DF	No	Abjuration	SPELL CO: Pg.233
Effect:			standard		Target: A straight w	all whose a	rea is up to one 10-ft	Caster Level: 14	
Anyone crossing is subject to dispel magic; see text.	22	None	1	14 rounds [D]	square/level Close (60 ft.)		No No		RSRD: SpellsT-Z.rtf
			standard action		Tamot: Wallh	area is '	to 14.10.ft ogv	Caster Lovel 44	
Effect: Wall is immune to damage. Wall of Limbs	22	Reflex negates; see	1 round	1 round/level [D]	Target: Wall whose Medium (240 ft.)		to 14 10-ft. squares Yes	Caster Level: 14 Evocation	SPELL CO: Pg.234
Effect:		text			Target: A wall of wh	nirling limbs	up to 20 ft. long/level,	Caster Level: 14	g
A creature attempting to move through the wall takes 5d6	and mu 22	st make Str check or be See text	1	ck in the wall; see text. Instantaneous	or ring with radius u Medium (240 ft.)	p to 5-ft./2 I	evels	Conjuration	RSRD: SpellsT-Z.rtf
Effect:			standard action		Target: Stone wall v	whose area	is up to 14 5-ft. square:	(Creation) [Earth] s Caster Level: 14	
Creates a stone wall that can be shaped.				* =Domain/Speciality Spell	[S]				
Jan 7, 2007 2:45:01 PM		PCGon Characte	r Tomplate	by Frugal, based on work by ROG, Arca	ndy Barak Dimrill & I	Dokkor			Page

				Cleric Spells					
Zone of Respite	22	None	2 rounds	1 minute/level	20 ft.	V,S,M	Yes	Abjuration	SPELL CO: Pg.244
Effect: Creates a region that is temporarily protected from interpl	anar intr		4	1 minute/level	Target: 20-ftradius		•	Caster Level: 14 Divination	CDELL CO: D= 244
Zone of Revelation	22	None	1 standard action	i minute/level	Close (60 ft.)	V,S,M/DF	res ation centered on a poir		SPELL CO: Pg.244
All creatures and objects with a zone of relevation are ma	ide visibl	e; see text.			in space	ever emana	ation centered on a poil	itCaster Level. 14	
				LEVEL 6					
Name Animate Objects	DC 23	None	Time 1 standard	Duration 14 rounds	Range Medium (240 ft.)	Comp. V, S	No	School Transmutation	Source RSRD: SpellsA-B.rtf
Effect: Objects attack your foes.			action		Target: 14 Small ob	jects; see te	ext	Caster Level: 14	
Antilife Shell Effect: 10-ft. field hedges out living creatures.	23	None	1 round	140 minutes [D]	10 ft. Target: 10-ftradius	V, S, DF emanation		Abjuration Caster Level: 14	RSRD: SpellsA-B.rtf
Banishment	23	Will negates	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes	Abjuration	RSRD: SpellsA-B.rtf
Effect: Banishes 28 HD of extraplanar creatures.					Target: One or more which can be more		ar creatures, no two of apart	Caster Level: 14	
DDDDBattlelink	23	None	1 standard action	14 minutes	Close (60 ft.)	V, S, DF	Yes (harmless)	Divination	APM: p. 147
Effect: Allies can coordinate attack and defense.					Target: You plus 4 v			Caster Level: 14	
□□□□□Bear's Endurance, Mass	23	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, DF		Transmutation	RSRD: SpellsA-B.rtf
Effect: As bear's endurance, affects 14 subjects.	23	Reflex half or Reflex	1	14 minutes [D]	Target: 14 creatures than 30 ft. apart Medium (240 ft.)	V, S	Yes	Caster Level: 14	RSRD: SpellsA-B.rtf
□□□□ Blade Barrier	23	negates; see text	standard action	14 minutes [D]	, ,				KSKD: SpellsA-B.ftl
Effect: Wall of blades deals 14d6 damage.	22	None	1	Instantaneous	ringed wall of whirlir ft; either form 20 ft.	ng blades w high	up to 280 ft. long, or a eith a radius of up to 35		SDELL CO. Ba 25
□□□□□Bolt of Glory	23	None	standard action	Instantaneous	Close (60 ft.)	V,S,DF	Yes		SPELL CO: Pg.35
Effect: Ranged touch attack with the ray deals positive energy da	amage. 1 23	d12/caster level to und	ead [max 1	15d12], 1d12/2 caster levels [max 7d12]. 14 minutes	Target: Ray Close (60 ft.)	V. S. M/DE	Yes (harmless)	Caster Level: 14 Transmutation	RSRD: SpellsA-B.rtf
Bull's Strength, Mass	23	(harmless)	standard action	14 minutes	Target: 14 creatures			Caster Level: 14	NOND. SpellsA-b.Iti
