

Estyraoul Hell

NAME

Nec13 Arm3 Clr3

Trn5 Plm6

CLASS

30

Character Level

435000

EXPERIENCE

465000

NEXT LEVEL

DM

PLAYERNAME

Sun Elf

RACE

240

AGE

Medium

SIZE

Male

GENDER

Orcus

DEITY

157 cm

HEIGHT

62 kg

WEIGHT

HAIR

Neutral Evil

ALIGNMENT

Darkvision (60'),

Low-light

VISION

-1

POINTS

STR

Strength

11

+0

11

+0

11

+0

DEX

Dexterity

11

+0

11

+0

11

+0

CON

Constitution

7

-2

7

-2

7

-2

INT

Intelligence

25

+7

25

+7

25

+7

WIS

Wisdom

15

+2

15

+2

15

+2

CHA

Charisma

14

+2

14

+2

14

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+11

=

+8

+

+3

+

+0

+

+0

+

+5

+

REFLEX

(dexterity)

+11

=

+6

+

+5

+

+0

+

+0

+

+5

+

WILL

(wisdom)

+23

=

+16

+

+7

+

+0

+

+0

+

+5

+

MELEE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+14/+9

=

+9/+4

+

+0

+

+0

+

+0

+

+5

+

RANGED

attack bonus

+14/+9

=

+9/+4

+

+0

+

+0

+

+0

+

+5

+

GRAPPLE

attack bonus

+14/+9

=

+9/+4

+

+0

+

+0

+

+0

+

+5

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+14/+9

1d3

20/x2

1.5 m

*: weapon is equipped

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

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

HP

hit points

37

WOUNDS/CURRENT HP

AC

armor class

10

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+1

=

+0

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MAX RANKS

MISC MODIFIER

✓ Appraise

INT

7

=

7

+

+

✓ Balance

DEX

0

=

0

+

+

✓ Bluff

CHA

2

=

2

+

+

✓ Climb

STR

0

=

0

+

+

✓ Concentration

CON

31

=

-2

+

33.0

+

✓ Craft (Untrained)

INT

7

=

7

+

+

✓ Diplomacy

CHA

2

=

2

+

+

✓ Disguise

CHA

2

=

2

+

+

✓ Escape Artist

DEX

0

=

0

+

+

✓ Forgery

INT

7

=

7

+

+

✓ Gather Information

CHA

2

=

2

+

+

✓ Heal

WIS

2

=

2

+

+

✓ Hide

DEX

0

=

0

+

+

✓ Intimidate

CHA

2

=

2

+

+

✓ Jump

STR

0

=

0

+

+

Knowledge (Arcana)

INT

40

=

7

+

33.0

+

Knowledge (Dungeoneering)

INT

17

=

7

+

10.0

+

Knowledge (Nature)

INT

17

=

7

+

10.0

+

Knowledge (Religion)

INT

43

=

7

+

33.0

+

3

Knowledge (The Planes)

INT

17

=

7

+

10.0

+

✓ Listen

WIS

4

=

2

+

+

2

✓ Move Silently

DEX

0

=

0

+

+

Profession (Astrologer)

WIS

4

=

2

+

2.0

+

Profession (Herbalist)

WIS

4

=

2

+

2.0

+

✓ Ride

DEX

0

=

0

+

+

✓ Search

INT

18

=

7

+

9.0

+

2

✓ Sense Motive

WIS

2

=

2

+

+

Speak Language(Nidalan)

1

=

0

+

1.0

+

Spellcraft

INT

47

=

7

+

33.0

+

7

✓ Spot

WIS

4

=

2

+

+

2

✓ Survival

WIS

2

=

2

+

+

✓ Swim

STR

0

=

0

+

+

✓ Use Rope

DEX

0

=

0

+

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

REBUKE UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turning Check

1d20+3

Up to 0

7

Turn level

11

1 - 3

8

Turn damage

2d6 +7

4 - 6

9

You command Undead creatures with total hit dice up to 11.

7 - 9

10

10 - 12

11

13 - 15

12

16 - 18

13

19 - 21

14

22+

15

REBUKE/DAY

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp

WEIGHT ALLOWANCE					
Light	19	Medium	38	Heavy	57.5
Lift over head	57.5	Lift off ground	115	Push / Drag	287.5

SPECIAL ABILITIES	
+2 bonus to Spellcraft when learning Necromancy	
+2 racial saving throw bonus against enchantment spells or effects.	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Aura of Chaos (Ex) Moderate	
Aura of Evil (Ex) Moderate	
Create Undead (Sp) ~ 2/day	
Deathless Vigor (Ex)	
High Arcana - Mastery of Elements	
High Arcana - Mastery of Shaping	
High Arcana - Spell Power +1	
Immunity to magic sleep effects.	
Rebuke Undead (Su) 4/day (turn level 11) (turn damage 2d6+7)	
Rebuke Undead (Su) ~ +5 level	
Spontaneous casting - Can spontaneously cast Inflict spells	
Summon Familiar	
Undead Graft ~ Paralysing Touch	
Zone of Desecration (Su)	

FEATS	
Skill Focus (Spellcraft, Knowledge (Religion))	You get a +3 bonus on all checks involving that skill.
Spell Focus (Necromancy, Evocation)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
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.
Scribe Scroll	You can create a scroll of any spell that you know.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

DOMAINS	
Death	You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)..
Evil	You cast evil spells at +1 caster level.

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

LANGUAGES	
Auran, Celestial, Common, Elven, Nidalan, Sylvan	

TEMPLATES	
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PROHIBITED	
Abjuration, Illusion	

Wizard 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	4+1	6+1	6+1	6+1	5+1	4+1	4+1	5+1	3+1	4+1

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash		None	1 standard action	Instantaneous	Close (27 m)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid			Caster Level: 26	
□□□□□ Arcane Mark		None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
<i>Effect:</i> Inscribes a personal rune [visible or invisible].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.			Caster Level: 26	
□□□□□ Dancing Lights		None	1 standard action	26 minute [D]	Medium (108 m)	V, S	No	Evocation [Light, WuJenFire]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10- ft.-radius area			Caster Level: 26	
□□□□□ Daze	17	Will negates	1 standard action	1 round	Close (27 m)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less			Caster Level: 26	
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 26 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			Caster Level: 26	
□□□□□ Detect Poison		None	1 standard action	Instantaneous	Close (27 m)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			Caster Level: 26	
□□□□□ *Disrupt Undead		None	1 standard action	Instantaneous	Close (27 m)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Deals 1d6 damage to one undead.					<i>Target:</i> Ray			Caster Level: 26	
□□□□□ Flare	18	Fortitude negates	1 standard action	Instantaneous	Close (27 m)	V	Yes	Evocation [Light, WuJenFire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			Caster Level: 26	
□□□□□ Light		None	1 standard action	260 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			Caster Level: 26	
□□□□□ Mage Hand		None	1 standard action	Concentration	Close (27 m)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.			Caster Level: 26	
□□□□□ Malia su Persone	17	Will Negates	1 standard action	1 minute/level	Close (27 m)	V	Yes	Enchantment (Charme) [Mind-Affecting]	Nep: Nep
<i>Effect:</i> Migliora l'atteggiamento di una creatura nei confronti dell'incantatore					<i>Target:</i> One humanoid creature			Caster Level: 26	
□□□□□ Mending	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			Caster Level: 26	
□□□□□ Message		None	1 standard action	260 minutes	Medium (108 m)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 26 creatures			Caster Level: 26	
□□□□□ Open/Close	17	Will negates (object)	1 standard action	Instantaneous	Close (27 m)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed			Caster Level: 26	
□□□□□ Prestidigitation	17	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text			Caster Level: 26	
□□□□□ Ray of Frost		None	1 standard action	Instantaneous	Close (27 m)	V, S	Yes	Evocation [Cold, WuJenWater]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ray deals 1d3 cold damage.					<i>Target:</i> Ray			Caster Level: 26	
□□□□□ Read Magic		None	1 standard action	260 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			Caster Level: 26	
□□□□□ Repair Minor Damage		None	1 standard action	Instantaneous	Touch	V, S	No	Transmutation	CA: CA
<i>Effect:</i> Repairs 1 point of damage to any construct					<i>Target:</i> Construct touched			Caster Level: 26	
□□□□□ Sapore		None	1 standard action	1 hour/level	10 ft.	V, S	No	Transmutation	Nep: Nep
<i>Effect:</i> Altera il sapore dei cibi, aumentando di +1 la CD per scoprire la presenza di veleni					<i>Target:</i> Food for 30-ft cubes per level			Caster Level: 26	
□□□□□ *Touch of Fatigue	18	Fortitude negates	1 standard action	26 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch attack fatigues target.					<i>Target:</i> Creature touched			Caster Level: 26	
□□□□□ Traccia Insanguinata		None	1 standard action	1 day/level	Touch	S, M	No	Conjuration (Creation)	Nep: Nep
<i>Effect:</i> Macchia con una traccia di sangue inestinguibile una superficie					<i>Target:</i> One touched creature or one touched object			Caster Level: 26	
□□□□□ Vista Offuscata	18	Reflex negates	1 standard action	1 round	Touch	V, S, M/DF	Yes	Evocation [Darkness]	Nep: Nep
<i>Effect:</i> Fumo nerastro avvolge il volto della vittima, concedendo agli avversari occultamento totale					<i>Target:</i> One creature			Caster Level: 26	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Detect Undead		None	1 standard action	Concentration, up to 26 minutes [D]	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation			Caster Level: 26	
□□□□□ Mage Armor	18	Will negates (harmless)	1 standard action	26 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched			Caster Level: 26	
□□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (108 m)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5 missiles that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			Caster Level: 26	