As bull's strength, affects one subject/ level.	23	Will partial; see text	1	140 minutes [D]	than 30 ft. apart Personal or Close			Conjuration	APM: p. 149
Effect:		, ,	standard action	,	Target: You; or a ba			(Creation) [Darkness, Fear, Mind-Affecting] Caster Level: 14	
Barrier or personal effect grans concealment, dims light, a	and saps	your enemies' will. None	1 minute	2d4 hours	1 mile	V,S	No	Transmutation	SPELL CO: Pg.50
Effect:					Target: 1-mile-radiu			[Cold] Caster Level: 14	5. === 5 5 1 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5
Lowers temperature by 5 degrees per level [Max 50 degrand of the company of the c	eesj 23	Reflex half	1 standard action	Instantaneous	Medium (240 ft.)	V,S,DF	No	Conjuration (Creation)	SPELL CO: Pg.50
Effect: Comet falls to the ground dealing 1d6/level [max 15d6] to	evervthi	ing in the area. Creature		their Reflex are prone; see text	Target: 400-pound b	ball of rock	and ice	Caster Level: 14	
Crown of Terror, Greater	23	None	1 standard action	14 rounds [D]	30 ft.	V, S, DF	Yes	Conjuration (Creation) [Fear, Mind-Affecting]	APM: p. 150
Effect: Enemies within 30 feet become frightened or panicked.	00	APII		44 010 400 [70]	Target: A fiery halo	V 0 14/0/	- V (1	Caster Level: 14	ADM . 450
□□□□□Crown of Valor, Greater	23	Will negates (harmless)	1 standard action	14 minutes [D]	30 ft. Target: A silver halo		Yes (harmless)	Conjuration (Creation) [Mind-Affecting] Caster Level: 14	APM: p. 150
You and allies within 30 feet gain +2 on attacks and chec	ks, +4 or 23	n saves against fear; you Will half (harmless) or Will half; see text		une to fear. Instantaneous	Close (60 ft.)	V, S	Yes (harmless) or Yes see text		RSRD: SpellsC.rtf
Effect: Cures 2d8+14 damage for many creatures.		,	action		Target: 14 creatures than 30 ft. apart	s, no two of		Caster Level: 14	
Dispel Magic, Greater	23	None	1 standard action	Instantaneous		V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect: As dispel magic, but +20 on check. Barbara Eagle's Splendor, Mass	23	Will negates	1	14 minutes	Target: One spellca 20-ftradius burst Close (60 ft.)	ster, creatu		Caster Level: 14 Transmutation	RSRD: SpellsD-E.rtf
Effect:		(harmless)	standard action		Target: 14 creatures			Caster Level: 14	
As eagle's splendor, affects 14 subjects. Energy Immunity	23	None	1 standard	24 hours	than 30 ft. apart Touch	V,S	Yes [harmless]	Abjuration	SPELL CO: Pg.80
Effect: Become immune to one energy type.			action		Target: Creature to	uched		Caster Level: 14	
☐☐☐☐ Find the Path Effect:	23	None or Will negates (harmless)	3 rounds	140 minutes	Personal or touch		No or Yes (harmless)	Divination Caster Level: 14	RSRD: SpellsF-G.rtf
Shows most direct way to a location. Greater	23	None or Reflex partial		14 minutes [D] or until expended	Target: You or creat	ture touche V, S, DF		Evocation [Chaos,	APM: p. 155
Effect: Small flame sheds light and deals 2d6+14 fire damage	, plus hl	inds, dazes. and dazzl	standard action es foes of	opposite alignment: 1d8 fire damage to	Target: One fiery au	ıra on your	holy symbol	Fire] Caster Level: 14	
others.	23	None or Reflex partial		14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Good]	APM: p. 155
Effect: Small flame sheds light and deals 2d6+14 fire damage	, plus bl	inds, dazes, and dazzl	action	opposite alignment; 1d8 fire damage to	Target: One fiery au	ıra on your	holy symbol	Caster Level: 14	
others.	23	None or Reflex partial	1 standard	14 rounds [D] or until expended	0	V, S, DF	Yes	Evocation [Fire, Law]	APM: p. 156
Effect: Small flame sheds light and deals 2d6+14 fire damage	, plus bl	inds, dazes, and dazzl	action es foes of	opposite alignment; 1d8 fire damage to	Target: One fiery au	ıra on your	holy symbol	Caster Level: 14	
others.				* =Domain/Speciality Spell					