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Mount	None	1 round	52 hours [D]	Close (27 m)	V, S, M	No	Conjuration (Summoning)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Summons riding horse for 52 hours.				<i>Target:</i> One mount			<i>Caster Level:</i> 26	
□□□□□ Summon Monster I	None	1 round	26 rounds [D]	Close (27 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One summoned creature			<i>Caster Level:</i> 26	
□□□□□ Unseen Servant	None	1 standard action	26 hours	Close (27 m)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Invisible force obeys your commands.				<i>Target:</i> One invisible, mindless, shapeless servant			<i>Caster Level:</i> 26	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ *Command Undead	20	Will negates; see text	1 standard action	26 days	Close (27 m)	V, S, M	Yes	Necromancy	RSRD: SpellsC.rtf
<i>Effect:</i> Undead creature obeys your commands.					<i>Target:</i> One undead creature			<i>Caster Level:</i> 26	
□□□□□ *False Life	None		1 standard action	26 hours or until discharged; see text	Personal	V, S, M	No	Necromancy	RSRD: SpellsF-G.rtf
<i>Effect:</i> Gain 1d10+10 temporary hp					<i>Target:</i> You			<i>Caster Level:</i> 26	
□□□□□ Summon Monster II	None		1 round	26 rounds [D]	Close (27 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 26	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Blacklight	21	Will negates or none (object)	1 standard action	26 rounds [D]	Close (27 m)	V, S, M	Yes or no (object)	Evocation [Darkness]	RSRD: DivineDomainsandSpells.rtf
<i>Effect:</i>					<i>Target:</i> A 20-ft-radius emanation centered on a creature, object, or a point in space			<i>Caster Level:</i> 26	
□□□□□ Corpse Candle	None		1 standard action	1 minute/level	Close (27 m)	S, M	No	Conjuration (Creation)	CA: CA
<i>Effect:</i> Ghostly hand and candle sheds light, affects incorporeal creatures					<i>Target:</i> Ghostly hand and a candle			<i>Caster Level:</i> 26	
□□□□□ Fireball	21	Reflex half	1 standard action	Instantaneous	Long (432 m)	V, S, M	Yes	Evocation [Fire, WuJenFire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> 10d6 fire damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 26	
□□□□□ Halt Undead	21	Will negates (see text)	1 standard action	26 rounds	Medium (108 m)	V, S, M	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Immobilizes undead for 26 rounds.					<i>Target:</i> Up to three undead creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 26	
□□□□□ Haste	20	Fortitude negates (harmless)	1 standard action	26 rounds	Close (27 m)	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> 26 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.					<i>Target:</i> 26 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 26	
□□□□□ *Incorporeal Enhancement	None		1 full round	24 hours	Close (27 m)	V, S, M	No	Necromancy [Evil] LM: LM	
<i>Effect:</i> Grant bonuses to incorporeal undead.					<i>Target:</i> One corporeal undead/level			<i>Caster Level:</i> 27	
□□□□□ Lightning Bolt	21	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Electricity deals 10d6 damage.					<i>Target:</i> 120-ft. line			<i>Caster Level:</i> 26	
□□□□□ Mage Armor, Greater	20	Will negates (harmless)	1 standard action	1 hour/level	Touch	V, S, M	No	Conjuration (Creation) [Force]	CA: CA
<i>Effect:</i> Gives subject +6 armor bonus					<i>Target:</i> Creature touched			<i>Caster Level:</i> 26	
□□□□□ Summon Monster III	None		1 round	26 rounds [D]	Close (27 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 26	
□□□□□ *Vampiric Touch	None		1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch deals 10d6 damage; caster gains damage as hp.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 26	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ *Enervation	None		1 standard action	Instantaneous	Close (27 m)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains 1d4 negative levels.					<i>Target:</i> Ray of negative energy			<i>Caster Level:</i> 26	
□□□□□ Mnemonic Enhancer	None		10 minutes	Instantaneous	Personal	V, S, M, F	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Wizard only. Prepares extra spells or retains one just cast.					<i>Target:</i> You			<i>Caster Level:</i> 26	
□□□□□ Spell Enhancer	None		1 standard action	1 round	Personal	V	No	Transmutation	PGtF: PGtF
<i>Effect:</i> Lets you cast another spell in same tound at +2 caster level.					<i>Target:</i> You			<i>Caster Level:</i> 26	
□□□□□ Summon Monster IV	None		1 round	26 rounds [D]	Close (27 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 26	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animal Growth	22	Fortitude negates	1 standard action	26 minutes	Medium (108 m)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> One animal/two levels doubles in size.					<i>Target:</i> Up to 13 animals [Gargantuan or smaller], no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 26	
□□□□□ Ball Lightning	23	Reflex half	1 standard action	1 round/level	Medium (108 m)	V, S, M	Yes	Evocation [Electricity]	PGtF: PGtF
<i>Effect:</i> Energy balls deals 1d6/level electricity damage.					<i>Target:</i> One lightning ball/two level			<i>Caster Level:</i> 26	
□□□□□ Cone of Cold	23	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold, WuJenWater]	RSRD: SpellsC.rtf
<i>Effect:</i> 15d6 cold damage.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 26	
□□□□□ Feeblemind	22	Will negates; see text	1 standard action	Instantaneous	Medium (108 m)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject's Int and Cha drop to 1.					<i>Target:</i> One creature			<i>Caster Level:</i> 26	
□□□□□ Hold Monster	22	Will negates; see text	1 standard action	26 rounds [D]; see text	Medium (108 m)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> As hold person, but any creature.					<i>Target:</i> One living creature			<i>Caster Level:</i> 26	

* =Domain/Speciality Spell

Wizard Spells

□□□□□ *Kiss of the Vampire	None	1 standard	1 round/level	Personal	V, S, M	No	Necromancy	LM: LM
<i>Effect:</i> You gain vampire-like supernatural abilities, but are vulnerable to attacks that harm undead.				<i>Target:</i> You		<i>Caster Level:</i> 26		
□□□□□ Overland Flight	22	Will negates (harmless)	1 standard	26 hours	Personal	V, S	Yes (harmless)	Transmutation RSRD: SpellsM-O.rtf
<i>Effect:</i> You fly at a speed of 40 ft. and can hustle over long distances.				<i>Target:</i> You		<i>Caster Level:</i> 26		
□□□□□ *Possessione delle Spoglie	None	1 standard	1 hour/LEVEL; See text	Medium (108 m)	V, S, M	No	Necromancy	Nep: Nep
<i>Effect:</i> L'incantatore assume il controllo del cadavere di una creatura deceduta di recente				<i>Target:</i> The corpse of a humanoid creature		<i>Caster Level:</i> 26		
□□□□□ Summon Monster V	None	1 round	26 rounds [D]	Close (27 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 26		
□□□□□ Teleport	22	None and Will negates (object)	1 standard	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation) RSRD: SpellsT-Z.rtf
<i>Effect:</i> Instantly transports you as far as 2600 miles.				<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 26		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Analyze Dweomer	23	None or Will negates; see text	1 standard	26 rounds [D]	Close (27 m)	V, S, F	No	Divination	RSRD: SpellsA-B.rtf
<i>Effect:</i> Reveals magical aspects of subject.				<i>Target:</i> 26 objects or creatures		<i>Caster Level:</i> 26			
□□□□□ *Awaken Undead	24	None (harmless)	1 standard	Permanent	Close (27 m)	V, S, M, XP	Yes	Necromancy [Evil] LM: LM	
<i>Effect:</i> Grant sentence to otherwise mindless undead.				<i>Target:</i> All mindless undead within a circle of 25-ft radius+5ft/2 levels		<i>Caster Level:</i> 27			
□□□□□ *Create Undead	None		1 hour	Instantaneous	Close (27 m)	V, S, M	No	Necromancy [Evil] RSRD: SpellsC.rtf	
<i>Effect:</i> Creates ghouls, ghaists, mummies, or mohrgs.				<i>Target:</i> One corpse		<i>Caster Level:</i> 27			
□□□□□ *Revive Undead	24	None (harmless)	1 minute	Instantaneous	Touch	V, S, M	Yes	Necromancy [Evil] LM: LM	
<i>Effect:</i> Restores undeath to undead that was destroyed up to 1/day/level ago.				<i>Target:</i> Destroyed undead creature touched		<i>Caster Level:</i> 27			
□□□□□ Summon Monster VI	None		1 round	26 rounds [D]	Close (27 m)	V, S, F/DF	No	Conjuration (Summoning) RSRD: SpellsS.rtf	
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 26			

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ As the Frost	None		1 standard	1 round/level	Personal	V, S, M	No	Transmutation [Cold]	PHB2: PHB2
<i>Effect:</i> See text, Transform into a creature of Cold.				<i>Target:</i> You		<i>Caster Level:</i> 26			
□□□□□ *Control Undead	25	Will negates	1 standard	26 minutes	Close (27 m)	V, S, M	Yes	Necromancy	RSRD: SpellsC.rtf
<i>Effect:</i> Undead don't attack you while under your command.				<i>Target:</i> 52 HD of undead creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 26			
□□□□□ Limited Wish	24	None; see text	1 standard	See text	See text	V, S, XP	Yes	Universal	RSRD: SpellsH-L.rtf
<i>Effect:</i> Alters reality-within spell limits.				<i>Target:</i> See text		<i>Caster Level:</i> 26			
□□□□□ Summon Monster VII	None		1 round	26 rounds [D]	Close (27 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 26			
□□□□□ Sword of Darkness	None		1 standard	1 round/level	Medium (108 m)	V, S, M	Yes	Evocation	CA: CA
<i>Effect:</i> Blade of negative energy attacks independently, deals 1d4 damage, bestow one negative level				<i>Target:</i> Black blade of negative energy		<i>Caster Level:</i> 26			
□□□□□ Teleport, Greater	24	None and Will negates (object)	1 standard	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation) RSRD: SpellsT-Z.rtf	
<i>Effect:</i> As teleport, but no range limit and no off-target arrival.				<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 26			
□□□□□ Teleport Object	24	Will negates (object)	1 standard	Instantaneous	Touch	V	Yes (object)	Conjuration (Teleportation) RSRD: SpellsT-Z.rtf	
<i>Effect:</i> As teleport, but affects a touched object.				<i>Target:</i> One touched object of up to 1300 lbs and 78cu. ft.		<i>Caster Level:</i> 26			

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Charm Monster, Mass	25	Will negates	1 standard	26 days	Close (27 m)	V	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> As charm monster, but all within 30 ft.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 26			
□□□□□ *Create Greater Undead	None		1 hour	Instantaneous	Close (27 m)	V, S, M	No	Necromancy [Evil] RSRD: SpellsC.rtf	
<i>Effect:</i> Create shadows, wraiths, spectres, or devourers.				<i>Target:</i> One corpse		<i>Caster Level:</i> 27			
□□□□□ *Horrid Wilting	26	Fortitude half	1 standard	Instantaneous	Long (432 m)	V, S, M/DF	Yes	Necromancy [WuJenWater]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 20d6 damage within 30 ft.				<i>Target:</i> Living creatures, no two of which can be more than 60 ft. apart		<i>Caster Level:</i> 26			
□□□□□ Summon Monster VIII	None		1 round	26 rounds [D]	Close (27 m)	V, S, F/DF	No	Conjuration (Summoning) RSRD: SpellsS.rtf	
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 26			
□□□□□ *Symbol of Death	26	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death] RSRD: SpellsS.rtf	
<i>Effect:</i> Triggered rune slays nearby creatures.				<i>Target:</i> One symbol		<i>Caster Level:</i> 26			
□□□□□ *Veil of Undeath	None		1 standard	10 minutes/level	Personal	V, S, M	No	Necromancy [Evil] LM: LM	
<i>Effect:</i> You gain undead traits.				<i>Target:</i> You		<i>Caster Level:</i> 27			

LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dominate Monster	26	Will negates	1 round	26 days	Close (27 m)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dominate person, but any creature.				<i>Target:</i> One creature		<i>Caster Level:</i> 26			
□□□□□ *Energy Drain	27	Fortitude partial; see text for enervation	1 standard	Instantaneous	Close (27 m)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains 2d4 negative levels.				<i>Target:</i> Ray of negative energy		<i>Caster Level:</i> 26			

* =Domain/Specialty Spell

Wizard Spells

Gate	None	1 standard action	Instantaneous or concentration [up to 26 rounds]; see text	Medium (108 m)	V, S, XP; No see text	Conjuration (Calling, Creation) Caster Level: 26	RSRD: SpellsF-G.rtf		
Effect: Connects two planes for travel or summoning.				Target: See text					
Hold Monster, Mass	26	Will negates; see text	1 standard action	26 rounds [D]; see text	Medium (108 m)	V, S, M/DF Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 26	RSRD: SpellsH-L.rtf	
Effect: As hold monster, but all within 30 ft.				Target: One or more creatures, no two of which can be more than 30 ft. apart					
*Plague of Undead	None	1 standard action	Instantaneous	Close (27 m)	V, S, M	No	Necromancy [Evil]	LM: LM	
Effect: Animates horde of undead.				Target: One or more corpse within range				Caster Level: 27	
Summon Monster IX	None	1 round	26 rounds [D]	Close (27 m)	V, S, F/DF	No	Conjuration (Summoning) Caster Level: 26	RSRD: SpellsS.rtf	
Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart					
*Wail of the Banshee	27	Fortitude negates	1 standard action	Instantaneous	Close (27 m)	V	Yes	Necromancy [Death, Sonic] Caster Level: 26	RSRD: SpellsT-Z.rtf
Effect: Kills 26 creatures.				Target: 26 living creatures within a 40-ft.-radius spread				Caster Level: 26	
Wish	26	See text	1 standard action	See text	V, XP	Yes	Universal	RSRD: SpellsT-Z.rtf	
Effect: As limited wish, but with fewer limits.				Target: See text				Caster Level: 26	
* =Domain/Speciality Spell									