				Cleric Spells					
□□□□□Forbiddance Effect:	23	See text	6 rounds	Permanent	Medium (240 ft.) Target: 14 60-ft. cul	V, S, M, DF	Yes	Abjuration Caster Level: 14	RSRD: SpellsF-G.rtf
Blocks planar travel, damages creatures of different alignr	ment. 23	None	10 minutes	14 days or until discharged [D]	Close (60 ft.)	V	Yes	Enchantment (Compulsion)	RSRD: SpellsF-G.rtf
Effect: As lesser geas, plus it affects any creature.					Target: One living of	reature		[Language-Dependind-Affecting] Caster Level: 14	dent,
Ghost Trap	23	None	1 standard action	1 minute/level [D]	5 ft./level	V,S	No	Abjuration	SPELL CO: Pg.103
Effect: Field of energy negates incorporealness within a 5 ft./cast					Target: 5 ft./level-ra		tion centered on you	Caster Level: 14	
□□□□□Glyph of Warding, Greater	23	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
Effect: As glyph of warding, but up to 10d8 damage or 6th-level s Harm	spell. 23	Will half; see text	1	Instantaneous	Target: Object touch	V, S	Yes	Caster Level: 14 Necromancy	RSRD: SpellsH-L.rtf
Effect:	20	Trim riam, coo toxi	standard action	ocarica code	Target: Creature to			Caster Level: 14	TOTO OPONOTI ZITU
Deals 140 points damage to target. DDDDDDHeal	23	Will negates	1	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	RSRD: SpellsH-L.rtf
Effect:		(harmless)	standard action		Target: Creature to	uched		(Healing) Caster Level: 14	
Cures 140 points of damage, all diseases and mental con	23	None	10 minutes	1 hour plus 12 hours; see text	Close (60 ft.)		No	Conjuration (Creation) [Creation]	RSRD: SpellsH-L.rtf
Effect: Food for 14 creatures cures and grants combat bonuses. Heroes' Feast	23	None	10	1 hour plus 12 hours; see text	Target: Feast for 14 Close (60 ft.)	V, S, DF	No	Caster Level: 14 Conjuration	RSRD: SpellsH-L.rtf
Effect:	20	None	minutes	Thou plus 12 hours, see text	Target: Feast for 14			(Creation) [Creation] Caster Level: 14	NOND. Openari E.iu
Food for 14 creatures cures and grants combat bonuses. ————— Hide the Path Effect:	23	None	10 minutes	24 hours [D]	Anywhere in the area to be warded Target: Up to 200 s	V,S,F q.ft./level [S	No]	Abjuration Caster Level: 14	SPELL CO: Pg.114
Protects area against divinations; see text	23	Reflex half	1 standard	Instantaneous	Long (960 ft.)	V,S	No	Transmutation [Cold]	SPELL CO: Pg.119
Effect: Creates dense rumble and causes 1d6/caster level [max	15d61 N	o affect in desert or soli	action		Target: 20-ftradius	burst		Caster Level: 14	
Inflict Moderate Wounds, Mass	23	Will half	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 2d8+14 damage to many creatures.					Target: 14 creature: than 30 ft. apart	s, no two of	which can be more	Caster Level: 14	
Lucent Lance	23	None	1 standard action	Instantaneous	Close (60 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SPELL CO: Pg.134
Effect: Ranged touch attack blinds creature for 1 round; see text.	23	N/A	1	1 round/level	Target: Ray Close (60 ft.)	V,S,M	N/A	Caster Level: 14 Transmutation	SPELL CO: Pg.137
□□□□ Make Manifest, Mass Effect:			standard action	Troundrever			centered on a point is		Gr EEE GO. 1 g. 137
As make manifest, except all creatures and unattended of Mantle of the Icy Soul	oject app 23	ear. Will negates	1	1 hour/level	space Touch	V,S,M	Yes	Transmutation	SPELL CO: Pg.138
Effect: Grants Cold Subtype to target.			standard action		Target: Creature to	uched		[Cold] Caster Level: 14	
Opalescent Glare	23	Will partial; see text	1 standard action	Instantaneous	Personal	V,S,DF	Yes	Necromancy [Death, Good]	SPELL CO: Pg.150
Effect: Gain gaze attack, evil creatures of 5 or less hit dice meets	s your ga	ze it dies [unless it save		ffected as if by fear.	Target: You			Caster Level: 14	
Owl's Wisdom, Mass	23	Will negates (harmless)	1 standard action	14 minutes	Close (60 ft.)	V, S, M/DF		Transmutation	RSRD: SpellsM-O.rtf
Effect: As owl's wisdom, affects one subject/ level.	23	None	10	Instantaneous	Target: 14 creature: than 30 ft. apart Close (60 ft.)	s, no two of V, S, DF,		Caster Level: 14 Conjuration	RSRD: SpellsP-R.rtf
Planar Ally	23	None	minutes	instantaneous		XP	r outsiders totaling no	(Calling) [See Text] Caster Level: 14	NOND. Spellsr-N.III
As lesser planar ally, but up to 12 HD.	0.7	Maria		4 10 100.	more than 12 HD, wapart when they ap	hich canno cear	t be more than 30 ft.		ODELL CO. D
□□□□□ Planar Exchange Effect: Call a celestial creature see list; see text	23	None	1 round	1 round/level [D]	0 ft. Target: One called	V,S,DF creature	No	Conjuration (Calling) Caster Level: 14	SPELL CO: Pg.159
Rejection	23	Fortitude negates	1 standard action	Instantaneous	60 ft.	V,S	Yes	Abjuration	SPELL CO: Pg.172
Effect: Creatures in the area must save or be pushed away from					Target: Cone-shape			Caster Level: 14	
*Repulsion	23	Will negates	1 standard action	14 rounds [D]	Up to 10 ft./level Target: 140 ft. radiu	V, S, F/DF		Abjuration Caster Level: 14	RSRD: SpellsP-R.rtf
Creatures can't approach you.	23	Will negates	1	24 hours	Touch		Yes [harmless]	Abjuration	SPELL CO: Pg.174
Effect:	20	[harmless]	standard action		Target: Creature to		. 50 p.amilooaj	Caster Level: 14	50.1 g.1/4
As resistance, except you grant the subject +6 resistance Revive Outsider	bonus. 23	None; see text	1 minute	Instantaneous	Touch		Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
Effect: As raise dead, except it affects an outsider. Graph Sarcophagus of Stone	23	Reflex negates	1	1 round/level?	Target: Touch Touch	V,S,M	No	Caster Level: 14 Conjuration	SPELL CO: Pg.180
			standard action		Target: Creature to	uched?		(Creation) Caster Level: 14	
Effect:									
Effect: Airtight coffin; see text. Spider Plague	23	None	1 round	1 round/level	Close (60 ft.)	V,S	No	Conjuration	SPELL CO: Pg.201
Airtight coffin; see text.			1 round	1 round/level		V,S		Conjuration (Summoning) [See text] Caster Level: 14	