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	5+1	4+1	2+1	1+1	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water		None	1 standard action	Instantaneous	Close (12 m)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 14 gallons of pure water.					<i>Target:</i> Up to 14 gallons of water		<i>Caster Level:</i> 7		
□□□□□ Cure Minor Wounds	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 7		
□□□□□ Detect Poison		None	1 standard action	Instantaneous	Close (12 m)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 7		
□□□□□ Guidance	12	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Inflict Minor Wounds	13	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Light		None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched		<i>Caster Level:</i> 7		
□□□□□ Mending	12	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 7		
□□□□□ Purify Food and Drink	12	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 7 cu. ft. of food or water.					<i>Target:</i> 7 cu. ft. of contaminated food and water		<i>Caster Level:</i> 7		
□□□□□ Read Magic		None	1 standard action	70 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Resistance	12	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Summon Holy Symbol		None	1 standard action	1 round/level	0 ft.	V, S	No	Conjuration (Summoning)	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> Small wooden holy symbol		<i>Caster Level:</i> 7		
□□□□□ Virtue	12	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Vista Offuscata	13	Reflex negates	1 standard action	1 round	Touch	V, S, M/DF	Yes	Evocation [Darkness]	Nep: Nep
<i>Effect:</i> Fumo nerastro avvolge il volto della vittima, concedendo agli avversari occultamento totale					<i>Target:</i> One creature		<i>Caster Level:</i> 7		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bane	13	Will negates	1 standard action	7 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.		<i>Caster Level:</i> 7		
□□□□□ Blade of Blood		None	1 swift action	1 round/level or until discharged	Touch	V, S	No	Necromancy	PHB2: PHB2
<i>Effect:</i> See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 7		
□□□□□ Bless		None	1 standard action	7 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster		<i>Caster Level:</i> 7		
□□□□□ **Cause Fear	14	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (12 m)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD		<i>Caster Level:</i> 7		
□□□□□ Cause Fear	14	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (12 m)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD		<i>Caster Level:</i> 7		
□□□□□ Command	13	Will negates	1 standard action	1 round	Close (12 m)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature		<i>Caster Level:</i> 7		
□□□□□ Comprehend Languages		None	1 standard action	70 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You		<i>Caster Level:</i> 7		
□□□□□ Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
□□□□□ Curse Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes unholy water.					<i>Target:</i> Flask of water touched		<i>Caster Level:</i> 8		
□□□□□ Deathwatch		None	1 standard action	80 minutes	30 ft.	V, S	No	Necromancy [Evil]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals how near death subjects within 30 ft. are.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 8		
□□□□□ Detect Chaos		None	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 7		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Detect Evil	None	1 standard	Concentration, up to 70 minutes [D] action	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.								
☐☐☐☐☐ Detect Good	None	1 standard	Concentration, up to 70 minutes [D] action	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.								
☐☐☐☐☐ Detect Law	None	1 standard	Concentration, up to 70 minutes [D] action	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.								
☐☐☐☐☐ Detect Undead	None	1 standard	Concentration, up to 7 minutes [D] action	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.								
☐☐☐☐☐ Divine Favor	None	1 standard	1 minute action	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +2 on attack and damage rolls.								
☐☐☐☐☐ Doom	14	Will negates	1 standard 7 minutes action	Medium (51 m)	V, S, DF	Yes	Necromancy [Fear,RSRD: SpellsD-E.rtf Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.								
☐☐☐☐☐ Endure Elements	13	Will negates (harmless)	1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration [WuJenEarth, WuJenFire, WuJenMetal, WuJenWater, WuJenWood]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.								
☐☐☐☐☐ Entropic Shield	None	1 standard	7 minutes [D] action	Personal	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.								
☐☐☐☐☐ Hide from Undead	13	Will negates (harmless); see text	1 standard 70 minutes [D] action	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Undead can't perceive 7 subjects.								
☐☐☐☐☐ Impede	13	Will partial	1 standard 1 round/level action	Medium (51 m)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	CA: CC
<i>Effect:</i> See Text								
☐☐☐☐☐ Individuazione degli Esterni	None	1 standard	Concentration, up to 1 minute/level action	30 ft.	V, S	No	Divination	Nep: Nep
<i>Effect:</i> Permette di percepire l'aura delle creature provenienti dai piani esterni								
☐☐☐☐☐ Inflict Light Wounds	14	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch deals 1d8+5 damage.								
☐☐☐☐☐ Invest Light Protection	13	Will half (harmless); See text	1 standard Instantaneous; See text action	Touch	V, S	Yes	Conjuration (Healing)	PHB2: PHB2
<i>Effect:</i> See text, Heal 1d4 damage + 1/2 levels. Grant DR 1/evil.								
☐☐☐☐☐ Magic Stone	13	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.								
☐☐☐☐☐ Magic Weapon	13	Will negates (harmless, object)	1 standard 7 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation [WuJenMetal]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.								
☐☐☐☐☐ Murk and Gloom	None	1 standard	1 round/level action	Medium (51 m)	V, S, M	No	Transmutation	CA: SoB
<i>Effect:</i> See text.								
☐☐☐☐☐ Nimbus of Light	None	1 standard	1 minute/level or until discharged action	Personal	V, S, DF	No	Evocation [Light]	CD: CD
<i>Effect:</i> Sunlight illuminates you until released as an attack for 1d8+1/level damage								
☐☐☐☐☐ Obscuring Mist	None	1 standard	7 minutes action	20 ft.	V, S	No	Conjuration (Creation) [WuJenWater]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.								
☐☐☐☐☐ Omen of Peril	None	1 full round	Instantaneous	Personal	V, F	No	Divination	CD: CD
<i>Effect:</i> You know how dangerous the future will be								
☐☐☐☐☐ Predict Weather	None	1 minute	Instantaneous	Personal	V, S	No	Divination	CA: SoB
<i>Effect:</i> See text.								
☐☐☐☐☐ **Protection from Good	13	Will negates (harmless)	1 standard 8 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Protection from Good	13	Will negates (harmless)	1 standard 8 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Protection from Law	13	Will negates (harmless)	1 standard 7 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
☐☐☐☐☐ Remove Fear	13	Will negates (harmless)	1 standard 10 minutes; see text action	Close (12 m)	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 2 subjects.								
☐☐☐☐☐ Repel Water	13	Will negates (harmless)	1 standard 2 hours/level action	Touch	V, S	Yes	Abjuration	CA: SoB
<i>Effect:</i> See text.								
☐☐☐☐☐ Resurgence	13	Will negates (harmless)	1 standard Instantaneous action	Touch	V, S, DF	Yes	Abjuration	CD: CD
<i>Effect:</i> You grant subject a second chance at a saving throw								
☐☐☐☐☐ Sanctuary	13	Will negates	1 standard 7 rounds action	Touch	V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Opponents can't attack you, and you can't attack.								
☐☐☐☐☐ Shield of Faith	13	Will negates (harmless)	1 standard 7 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +3 deflection bonus.								
* =Domain/Speciality Spell								

Cleric Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Sono Rinfrancante</div> <div> <div>Effect:</div> <div>Cura 1 punto ferita e 1 punto di caratteristica extra per livello a una creatura addormentata</div> </div> </div> </div>	13	None (harmless)	1 standard action	See text	Touch	V, S	No	Conjuration (Healing)	Nep: Nep
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Summon Monster I</div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div> </div> </div>		None	1 round	7 rounds [D]	Close (12 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Summon Undead I</div> <div> <div>Effect:</div> <div>Summon undead to fight for you.</div> </div> </div> </div>		None	1 full round	1 round/level	Close (13.5 m)	V, S, F/DF	No	Conjuration (Summoning) [Evil]	LM: LM
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Vigor, Lesser</div> <div> <div>Effect:</div> <div>Creature heals 1 hp/round [max 15 rounds]</div> </div> </div> </div>	13	Will negates (harmless)	1 standard action	10 rounds + 1 round/level [max 15 rounds]	Touch	V, S	Yes	Conjuration (Healing)	CD: CD