				Cleric Spells					
Stone Body	23	N/A	1 standard	1 minute/level [D]	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.207
Effect:			action		Target: You			Caster Level: 14	
Body becomes stone with DR 10/adamantine and a +4 en Strength of Faith	nhancen 23	Will negates	1	alty to Dexterity; see text 14 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	APM: p. 172
-		(harmless)	standard action						
Effect: Fortifies subject against alignment effects.					Target: Creature tou			Caster Level: 14	
Summon Monster VI	23	None	1 round	14 rounds [D]	, ,	V, S, F/DF		Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.	23	Will negates	10	See text	which can be more t		ed creatures, no two of apart Yes		r,RSRD: SpellsS.rtf
Effect:	23	wiii riegates	minutes	Gee text	Target: One symbol		163	Mind-Affecting] Caster Level: 14	I,NOND. Opeliso.iti
Triggered rune panics nearby creatures.	23	Will negates	10	See text		V, S, M	Yes	Enchantment	RSRD: SpellsS.rtf
oynibor or r ersuasion			minutes		,	., -,		(Charm) [Mind-Affecting]	
Effect: Triggered rune charms nearby creatures.					Target: One symbol			Caster Level: 14	
Undeath to Death	23	Will negates	1 standard	Instantaneous	Medium (240 ft.)	V, S, M/DF	FYes	Necromancy [Death]	RSRD: SpellsT-Z.rtf
Effect:			action			ead creatu	res within a 40-ftradiu	s Caster Level: 14	
Destroys 14d4 HD of undead. USUNDER STREET	23	Will negates	1	10 rounds + 1 round/level [max 40]	burst 20 ft.	V,S	Yes [harmless]	Conjuration	SPELL CO: Pg.229
Em. i		[harmless]	standard action		T O	. (0.1		(Healing)	
Effect: Same as mass lesser vigor except it grants all targets fast					more than 30 ft. apa	ırt	no two of which can be		CDELL CO. D. 220
□□□□ 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 celestian	al or fier	ndish qualities; see text	adioi		Target: You			Caster Level: 14	
**Wind Walk	23	No and Will negates (harmless)	1 standard	14 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Ai	r]RSRD: SpellsT-Z.rtf
Effect:			action		Target: You and 4 to	ouched crea	,	Caster Level: 14	
You and your allies turn vaporous and travel fast.	23	No and Will negates	1	14 hours [D]; see text	-	V, S, DF	No and Yes		r]RSRD: SpellsT-Z.rtf
		(harmless)	standard action				(harmless)	-	•
Effect: You and your allies turn vaporous and travel fast.					Target: You and 4 to			Caster Level: 14	
□□□□□Word of Recall	23	None or Will negates (harmless, object)	1 standard	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
Effect:			action		Target: You and tou	ched objec	ts or other willing	Caster Level: 14	
Teleports you back to designated place. Zealot Pact	23	Will negates	10	Permanent until triggered, then 1	creatures Touch	V,S,DF,XF	Yes [harmless]	Evocation	SPELL CO: Pg.244
Effect:		[harmless]		round/level	Target: Willing living	creature to	ouched	Caster Level: 14	
Gain +4 bonus and deal double damage against opposite alignment once spell is activated by first successful hit; see text.									
Name	DC	Saving Throw	Time	LEVEL 7	Range	Comp.	Spell Resistance	School	Source
Bestow Curse, Greater	24	Will negates	1	Permanent		V,S	Yes	Necromancy	
			standard		TOUGH	۷,5	. 00	recordinatioy	SPELL CO: Pg.27
Effect:			standard action					•	SPELL CO: Pg.27
Effect: See text for details of curse options.	24	Fortitude half			Target: Creature tou	ıched		Caster Level: 14	-
	24	Fortitude half		Instantaneous	Target: Creature tou Close (60 ft.)	uched V,S	Yes	Caster Level: 14 Necromancy [Water]	SPELL CO: Pg.27 SPELL CO: Pg.33
See text for details of curse options.	24		action 1 standard		Target: Creature tou Close (60 ft.)	iched V,S ring creatur		Caster Level: 14 Necromancy [Water] Caster Level: 14	-
See text for details of curse options. Blood to Water Effect:	24	Fortitude half Will Negates	1 standard action		Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.)	v,S ving creatur int v, S, M, DF	Yes res, no two of which are Yes	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting]	-
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts	24 of up to	Will Negates	action 1 standard action 1 round once, hea	Instantaneous 14 minutes ring and doing various things [see text].	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: Up to eight li	v,S ring creatur art v, S, M, DF iving creatur	Yes es, no two of which are Yes ures	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect:	24	Will Negates	action 1 standard action 1 round once, hear 1 standard	Instantaneous 14 minutes	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: Up to eight li	v,S ving creatur int v, S, M, DF	Yes res, no two of which are Yes	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14	SPELL CO: Pg.33
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts. Brilliant Blade	24 of up to	Will Negates eight other creatures at Will negates	1 standard action 1 round once, hea	Instantaneous 14 minutes ring and doing various things [see text].	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.)	v,S v,S,M, DF iving creatur v,S,M,	Yes es, no two of which are Yes ures Yes [harmless,object]	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts.	24 of up to	Will Negates eight other creatures at Will negates	action 1 standard action 1 round once, hea 1 standard action	Instantaneous 14 minutes ring and doing various things [see text].	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of	v,S v,S,M, DF iving creatur v,S,M,	Yes es, no two of which are Yes ures Yes [harmless,object]	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts. Brilliant Blade Effect: Transform weapons into brilliant energy. Call Kolyarut	24 of up to 24	Will Negates eight other creatures at Will negates [harmless,object]	1 standard action 1 round once, hea 1 standard action 10 minutes	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of	v,s v,s, M, DF iving creatur v,s, M, DF iving creatur v,s	Yes es, no two of which are Yes ures Yes [harmless,object]	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts of the standard action on the standard action on the thoughts of the standard action on the standard action of the standard action on the standard action of the standard act	24 of up to 24	Will Negates eight other creatures at Will negates [harmless,object]	action 1 standard action 1 round once, head 1 standard action 10 minutes nour. 10	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k	v,s v,s, M, DF iving creatur v,s, M, DF iving creatur v,s	Yes es, no two of which are Yes ures Yes [harmless,object]	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful]	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts. Brilliant Blade Effect: Transform weapons into brilliant energy. Call Kolyarut Effect: You recieve the aid of a Kolyarut inevitable in performing. Control Weather	24 of up to 24 24 one task	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h	1 standard action 1 round once, head 1 standard action 10 minutes nour.	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous	Target: Creature tou Close (60 ft.) Target: Up to five livimore than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called ke 2 miles	ing creatur tr. V, S, M, DF iving creatur V,S or thrown w V,S,DF,XF kolyarut V, S	Yes es, no two of which are Yes ures Yes [harmless,object] veapon, or fifty No	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Cailing) [Lawful] Caster Level: 14 Transmutation	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts of the standard action on the standard action of the standard action of the standard action on the standard action of the standard action	24 of up to 24 24 one task	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h	action 1 standard action 1 round once, hea 1 standard action 10 minutes nour. 10 minutes; see text	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous	Target: Creature tou Close (60 ft.) Target: Up to five liv more than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius	ing creatur tr. V, S, M, DF iving creatur V,S or thrown w V,S,DF,XF kolyarut V, S	Yes es, no two of which are Yes ures Yes [harmless,object] veapon, or fifty No No No	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts. Brilliant Blade Effect: Transform weapons into brilliant energy. Call Kolyarut Effect: You recieve the aid of a Kolyarut inevitable in performing. Control Weather	24 of up to 24 24 one task	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None	action 1 standard action 1 round once, hea 1 standard action 10 minutes nour. 10 minutes; see text	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text	Target: Creature tou Close (60 ft.) Target: Up to five livimore than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called ke 2 miles Target: 2-mile-radius Close (60 ft.)	ing creatur tr. V, S, M, DF iving creatur V,S or thrown w V,S,DF,XF colyarut V, S s circle, cer	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No No No No No No No N	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts of the standard action on the standard action of the standard action on the standard action of the standard action of the standard action on the standard action of the standard action	24 24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or Will half; see text	action 1 standard action 1 round once, hea 1 standard action 10 minutes nour. 10 minutes; see text	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart	v,s ring creatur v,s,m, DF riving creatur v,s,m, DF riving creatur v,s or thrown w v,s,DF,xF colyarut v,s s circle, cer v,s	Yes es, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No No No No No No No N	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts. Brilliant Blade Effect: You recieve the aid of a Kolyarut inevitable in performing. Control Weather Effect: Changes weather in local area. Cure Serious Wounds, Mass	24 of up to 24 24 one task	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or	action 1 standard action 1 round once, hea 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text	Target: Creature tou Close (60 ft.) Target: Up to five live more than 5ft apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart	ing creatur tr. V, S, M, DF iving creatur V,S or thrown w V,S,DF,XF colyarut V, S s circle, cer	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No No No No No No No N	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf
See text for details of curse options.	24 24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or Will half; see text	action 1 standard action 1 round once, hea 1 standard action 10 minutes nour. 10 minutes; see text	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart	ing creaturity, S, M, DF iving creaturity, V, S, M, DF iving creatury, S or thrown w V,S,DF,XF colyarut V, S s circle, cer V, S s, no two of V, S, F	Yes es, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No No No No No No No N	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Cronjuration Caster Level: 14 Caster Level: 14 Transmutation Caster Level: 14 Se; Conjuration (Healing) Caster Level: 14 Necromancy	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Graph Brain Spider Effect: You can eavesdrop as a standard action on the thoughts. Graph Brilliant Blade Effect: Transform weapons into brilliant energy. Call Kolyarut Effect: You recieve the aid of a Kolyarut inevitable in performing. Control Weather Effect: Changes weather in local area. Cures 3d8+14 damage for many creatures. Destruction	24 24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or Will half; see text Fortitude partial	action 1 standard action 1 round once, head 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action 1 standard action 1 standard action	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart Close (60 ft.) Target: One creature	ing creaturity, S, M, DF iving creaturity, V, S, M, DF iving creatury, S or thrown w V,S,DF,XF colyarut V, S s circle, cer V, S s, no two of V, S, F	Yes es, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No No No No No No No N	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Necromancy [Death] Caster Level: 14 Evocation [Lawful]	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf
See text for details of curse options.	24 24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or Will half; see text	action 1 standard action 1 round once, head 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action 1 standard action 1 standard action	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous	Target: Creature tou Close (60 ft.) Target: Up to five livimore than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart Close (60 ft.) Target: One creature 40 ft.	ing creatur tr. V, S, M, DF iving creatur V, S, M, or thrown w V,S,DF,XF colyarut V, S s circle, cer V, S s, no two of V, S, F	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No No ntered on you; see text Yes (harmless) or Yes see text which can be more Yes Yes	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Se; Conjuration (Healing) Caster Level: 14 Necromancy [Death] Caster Level: 14 Evocation [Lawful] Sonic]	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf
See text for details of curse options.	24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text	action 1 standard action 1 round once, head 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action 1 standard action 1 standard action 1 standard action	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous	Target: Creature tou Close (60 ft.) Target: Up to five livimore than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart Close (60 ft.) Target: One creature 40 ft. Target: Nonlawful cr centered on you	v,s ring creatur v,s,M, DF riving creatur v,s,M, DF riving creatur v,s or thrown w v,s,DF,XF colyarut v,s s circle, cer v, S s, no two of v, S, F e v	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No ntered on you; see text Yes (harmless) or Yes see text which can be more Yes Yes a 40-ftradius spread	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Econjuration (Healing) Caster Level: 14 Necromancy [Death] Caster Level: 14 Evocation [Lawful] Sonic] Caster Level: 14	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf RSRD: SpellsD-E.rtf
See text for details of curse options.	24 24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or Will half; see text Fortitude partial	action 1 standard action 1 round once, head 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action 1 standard action 1 standard action 1 standard action	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous	Target: Creature tou Close (60 ft.) Target: Up to five livimore than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart Close (60 ft.) Target: One creature 40 ft. Target: Nonlawful cr centered on you	ing creatur tr. V, S, M, DF iving creatur V, S, M, or thrown w V,S,DF,XF colyarut V, S s circle, cer V, S s, no two of V, S, F	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No No ntered on you; see text Yes (harmless) or Yes see text which can be more Yes Yes	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Se; Conjuration (Healing) Caster Level: 14 Necromancy [Death] Caster Level: 14 Evocation [Lawful] Sonic]	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf
See text for details of curse options.	24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text	action 1 standard action 1 round once, head 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous	Target: Creature tou Close (60 ft.) Target: Up to five livimore than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart Close (60 ft.) Target: One creature 40 ft. Target: Nonlawful cr centered on you	v,s ring creatur v,s,M, DF riving creatur v,s,M, DF riving creatur v,s or thrown w v,s,DF,XF colyarut v,s s circle, cer v, S s, no two of v, S, F e v	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No ntered on you; see text Yes (harmless) or Yes see text which can be more Yes Yes a 40-ftradius spread	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Econjuration (Healing) Caster Level: 14 Necromancy [Death] Caster Level: 14 Evocation [Lawful] Sonic] Caster Level: 14	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf RSRD: SpellsD-E.rtf
See text for details of curse options. Blood to Water Effect: Deals 2d6 Con damage to subject. Save halves damage. Brain Spider Effect: You can eavesdrop as a standard action on the thoughts. Call Kolyarut Effect: You recieve the aid of a Kolyarut inevitable in performing. Control Weather Effect: Changes weather in local area. Cures Serious Wounds, Mass Effect: Cures 3d8+14 damage for many creatures. Destruction Effect: Kills subject and destroys remains. Digital Subject and destroys remains. Effect: Kills paralyzes, slows, or deafens nonlawful subjects.	24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text	action 1 standard action 1 round once, head 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous	Target: Creature tou Close (60 ft.) Target: Up to five livimore than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart Close (60 ft.) Target: One creature 40 ft. Target: Nonlawful cr centered on you Personal	v,s ring creatur v,s,M, DF riving creatur v,s,M, DF riving creatur v,s or thrown w v,s,DF,XF colyarut v,s s circle, cer v, S s, no two of v, S, F e v	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No ntered on you; see text Yes (harmless) or Yes see text which can be more Yes Yes a 40-ftradius spread	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Exposition (Healing) Caster Level: 14 Necromancy [Death] Caster Level: 14 Evocation [Lawful Sonic] Caster Level: 14 Transmutation Caster Level: 14 Conjuration	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf RSRD: SpellsD-E.rtf
See text for details of curse options.	24 24 24 24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None K that cannot exceed 1 h None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text	action 1 standard action 1 round once, head 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous 14 rounds [D]	Target: Creature tou Close (60 ft.) Target: Up to five livimore than 30 ft. apa Long (960 ft.) Target: Up to eight li Close (60 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart Close (60 ft.) Target: One creature 40 ft. Target: Nonlawful cr centered on you Personal	ing creature V, S, M, DF iving creature V, S, M, DF iving creature V, S, DF, XF iving creature V, S is circle, cer V, S is circle, cer V, S, F e e V ireatures in V, S	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No No No No No No No N	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Sconjuration (Healing) Caster Level: 14 Necromancy [Death] Caster Level: 14 Evocation [Lawful] Sonic] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf RSRD: SpellsD-E.rtf RSRD: SpellsD-E.rtf
See text for details of curse options.	24 24 24 24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None K that cannot exceed 1 h None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text	action 1 standard action 1 round once, head 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous Instantaneous 14 rounds [D]	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart Close (60 ft.) Target: One creature 40 ft. Target: Nonlawful cr centered on you Personal Target: You Touch Target: Living creature	ing creature V, S, M, DF iving creature V, S, M, DF iving creature V, S, DF, XF iving creature V, S is circle, cer V, S is circle, cer V, S, F e e V ireatures in V, S	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No No No No No No No N	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Excomancy [Death] Caster Level: 14 Evocation [Lawful] Caster Level: 14 Conjuration (Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Conjuration (Healing)	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf RSRD: SpellsD-E.rtf RSRD: SpellsD-E.rtf
See text for details of curse options.	24 24 24 24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text None	action 1 standard action 1 round once, hea 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action 1 standard action 1 minutes 1 atandard action 1 minutes	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous 14 rounds [D] 10 minutes/level or until discharged	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart Close (60 ft.) Target: One creature 40 ft. Target: Nonlawful cr centered on you Personal Target: You Touch Target: Living creature	v,s ring creatur v,s,m, DF riving creatur v,s,m, DF riving creatur v,s or thrown w v,s,DF,XF colyarut v,s s circle, cer v,s s, no two of v,s,F e v reatures in v,s	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No nitered on you; see text Yes (harmless) or Yes see text which can be more Yes Yes a 40-ftradius spread No Yes [harmless] d N/A	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Siconjuration (Healing) Caster Level: 14 Evocation [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration (Healing) Caster Level: 14	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf RSRD: SpellsD-E.rtf RSRD: SpellsD-E.rtf RSRD: SpellsD-E.rtf
See text for details of curse options.	24 24 24 24 24 24 24 24 24	Will Negates eight other creatures at Will negates [harmless,object] None k that cannot exceed 1 h None Will half (harmless) or Will half; see text Fortitude partial None or Will negates; see text None	action 1 standard action 1 round once, head 1 standard action 10 minutes nour. 10 minutes; see text 1 standard action 1 standard action 1 minute 1 standard action 1 minute 1 standard action 1 standard action	Instantaneous 14 minutes ring and doing various things [see text]. 1 minute/level Instantaneous 4d12 hours; see text Instantaneous Instantaneous 14 rounds [D] 10 minutes/level or until discharged	Target: Creature tou Close (60 ft.) Target: Up to five livi more than 30 ft. apa Long (960 ft.) Target: One melee of projectiles Close (60 ft.) Target: One called k 2 miles Target: 2-mile-radius Close (60 ft.) Target: 14 creatures than 30 ft. apart Close (60 ft.) Target: One creature 40 ft. Target: Nonlawful cr centered on you Personal Target: You Touch Target: Living creature 0 t. Target: Protective st	v,s ring creatur v,s,m, DF riving creatur v,s,m, DF riving creatur v,s or thrown w v,s,DF,XF colyarut v,s s circle, cer v,s s, no two of v,s,F e v reatures in v,s	Yes ves, no two of which are Yes Yes Yes [harmless,object] veapon, or fifty No No No nitered on you; see text Yes (harmless) or Yes see text which can be more Yes Yes a 40-ftradius spread No Yes [harmless] d N/A	Caster Level: 14 Necromancy [Water] Caster Level: 14 Divination [Mind-Affecting] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Calling) [Lawful] Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Transmutation Caster Level: 14 Necromancy [Death] Caster Level: 14 Evocation [Lawful] Sonic] Caster Level: 14 Transmutation Caster Level: 14 Conjuration (Healing) Caster Level: 14 Conjuration Caster Level: 14 Conjuration Caster Level: 14 Abjuration Caster Level: 14 Abjuration	SPELL CO: Pg.33 RSRD: PsionicSpells.rtf SPELL CO: Pg.40 SPELL CO: Pg.42 RSRD: SpellsC.rtf RSRD: SpellsC.rtf RSRD: SpellsD-E.rtf RSRD: SpellsD-E.rtf RSRD: SpellsD-E.rtf