LEVEL 2

Name	DC	Saving Throw	Duration		Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid		None	1 standard	7 minutes action	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	RSRD: SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8+7 temporary hp.					Target: Living creature touched				
☐☐☐☐☐ Align Weapon	14	Will negates (harmless, object)	1 standard	7 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] Caster Level: 7				
☐☐☐☐☐ Animalistic Power	14	Will negates (harmless)	1 standard	1 minute/level action	Touch	V, S, M	Yes	Transmutation Caster Level: 7	PHB2: PHB2
Effect: See text, Subjects gains +2 bonus to STR, DEX and CON.					Target: Creature touched				
☐☐☐☐☐ Augury		None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD: SpellsA-B.rtf
Effect: Learns whether an action will be good or bad.					Target: You Caster Level: 7				
☐☐☐☐☐ Babele Oscura	15	Will Negates	1 standard	Permanent action	Close (12 m)	V, S	Yes	Necromancy	Nep: Nep
Effect: La vittima non è più in grado di parlare la propria lingua					Target: One creature Caster Level: 7				
☐☐☐☐☐ Bear's Endurance	14	Will negates (harmless)	1 standard	7 minutes action	Touch	V, S, DF	Yes	Transmutation [WuJenEarth] Caster Level: 7	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 7 minutes.					Target: Creature touched				
☐☐☐☐☐ Benediction	14	Will negates (harmless)	1 full round	10 minute/level, or until discharged	Touch	V, S, DF	Yes	Abjuration Caster Level: 7	CA: CC
Effect: See Text					Target: Creature touched				
☐☐☐☐☐ Bewildering Substitution	14	Will negates	1 standard	1 round/level action	Close (12 m)	V, S, DF	Yes	Illusion (Phantasm) [Mind-Affecting] Caster Level: 7	CA: CC
Effect: See Text					Target: One living creature				
☐☐☐☐☐ Bewildering Visions	14	Will negates	1 standard	1 round/level action	Close (12 m)	V, S, DF	Yes	Illusion (Phantasm) [Mind-Affecting] Caster Level: 7	CA: CC
Effect: See Text					Target: One living creature				
☐☐☐☐☐ Black Karma Curse	14	Will negates	1 standard	Instantaneous action	Close (12 m)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	PHB2: PHB2
Effect: See text, Subject damages self with melee attack.					Target: One creature				
☐☐☐☐☐ Blade Brothers	14	Will negates (harmless)	1 standard	1 minute/level or until discharged action	Touch	V, S	Yes	Abjuration	PHB2: PHB2
Effect: See text, Use higher saving throw result between two creatures, but both suffer effects if the saves fail.					Target: Two willing creatures Caster Level: 7				
☐☐☐☐☐ Blade of Pain and Fear	15	Will partial	1 standard	1 minute/level action	0 ft.	V, S, DF	Yes	Evocation	LM: LM
Effect: Creates blade of gnashing teeth.					Target: Swordlike column of gnashing teeth Caster Level: 7				
☐☐☐☐☐ Body Ward	14	Will negates (harmless)	1 standard	1 minute/level, or until expended action	Touch	V, S, DF	Yes	Abjuration	CA: CC
Effect: See Text					Target: Creature touched Caster Level: 7				
☐☐☐☐☐ Brambles		None	1 standard	1 round/level action	Touch	V, S, M	No	Transmutation	CD: CD
Effect: Wooden weapon grows spikes that deal +1 damage/caster level 10					Target: Wooden weapon touched Caster Level: 7				
☐☐☐☐☐ Bull's Strength	14	Will negates (harmless)	1 standard	7 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation [WuJenEarth] Caster Level: 7	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 7 minutes.					Target: Creature touched				
☐☐☐☐☐ Calm Emotions	14	Will negates	1 standard	Concentration, up to 7 rounds [D] action	Medium (51 m)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	RSRD: SpellsC.rtf
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a 20-ft.-radius spread				
☐☐☐☐☐ Cloud of Knives		None	1 standard	1 round/level action	Personal	V, S, M	No	Conjuration	PHB2: PHB2
Effect: See text, Release one knife/round, takes best result.					Target: You Caster Level: 7				
☐☐☐☐☐ Conduit of Life		None	1 standard	10 minute/level, or until discharged action	Personal	V, S	No	Conjuration (Healing) Caster Level: 7	CA: CC
Effect: See Text					Target: You				
☐☐☐☐☐ Cure Moderate Wounds	14	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 7	RSRD: SpellsC.rtf
Effect: Cures 2d8+7 damage.					Target: Creature touched				
☐☐☐☐☐ Curse of Ill Fortune	14	Will negates	1 standard	1 minute/level action	Medium (51 m)	V, S, DF	Yes	Transmutation	CD: CD
Effect: Target suffer -3 penalty on attacks, checks and saves					Target: One living creature Caster Level: 7				
☐☐☐☐☐ Darkness		None	1 standard	70 minutes [D] action	Touch	V, M/DF	No	Evocation [Darkness] Caster Level: 7	RSRD: SpellsD-E.rtf
Effect: 20-ft. radius of supernatural shadow.					Target: Object touched				
☐☐☐☐☐ **Death Knell	15	Will negates	1 standard	Instantaneous/10 minutes per HD of action	Touch	V, S	Yes	Necromancy [Death, Evil] Caster Level: 8	RSRD: SpellsD-E.rtf
Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.					Target: Living creature touched				
☐☐☐☐☐ Death Knell	15	Will negates	1 standard	Instantaneous/10 minutes per HD of action	Touch	V, S	Yes	Necromancy [Death, Evil] Caster Level: 8	RSRD: SpellsD-E.rtf
Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.					Target: Living creature touched				
* =Domain/Specialty Spell									

Cleric Spells

Deific Vengeance	14	Will half	1 standard	Instantaneous	Close (12 m)	V, S, DF	Yes	Conjuration (Summoning)	CD: CD
<i>Effect:</i> God's punishment deals 1d6 damage/2 caster levels [max 5d6]					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
Delay Poison	14	Fortitude negates (harmless)	1 standard	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 7 hours.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
**Desecrate		None	1 standard	16 hours	Close (13.5 m)	V, S, M, DF	Yes	Evocation [Evil]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Fills area with negative energy, making undead stronger.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 8		
Desecrate		None	1 standard	16 hours	Close (13.5 m)	V, S, M, DF	Yes	Evocation [Evil]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Fills area with negative energy, making undead stronger.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 8		
Distil Water	14	Fort halves; See text	1 standard	Instantaneous	Close (12 m)	V, S, DF	No	Transmutation	CA: SoB
<i>Effect:</i> See text.					<i>Target:</i> 20-ft radius spread		<i>Caster Level:</i> 7		
Divine Insight		None	1 standard	1 hour/level or until discharged	Personal	V, S, DF	No	Divination	CAd: CAd
<i>Effect:</i> See text					<i>Target:</i> You		<i>Caster Level:</i> 7		
Divine Presence		None	1 standard	10 minute/level	Personal	V, S	No	Transmutation	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> You		<i>Caster Level:</i> 7		
Eagle's Splendor	14	Will negates (harmless)	1 standard	7 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains +4 to Cha for 7 minutes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Enthral	14	Will negates; see text	1 round	1 hour or less	Medium (51 m)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Captivates all within 170 ft.					<i>Target:</i> Any number of creatures		<i>Caster Level:</i> 7		
Execration	15	Will negates	1 full round	10 minute/level, or until discharged	Touch	V, S, DF	Yes	Necromancy	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Find Traps		None	1 standard	7 minutes	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You		<i>Caster Level:</i> 7		
Gaze Screen	14	Will negates (harmless)	1 standard	10 minutes/level	Touch	V, S	Yes	Abjuration	G: MMay
<i>Effect:</i> You create a shimmering, mirrorlike area in the air before the recipient's eyes.					<i>Target:</i> One living creature		<i>Caster Level:</i> 7		
Gentle Repose	15	Will negates (object)	1 standard	7 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched		<i>Caster Level:</i> 7		
Ghost Touch Armor	14	Will negates (harmless)	1 standard	1 minute/level	Touch	V, S, M	Yes	Transmutation	LM: LM
<i>Effect:</i> Armor works normally against incorporeal attacks.					<i>Target:</i> Armor of creature touched		<i>Caster Level:</i> 7		
Healing Lorecall		None	1 standard	1 minute/level	Personal	V, S, M	No	Divination	CAd: CAd
<i>Effect:</i> See text					<i>Target:</i> You		<i>Caster Level:</i> 7		
Hold Person	14	Will negates; see text	1 standard	7 rounds [D]; see text	Medium (51 m)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 7 rounds.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 7		
Inflict Moderate Wounds	15	Will half	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 2d8+7 damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Insight of Good Fortune	14	Will negates (harmless)	1 standard	1 minute/level or until discharged	Close (12 m)	V, S, M	Yes	Divination	PHB2: PHB2
<i>Effect:</i> See text, Subject rolls twice, take the best result.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
Interfaith Blessing	14	Will negates (harmless)	1 full round	1 minute/level	20-ft	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> 20-ft-radius square burst centered on you		<i>Caster Level:</i> 7		
Iron Silence	14	Will negates (harmless,object)	1 standard	1 hour/level	Touch	V, S, DF	Yes	Transmutation	CAd: CAd
<i>Effect:</i> See text					<i>Target:</i> One suit of armor touched per three levels		<i>Caster Level:</i> 7		
Lore of the Gods		None	1 standard	10 minute/level, or until discharged	Personal	V, S	No	Divination	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> You		<i>Caster Level:</i> 7		
Make Whole	14	Will negates (harmless, object)	1 standard	Instantaneous	Close (12 m)	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 70 cu. ft		<i>Caster Level:</i> 7		
Mark of Judgement	15	Will negates	1 standard	1 round/level	Medium (51 m)	V, S, DF	Yes	Necromancy	PHB2: PHB2
<i>Effect:</i> See text, Creatures that attack subject heal 2 points of damage each succesful hit.					<i>Target:</i> One creature/3 level, no two of wich can be more than 30-ft apart		<i>Caster Level:</i> 7		
Master's Touch	14	Will negates (harmless)	1	Instantaneous	Close (12 m)	V	Yes	Divination	PHB2: PHB2
<i>Effect:</i> See text, Subject gains immediate +4 bonus on a skill check.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
Master Chevalier		None	1 standard	10 minute/level	Personal	V, S	No	Transmutation	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> You		<i>Caster Level:</i> 7		
Owl's Wisdom	14	Will negates (harmless)	1 standard	7 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 7 minutes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Penitenza di Guarigione	14	See text	1 standard	Instantaneous	Touch	V, S	Yes	Conjuration (Healing)	Nep: Nep
<i>Effect:</i> Cura 1d3 danni per ogni caratteristica danneggiata e trasforma un ammontare di danni letali in danni non letali pari a 2d8 danni+1 danno per livello; l'incantatore rischia di perdere i sensi per 1d67 round					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 7		
Remove Paralysis	14	Will negates (harmless)	1 standard	Instantaneous	Close (12 m)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7		
Repair Ship		None	1 minute	Instantaneous	Touch	V, S, M	Yes	Transmutation	CA: SoB
<i>Effect:</i> See text.					<i>Target:</i> One ship touched		<i>Caster Level:</i> 7		