				Cleric Spells					
Effect:			action		Target: Nongood create	ures in a	40-ftradius spread	Caster Level: 14	
Kills, paralyzes, blinds, or deafens nongood subjects. Inflict Serious Wounds, Mass	24	Will half	1 standard	Instantaneous	centered on you Close (60 ft.) V,	S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 3d8+14 damage to many creatures.			action		Target: 14 creatures, noting than 30 ft. apart	o two of	which can be more	Caster Level: 14	
Planar Bubble	24	Will negates [harmless]	1 standard action	10 minutes/level			No; see text	Abjuration	SPELL CO: Pg.158
Effect: Area around creature emulates it's native plane [gravity, te	emperatu 24	ure, magic, etc]. Will partial; see text	1	14 rounds	Target: 10-ftradius em Close (60 ft.) V,		Yes	Abjuration	RSRD: PsionicSpells.rtf
Effect:			standard action		Target: 40-ft-radius em	anation o	centered on point in	Caster Level: 14	
[see text] Radiant Assault	24	Will partial	1 standard	Instantaneous	space Long (960 ft.) V,5	S,F	Yes	Evocation [Light]	SPELL CO: Pg.164
Effect: Deals 1d6 damage per caster level [max 15d6] and dazes	creature	es.	action		Target: 20-ftradius bu	ırst		Caster Level: 14	
□□□□□ Refuge	24	None	1 standard action	Permanent until discharged			No	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
Effect: Alters item to transport its possessor to you.	24	Fortitude negates	3 full	Instantaneous	Target: Object touched Touch V,		Yes (harmless)	Caster Level: 14 Conjuration	RSRD: SpellsP-R.rtf
Effect: Subject's severed limbs grow back, cures 4d8+14 [max +3	351	(harmless)	rounds		Target: Living creature		,	(Healing) Caster Level: 14	
Renewal Pact	24	Will negates [harmless]	10 minutes	Permanent until triggered	Touch V,: Target: Willing living cre		Yes [harmless]	Conjuration (Healing) Caster Level: 14	SPELL CO: Pg.173
Reverses certain effects when contracted.	24	Will negates	1 standard	14 rounds [D]	Up to 10 ft./level V,	S, F/DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
Effect: Creatures can't approach you.			action		Target: 140 ft. radius er	manation	centered on you	Caster Level: 14	
□□□□□ Restoration, Greater Effect:	24	Will negates (harmless)	10 minutes	Instantaneous	Touch V, Target: Creature touche		Yes (harmless)	Conjuration (Healing) Caster Level: 14	RSRD: SpellsP-R.rtf
As restoration, plus restores all levels and ability scores. Restoration, Mass Effect:	24	Will negates [harmless]	1 round	Instantaneous	Close (60 ft.) V,		Yes [harmless]	Conjuration (Healing) Caster Level: 14	SPELL CO: Pg.174
Restores level and ability score drains to each creature. Resurrection Effect:	24	None; see text	10 minutes	Instantaneous	more than 30 ft. apart	S, M,	Yes (harmless)	Conjuration (Healing) Caster Level: 14	RSRD: SpellsP-R.rtf
Fully restore dead subject. Greater	24	Will negates	1 standard	14 hours	See text V,		Yes	Divination (Scrying)	RSRD: SpellsS.rtf
Effect: As scrying, but faster and longer.			action		Target: Magical sensor	r		Caster Level: 14	
□□□□□Slime Wave	24	Reflex negates	1 standard action	1 round/level			No	Conjuration (Summoning)	SPELL CO: Pg.192
Effect: Green slime covers everything in area, dealing damage to DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	everyth 24	Will negates	1	1 round/level	Target: 15 ftradius spi Close (60 ft.) V,	read S,DF	Yes [harmless]	Caster Level: 14 Abjuration	SPELL CO: Pg.199
Effect:		[harmless]	standard action		Target: Up to One crea		l, no two of which can	Caster Level: 14	
Each target gains Spell Resistance 12 + caster level. Summon Monster VII	24	None	1 round	14 rounds [D]	be more than 30 ft. apa Close (60 ft.) V,	s, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you. Symbol of Stunning	24	Will negates	10	See text	Target: One or more su which can be more than 0 ft.; see text V,	n 30 ft. a		Enchantment	RSRD: SpellsS.rtf
Effect:			minutes		Target: One symbol			(Compulsion) [Mind-Affecting] Caster Level: 14	
Triggered rune stuns nearby creatures. Symbol of Weakness	24	Fortitude negates	10 minutes	See text	0 ft.; see text V,	S, M	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
Effect: Triggered rune weakens nearby creatures. Symphonic Nightmare	24	Will negates	1	24 hours/level [D]	Target: One symbol Touch; see text V,	S,F	Yes	Caster Level: 14 Enchantment	SPELL CO: Pg.218
Effect: Causes creature not to be able to rest; see text.			standard action		Target: Living creature			(Compulsion) [Mind-Affecting] Caster Level: 14	
Wall of Swords	24	None	1 standard action	14 minutes [D]	Medium (240 ft.) V,	S	Yes; see text	Evocation [Force]	APM: p. 177
Effect: Ghostly arms attack all that come within reach.			301011		Target: Vertical wall of wall of blades with a ra- 20 ft. high			Caster Level: 14	
□□□□ Withering Palm	24	Fortitude negates	1 standard action	Instantaneous	Touch V,	S	Yes	Necromancy	SPELL CO: Pg.241
Effect: Your touch deals 1 pt of damage to both Strength & Const	titution p	er two caster levels. None or Will negates;		Instantaneous	Target: Living creature 40 ft. V	touched	Yes	Caster Level: 14 Evocation	RSRD: SpellsT-Z.rtf
□□□□□Word of Chaos Effect:	24	see text	standard action		Target: Nonchaotic cre	atures in		[Chaotic, Sonic]	орена 1-2.11
Kills, confuses, stuns, or deafens nonchaotic subjects.				LEVEL 8	centered on you		radius spreau	2010/. 14	
Name	DC	Saving Throw	Time	Duration			Spell Resistance	School Abjuration	Source
Antimagic Field	25	None	1 standard action	140 minutes [D]		S, M/DF		Abjuration	RSRD: SpellsA-B.rtf
Effect: Negates magic within 10 ft. Brain Spider	25	Will Negates	1 round	14 minutes		S, M,	centered on you Yes	Caster Level: 14 Divination	RSRD: PsionicSpells.rtf
Effect: You can eavesdrop as a standard action on the thoughts of		-			DF Target: Up to eight livin	F		[Mind-Affecting] Caster Level: 14	
Brilliant Aura	25	Will negates [harmless]	1 standard action	1 round/level	Close (60 ft.) V,	S	Yes [harmless]	Transmutation	SPELL CO: Pg.39
Effect: Functions as brilliant blade, except all subject creatures w	eapons	gain brilliant energy spe	cial ability	* =Domain/Speciality Spell	Target: Weapons carrie two of which are more	ed by one than 30 f	e creature/2 levels, no t. apart	Caster Level: 14	

				Cleric Spells					
Cloak of Chaos	25	See text	1 standard action	14 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Chaotic]	RSRD: SpellsC.rtf
iffect: +4 to AC, +4 resistance, and SR 25 against lawful spells.					Target: 14 creatures on you	in a 20-ft	radius burst centered	Caster Level: 14	
Cure Critical Wounds, Mass	25	Will half (harmless) or Will half; see text	1 standard action	Instantaneous		V, S	Yes (harmless) or Yes see text	s;Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 4d8+14 damage for many creatures.					Target: 14 creatures than 30 ft. apart	, no two of	which can be more	Caster Level: 14	
Death Pact	25	None	10 minutes	Permanent until triggered		V,S,M/DF		Necromancy	SPELL CO: Pg.60
Effect: Brings target back to life but with a price; see text.					Target: Willing living			Caster Level: 14	
Doath Ward, Mass	25	Will negates [harmless]	1 standard action	1 minute/level		V,S,DF	Yes [harmless]	Necromancy	SPELL CO: Pg.61
Effect: Grants immunity to death spells and negative energy effect					Target: One creature more than 30 ft. apa	rt		Caster Level: 14	
Dimensional Lock	25	None	1 standard action	14 days	Medium (240 ft.)		Yes	Abjuration	RSRD: SpellsD-E.rtf
Effect: Teleportation and interplanar travel blocked for 14 days.					space		centered on a point in		
Discern Location	25	None	10 minutes	Instantaneous		V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals exact location of creature or object.					Target: One creature			Caster Level: 14	
⊒□□□□ Earthquake	25	See text	1 standard action	1 round	• ,	V, S, DF	No		RSRD: SpellsD-E.rtf
Effect: Intense tremor shakes 80-ftradius.					Target: 80-ftradius			Caster Level: 14	
□□□□□ Fierce Pride of the Beastlands	25	None	10 minutes	10 minutes/level [D]	Medium (240 ft.) Target: Two or more		No d creatures, no two of	Conjuration (Summoning) [Chaotic, Good] Caster Level: 14	SPELL CO: Pg.91
Summons 2d4 celestial lions with maximum hit points; see	e text.	Reflex half	1 round	Instantaneous	which are more than Medium (240 ft.)	30 ft. apai		Evocation [Fire]	RSRD: SpellsF-G.rtf
Effect: Deals 14d6 fire damage.	_3		Juliu		Target: 28 10-ft. cub		. 55	Caster Level: 14	o.c. opolai -o.iti
□□□□□ Heat Drain	25	Fortitude negates	1 standard action	Instantaneous	20 ft.	V,S,DF	Yes	Necromancy [Cold	i]SPELL CO: Pg.112
Effect: Deals 1d6/caster level [max 20d6] cold damage, for every	living cr	eature affected you gai	n 2 tempo	rary HP.	Target: 20-ftradius	burst cente	ered on you	Caster Level: 14	
□□□□ Holy Aura	25	See text	1 standard action	14 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]	RSRD: SpellsH-L.rtf
Effect: +4 to AC, +4 resistance, and SR 25 against evil spells.					Target: 14 creatures on you	in a 20-ft	radius burst centered	Caster Level: 14	
Inflict Critical Wounds, Mass	25	Will half	1 standard action	Instantaneous		V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 4d8+14 damage to many creatures.					Target: 14 creatures than 30 ft. apart	, no two of	which can be more	Caster Level: 14	
□□□□Lion's Roar	25	Fortitude partial or Wil negates [harmless]	l 1 standard action	Instantaneous or 1 minute/level		V,S,DF	Yes or Yes [harmless] see text	; Evocation [Sonic]	SPELL CO: Pg.133
Effect: Deals 1d8/caster level [max 10d8] sonic damage to enemi	ies; allie	s get +1 on attack and	saves agai	inst fear, plus temporary hp.	Target: 120-ftradius	s burst cen	tered on you	Caster Level: 14	
Planar Ally, Greater	25	None	10 minutes	Instantaneous		V, S, DF, XP		Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
As lesser planar ally, but up to 18 HD.	25	None	1 round	1 round/level [D]	more than 30 ft. apa	n 18 HD, n rt when the	o two of which can be	Caster Level: 14	SPELL CO: Do 150
Planar Exchange, Greater	25	None	i iouiiu	Troundriever [D]	Target: One called c	V,S,DF reature	NO	Conjuration (Calling) Caster Level: 14	SPELL CO: Pg.159
Call a celestial creature see list; see text	25	Will negates	1 standard	Instantaneous	Touch	V,S,F	Yes	Conjuration (Teleportation)	SPELL CO: Pg.159
Effect:			action		Target: Creature tou	ched or "	o to eight willing	Caster Level: 14	
As many as eight subjects travel to another plane.	25	See text	1	14 rounds [D]	creatures joining har		Yes (harmless)] RSRD: SpellsS.rtf
□□□□□Shield of Law	23	COO IOAL	standard action	odrido [D]			radius burst centered	Caster Level: 14	,o.v. opeliso.iti
+4 to AC, +4 resistance, and SR 25 against chaotic spells.	i. 25	Will negates	1	140 minutes	on you		Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect:		(harmless)	standard action	- 	Target: Creature tou		(Caster Level: 14	эт эролооли
Subject is immune to 3 spells, up to 8th-level spells.	25	N/A	1	1 minute/level [D]		V,S,DF	N/A	Transmutation	SPELL CO: Pg.210
□□□□□ Stormrage Effect:			standard action		Target: You	,_,_,	,	[Electricity] Caster Level: 14	55.1 g.210
Launch lightning bolts 1d6 per level; see text.	25	None	1 round	14 rounds [D]		V, S, F/DF	No	Conjuration	RSRD: SpellsS.rtf
	-				Target: One or more which can be more t	summone	d creatures, no two of apart	(Summoning) Caster Level: 14	
Calls extraplanar creature to fight for you.		Fortitude negates	10 minutes	See text		V, S, M	Yes	Necromancy [Death] Caster Level: 14	RSRD: SpellsS.rtf
Calls extraplanar creature to fight for you.	25				Target: One symbol				
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creatures.	25	Will negates	10 minutes	See text		V, S, M	Yes	Enchantment (Compulsion)	RSRD: SpellsS.rtf
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creatures. Triggered rune slays nearby creatures. Calls extraplanar creatures.	25	-	minutes		0 ft.; see text Target: One symbol			(Compulsion) [Mind-Affecting] Caster Level: 14	
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creatures. Call		Will negates		See text 1 minute/level	0 ft.; see text Target: One symbol Close (60 ft.)	V,S,DF	No	(Compulsion) [Mind-Affecting] Caster Level: 14 Abjuration	RSRD: SpellsS.rtf SPELL CO: Pg.234
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creatures. Triggered rune slays nearby creatures. Calls extraplanar creatures.	25	-	minutes 1 standard	1 minute/level	0 ft.; see text Target: One symbol Close (60 ft.)	V,S,DF		(Compulsion) [Mind-Affecting] Caster Level: 14 Abjuration	
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Call Symbol of Death Call Call Call Call Call Call Call Cal	25	-	minutes 1 standard		0 ft.; see text Target: One symbol Close (60 ft.) Target: A straight wa	V,S,DF	No	(Compulsion) [Mind-Affecting] Caster Level: 14 Abjuration	
Calls extraplanar creature to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creatures in fight for you. Calls extraplanar creatures to fight for you. Calls extraplanar creatures to fight for you. Calls extraplanar creatures to fight for you. Calls extraplanar creature to fight for you. Calls extraplanar creatures. Calls extraplanar creatures	25	-	minutes 1 standard	1 minute/level	0 ft.; see text Target: One symbol Close (60 ft.) Target: A straight was square/level	V,S,DF	No	(Compulsion) [Mind-Affecting] Caster Level: 14 Abjuration	

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

Turk



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

Description:

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

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

Notes:

Character Sheet Notes:

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

Quests:

10

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

Calcryx - Friend - White Wyrmling