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Resist Energy	14	Fortitude negates (harmless)	1 standard	70 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration [WuJenEarth, WuJenFire, WuJenMetal, WuJenWater, WuJenWood] Caster Level: 7	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Restoration, Lesser	14	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 7	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Seavision	14	None (harmless)	1 standard	1 hour/level action	Touch	V, S, M	Yes	Transmutation Caster Level: 7	CA: SoB
<i>Effect:</i> See text.					<i>Target:</i> One living creature touched				
☐☐☐☐☐ Share Talents	14	Will negates (harmless)	1 full round	10 minutes/level	Touch	V, S, M	Yes	Transmutation Caster Level: 7	PHB2: PHB2
<i>Effect:</i> See text, Subjects gain +2 bonus on skill checks.					<i>Target:</i> Two willing creatures touched				
☐☐☐☐☐ Shatter	15	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard	Instantaneous action	Close (12 m)	V, S, M/DF	Yes (object)	Evocation [Sonic] Caster Level: 7	RSRD: SpellsS.rtf
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
☐☐☐☐☐ Shield Other	14	Will negates (harmless)	1 standard	7 hours [D] action	Close (12 m)	V, S, F	Yes (harmless)	Abjuration Caster Level: 7	RSRD: SpellsS.rtf
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature				
☐☐☐☐☐ Silence	14	Will negates; see text or none (object)	1 standard	7 minutes [D] action	Long (204 m)	V, S	Yes; see text or no (object)	Illusion (Glamer) Caster Level: 7	RSRD: SpellsS.rtf
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space				
☐☐☐☐☐ Soul Ward	14	Will negates (harmless)	1 standard	1 minute/level, or until discharged action	Touch	V, S, DF	Yes	Abjuration Caster Level: 7	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> Creature touched				
☐☐☐☐☐ Sound Burst	15	Fortitude partial	1 standard	Instantaneous action	Close (12 m)	V, S, F/DF	Yes	Evocation [Sonic] Caster Level: 7	RSRD: SpellsS.rtf
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread				
☐☐☐☐☐ Spawn Screen	15	Will negates (harmless)	1 standard	1 hour/level action	Touch	V, S, DF	Yes	Necromancy Caster Level: 7	LM: LM
<i>Effect:</i> You resist being transformed into an undead spawn if slain.					<i>Target:</i> Living creature touched				
☐☐☐☐☐ Spiritual Weapon		None	1 standard	7 rounds [D] action	Medium (51 m)	V, S, DF	Yes	Evocation [Force] Caster Level: 7	RSRD: SpellsS.rtf
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force				
☐☐☐☐☐ Status	14	Will negates (harmless)	1 standard	7 hours action	Touch	V, S	Yes (harmless)	Divination Caster Level: 7	RSRD: SpellsS.rtf
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> 2 living creatures touched				
☐☐☐☐☐ Stay the Hand	14	Will negates	1	Instantaneous immediate action	Medium (51 m)	V	Yes	Enchantment (Charm) [Mind-Affecting] Caster Level: 7	PHB2: PHB2
<i>Effect:</i> See text, Change the subject creature's attitude to helpful for 1 round.					<i>Target:</i> One humanoid				
☐☐☐☐☐ Stretch Weapon	14	Will negates (harmless, object)	1 swift	One attack action	0 ft.	V	Yes	Transmutation Caster Level: 7	PHB2: PHB2
<i>Effect:</i> See text, Melee weapon gains 5 ft of reach for one attack.					<i>Target:</i> Melee weapon wielded				
☐☐☐☐☐ Substitute Domain		None	10 minutes	1 day/level	Personal	V, S, DF	No	Transmutation Caster Level: 7	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> You				
☐☐☐☐☐ Summon Monster II		None	1 round	7 rounds [D]	Close (12 m)	V, S, F/DF	No	Conjuration (Summoning) Caster Level: 7	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Summon Undead II		None	1 full round	1 round/level	Close (13.5 m)	V, S, F/DF	No	Conjuration (Summoning) [Evil] Caster Level: 8	LM: LM
<i>Effect:</i> Summon undead to fight for you.					<i>Target:</i> One or more summoned creature, no two of wich can be more than 30-ft apart				
☐☐☐☐☐ Undetectable Alignment	14	Will negates (object)	1 standard	24 hours action	Close (12 m)	V, S	Yes (object)	Abjuration Caster Level: 7	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object				
☐☐☐☐☐ Wave of Grief	14	Will negates	1 standard	1 round/level action	Close (13.5 m)	S, M	Yes	Enchantment [Evil, CD: CD Mind-Affecting] Caster Level: 8	
<i>Effect:</i> Cone impose -3 penalty on attacks, checks and saves					<i>Target:</i> Cone				
☐☐☐☐☐ Zone of Truth	14	Will negates	1 standard	7 minutes action	Close (12 m)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Alter Fortune		None	1	Instantaneous immediate action	Close (12 m)	V, XP	No	Divination	PHB2: PHB2
<i>Effect:</i> See text, Cause one creature to reroll any die roll.					<i>Target:</i> One creature				Caster Level: 7
☐☐☐☐☐ Animate Dead		None	1 standard	Instantaneous action	Touch	V, S, M	No	Necromancy [Evil]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Creates undead skeletons and zombies.					<i>Target:</i> One or more corpses touched				Caster Level: 8
☐☐☐☐☐ **Animate Dead		None	1 standard	Instantaneous action	Touch	V, S, M	No	Necromancy [Evil]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Creates undead skeletons and zombies.					<i>Target:</i> One or more corpses touched				Caster Level: 8
☐☐☐☐☐ Atrofia dello Scheletro	16	Fort negates	1 standard	1 round/2 level action	Close (12 m)	V, S	Yes	Necromancy	Nep: Nep
<i>Effect:</i> Le ossa della vittima perdono solidità, infliggendo una penalità di -4 al tiro per colpire e alla CA					<i>Target:</i> One creature				Caster Level: 7
☐☐☐☐☐ Bestow Curse	16	Will negates	1 standard	Permanent action	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched				Caster Level: 7
☐☐☐☐☐ Blessed Aim	15	Will negates (harmless)	1 standard	Concentration action	60 ft.	V, S	No	Divination	CD: CD
<i>Effect:</i> +2 bonus for allies' ranged attacks					<i>Target:</i> 60-ft-spread, centered on you				Caster Level: 7

* =Domain/Speciality Spell

Cleric Spells

■■■■■Blindness/Deafness	16	Fortitude negates	1 standard Permanent [D] action	Medium (51 m)	V	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature		<i>Caster Level:</i> 7		
■■■■■Blindsight	15	Will negates (harmless)	1 standard 1 minute/level action	Touch	V, S	Yes	Transmutation	PGtF: PGtF
<i>Effect:</i> Grants blindsight out to 30-ft.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
■■■■■Bolster Aura	15	Will negates (object)	1 standard 10 minute/level action	Touch	V, S	Yes	Abjuration	CA: CC
<i>Effect:</i> See Text				<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 7		
■■■■■Briar Web	15	Reflex negates; See text	1 standard 1 minute/level action	Medium (51 m)	V, S, DF	No	Transmutation	CD: CD
<i>Effect:</i> Area entangles creatures and thorns deal 2d6 damage				<i>Target:</i> Plants in a 20-ft radius spread		<i>Caster Level:</i> 7		
■■■■■Chain of Eyes	15	Will negates	1 standard 1 hour/level action	Touch	V, S	Yes	Divination	CD: CD
<i>Effect:</i> You send magical sensor to infiltrate an area				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
■■■■■Channelled Divine Shield		None	See text 1 round/level	Personal	V, S	No	Abjuration	PHB2: PHB2
<i>Effect:</i> See text, Gain DR, amount based on casting time.				<i>Target:</i> You		<i>Caster Level:</i> 7		
■■■■■Cloak of Bravery	15	Will negates (harmless)	1 standard 10 minute/level action	60 ft.	V, S	Yes	Abjuration [Mind-Affecting]	CW: CW
<i>Effect:</i> +1/caster level resistance bonus against fear				<i>Target:</i> 60 ft. Radius emanation centered on you		<i>Caster Level:</i> 7		
■■■■■Clutch of Orcus	16	Fort negates	1 standard Concentration action	Medium (54 m)	V, S	Yes	Necromancy [Evil] LM: LM	
<i>Effect:</i> Deals 1d3 damage/round and paralyzes foe with concentration.				<i>Target:</i> One humanoid		<i>Caster Level:</i> 8		
■■■■■Contagion	16	Fortitude negates	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy [Evil] RSRD: SpellsC.rtf	
<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
■■■■■Continual Flame		None	1 standard Permanent action	Touch	V, S, M	No	Evocation [Light] RSRD: SpellsC.rtf	
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched Magical, heatless flame		<i>Caster Level:</i> 7		
■■■■■Create Food and Water		None	10 minutes 24 hours; see text	Close (12 m)	V, S	No	Conjuration (Creation) RSRD: SpellsC.rtf	
<i>Effect:</i> Feeds 21 humans or 7 horses.				<i>Target:</i> Food and water to sustain 21 humans or 7 horses for 24 hours		<i>Caster Level:</i> 7		
■■■■■Crown of Might	15	Will negates (harmless)	1 standard 1 hour/level or until discharged action	Touch	V, S, F	Yes	Transmutation	PHB2: PHB2
<i>Effect:</i> See text, Gain +2 STR, discharge to gain +8 bonus for 1 round.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
■■■■■Crown of Protection	15	Will negates (harmless)	1 standard 1 hour/level or until discharged action	Touch	V, S, F	Yes	Transmutation	PHB2: PHB2
<i>Effect:</i> See text, +1 deflection bonus to AC, +1 resistance bonus on saves, discharge to gain +4 for 1 round.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
■■■■■Crown of Smiting	16	Will negates (harmless)	1 standard 1 hour/level or until discharged action	Touch	V, S, F	Yes	Evocation	PHB2: PHB2
<i>Effect:</i> See text, +2 damage bonus, discharge to gain +8 damage on single attack.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
■■■■■Crown of the Grave	16	Will negates (harmless)	1 standard 1 hour/level or until discharged action	Touch	V, S, M, F	Yes	Necromancy	PHB2: PHB2
<i>Effect:</i> See text, Command undead, discharge to gain +4 on turn or rebuke.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
■■■■■Cure Serious Wounds	15	Will half (harmless); see text	1 standard Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) RSRD: SpellsC.rtf	
<i>Effect:</i> Cures 3d8+7 damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
■■■■■Curse of Arrow Attraction	15	Will negates	1 standard 1 round/level action	Medium (51 m)	V, S, M	Yes	Transmutation	PHB2: PHB2
<i>Effect:</i> See text, Subject takes -5 penalty to AC against ranged attacks.				<i>Target:</i> One creature		<i>Caster Level:</i> 7		
■■■■■Daylight		None	1 standard 70 minutes [D] action	Touch	V, S	No	Evocation [Light] RSRD: SpellsD-E.rtf	
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched		<i>Caster Level:</i> 7		
■■■■■Deeper Darkness		None	1 standard 7 days [D] action	Touch	V, M/DF	No	Evocation [Darkness] RSRD: SpellsD-E.rtf	
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched		<i>Caster Level:</i> 7		
■■■■■Deific Bastion	15	Fort negates (harmless, object)	1 standard 1 round/level action	Touch	V, S, DF	Yes	Transmutation	CA: CC
<i>Effect:</i> See Text				<i>Target:</i> Shield or heavy armor touched		<i>Caster Level:</i> 7		
■■■■■Dispel Magic		None	1 standard Instantaneous action	Medium (51 m)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 7		
■■■■■Divine Retaliation		None	1 swift action 1 round	0 ft.	V, S, DF	No	Evocation [Force] PHB2: PHB2	
<i>Effect:</i> See text, Weapon appears and strikes those who attack you.				<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 7		
■■■■■Energy Aegis	15	Will negates (harmless)	1 immediate action 1 round	Close (12 m)	V, DF	Yes	Abjuration	PHB2: PHB2
<i>Effect:</i> See text, Subject gains resistance 20 against one energy type for one attack.				<i>Target:</i> One creature		<i>Caster Level:</i> 7		
■■■■■Farstroke	15	Will negates (harmless)	1 standard 1 round/level action	Touch	V, S, M	Yes	Abjuration	CA: SoB
<i>Effect:</i> See text.				<i>Target:</i> One living creature touched		<i>Caster Level:</i> 7		
■■■■■Flame of Faith		None	1 standard 1 round/level action	Touch	V, S, M	No	Evocation	CD: CD
<i>Effect:</i> Gives weapon the flaming burst quality				<i>Target:</i> Nonmagical weapon touched		<i>Caster Level:</i> 7		
■■■■■Fobia Inferiore	16	Will Negates	1 standard Permanent action	Close (12 m)	V, S	Yes	Necromancy [Fear,Nep: Nep Mind-Affecting] RSRD: SpellsD-E.rtf	
<i>Effect:</i> Come Fobia ma la vittima è scossa anziché spaventata				<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 7		
■■■■■Footsteps of the Divine		None	1 standard 1 round/level action	Personal	V, S, DF	No	Transmutation	CA: CC
<i>Effect:</i> See Text				<i>Target:</i> You		<i>Caster Level:</i> 7		
■■■■■Glyph of Warding	15	See text	10 minutes Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 35 sq. ft		<i>Caster Level:</i> 7		
■■■■■Helping Hand		None	1 standard 7 hours action	5 miles	V, S, DF	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand		<i>Caster Level:</i> 7		
■■■■■Hesitate	15	Will negates; See text	1 immediate action 1 round/level	Close (12 m)	V, S	Yes	Enchantment (Compulsion)	PHB2: PHB2
* =Domain/Speciality Spell								

Cleric Spells

<i>Effect:</i> See text, Force subject to lose actions				action			Target: One living creature			[Mind-Affecting] Caster Level: 7	
☐☐☐☐☐Inflict Serious Wounds		16	Will half	1 standard	Instantaneous	action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 3d8+7 damage.							Target: Creature touched			Caster Level: 7	
☐☐☐☐☐Invest Moderate Protection		15	Will half (harmless); See text	1 standard	Instantaneous; See text	action	Touch	V, S	Yes	Conjuration (Healing) Caster Level: 7	PHB2: PHB2
<i>Effect:</i> See text, Heal 3d4 damage + 1/2 levels. Grant DR 3/evil.							Target: Creature touched				
☐☐☐☐☐Invisibility Purge			None	1 standard	7 minutes [D]	action	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Dispels invisibility within 35 ft							Target: You			Caster Level: 7	
☐☐☐☐☐Locate Object			None	1 standard	7 minutes	action	Long (204 m)	V, S, F/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Senses direction toward object [specific or type].							Target: Circle, centered on you, with a radius of 680 ft.			Caster Level: 7	
☐☐☐☐☐Magic Circle against Good		15	Will negates (harmless)	1 standard	80 minutes	action	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 80 minutes.							Target: 10-ft.-radius emanation from touched creature			Caster Level: 8	
☐☐☐☐☐**Magic Circle against Good		15	Will negates (harmless)	1 standard	80 minutes	action	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 80 minutes.							Target: 10-ft.-radius emanation from touched creature			Caster Level: 8	
☐☐☐☐☐Magic Circle against Law		15	Will negates (harmless)	1 standard	70 minutes	action	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic] Caster Level: 7	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 70 minutes.							Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐Magic Vestment		15	Will negates (harmless, object)	1 standard	7 hours	action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Armor or shield gains 1 enhancement							Target: Armor or shield touched			Caster Level: 7	
☐☐☐☐☐Mark of Doom			None	1 standard	1 round/level	action	Medium (51 m)	V, S, DF	No	Necromancy	PHB2: PHB2
<i>Effect:</i> See text, Subject takes 1d6 damage for each hostile action.							Target: One creature			Caster Level: 7	
☐☐☐☐☐Meld into Stone			None	1 standard	70 minutes	action	Personal	V, S, DF	No	Transmutation [Earth] Caster Level: 7	RSRD: SpellsM-O.rtf
<i>Effect:</i> You and your gear merge with stone.							Target: You				
☐☐☐☐☐Obscure Object		15	Will negates (object)	1 standard	8 hours [D]	action	Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
<i>Effect:</i> Masks object against scrying.							Target: One object touched of up to 700 lbs			Caster Level: 7	
☐☐☐☐☐Prayer			None	1 standard	7 rounds	action	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	RSRD: SpellsP-R.rtf
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.							Target: All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐Protection from Energy		15	Fortitude negates (harmless)	1 standard	70 minutes or until discharged	action	Touch	V, S, DF	Yes (harmless)	Abjuration [WuJenEarth, WuJenFire, WuJenMetal, WuJenWater, WuJenWood] Caster Level: 7	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 84 points of damage from one kind of energy.							Target: Creature touched				
☐☐☐☐☐Protection from Negative Energy		15	Will negates (harmless)	1 standard	10 minutes/level	action	Touch	V, S	Yes	Abjuration	LM: LM
<i>Effect:</i> Ignore 10 points of negative energy damage per attack.							Target: Living creature touched			Caster Level: 7	
☐☐☐☐☐Protection from Positive Energy		15	Will negates (harmless)	1 standard	10 minutes/level	action	Touch	V, S	Yes	Abjuration	LM: LM
<i>Effect:</i> Ignore 10 points of positive energy damage per attack.							Target: Undead creature touched			Caster Level: 7	
☐☐☐☐☐Remove Blindness/Deafness		15	Fortitude negates (harmless)	1 standard	Instantaneous	action	Touch	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 7	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures normal or magical conditions.							Target: Creature touched				
☐☐☐☐☐Remove Curse		15	Will negates (harmless)	1 standard	Instantaneous	action	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees object or person from curse.							Target: Creature or item touched			Caster Level: 7	
☐☐☐☐☐Remove Disease		15	Fortitude negates (harmless)	1 standard	Instantaneous	action	Touch	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 7	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures all diseases affecting subject.							Target: Creature touched				
☐☐☐☐☐Resist Energy, Mass		15	Fort negates (harmless)	1 standard	10 minute/level	action	Close (12 m)	V, S, DF	Yes	Abjuration	CA: CA
<i>Effect:</i> Targeted creatures ignore damage from specified energy type							Target: One creature/level, no two of wich can be more than 30-ft apart			Caster Level: 7	
☐☐☐☐☐Ring of Blades			None	1 standard	1 minute/level	action	Personal	V, S, M	No	Conjuration (Creation) Caster Level: 7	CA: CA
<i>Effect:</i> Blades surround you, damaging other creatures 2147483647							Target: You				
☐☐☐☐☐Riposo indisturbato		15	None (harmless)	10 minutes	24 hours		Touch	V, S, M	No	Abjuration	Nep: Nep
<i>Effect:</i> Protegge dagli effetti del sonno magico e da tutti gli incantesimi che agiscono sulle creature addormentate							Target: One creature every 2 levels			Caster Level: 7	
☐☐☐☐☐Searing Light			None	1 standard	Instantaneous	action	Medium (51 m)	V, S	Yes	Evocation	RSRD: SpellsS.rtf
<i>Effect:</i> Range deals 3d8 damage; 7d6 against undead; 7 to undead vulnerable to bright light; construct or inanimate object only takes 3d6 damage.							Target: Ray			Caster Level: 7	
☐☐☐☐☐Sheltered Vitality		15	Fort negates (harmless)	1 standard	1 minute/level	action	Touch	V, S, DF	Yes	Abjuration	LM: LM
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, ability damage, and ability drain.							Target: Living creature touched			Caster Level: 7	
☐☐☐☐☐Skull Watch			None	1 standard	1 hour/level or until discharged	action	Touch	V, S, DF	No	Necromancy	PGtF: PGtF
<i>Effect:</i> Skull shrieks when creature enters warded area.							Target: One humanoid skull			Caster Level: 7	
☐☐☐☐☐Speak with Dead		16	Will negates; see text	10 minutes	7 minutes		10 ft.	V, S, DF	No	Necromancy [Language-Dependent] Caster Level: 7	RSRD: SpellsS.rtf
<i>Effect:</i> Corpse answers 3 questions.							Target: One dead creature				
☐☐☐☐☐Spikes			None	1 standard	1 hour/level	action	Touch	V, S, M	No	Transmutation	CD: CD
<i>Effect:</i> As Brambles, but weapon gains +2 bonus and double threat range							Target: Wooden weapon touched			Caster Level: 7	
☐☐☐☐☐Stone Shape			None	1 standard	Instantaneous	action	Touch	V, S, M/DF	No	Transmutation [Earth, WuJenEarth] Caster Level: 7	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.							Target: Stone or stone object touched, up to 17 cu. ft.				
* =Domain/Specialty Spell											

Cleric Spells

Subdue Aura	15	Will negates (object)	1 standard action	10 minute/level	Touch	V, S	Yes	Abjuration	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 7		
Summon Monster III		None	1 round	7 rounds [D]	Close (12 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7		
Summon Undead III		None	1 full round	1 round/level	Close (13.5 m)	V, S, F/DF	No	Conjuration (Summoning) [Evil]	LM: LM
<i>Effect:</i> Summon undead to fight for you.					<i>Target:</i> One or more summoned creature, no two of wich can be more than 30-ft apart		<i>Caster Level:</i> 8		
Telepathic Bond, Lesser		None	1 standard action	70 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.					<i>Target:</i> You and One willing creature within 30'		<i>Caster Level:</i> 7		
Telepathic Bond, Lesser		None	1 standard action	10 minutes/level	30 ft.	V, S	No	Divination [Mind-Affecting]	CD: CD
<i>Effect:</i> As Rary's Telepathic Bond, but you and one another creature					<i>Target:</i> You and one willing creature within 30 ft		<i>Caster Level:</i> 7		
Tentazione	15	Will negates; See text	1 standard action	1 minute	Medium (51 m)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]	Nep: Nep
<i>Effect:</i> Costringe la vittima a compiere un atto normalmente contrario alla sua etica e al suo allineamento					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
Vigor	15	Will negates (harmless)	1 standard action	10 rounds + 1 round/level [max 25 rounds]	Touch	V, S	Yes	Conjuration (Healing)	CD: CD
<i>Effect:</i> As Lesser Vigor, but 2 hp/round [max 25 rounds]					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
Vigor, Mass Lesser	15	Will negates (harmless)	1 standard action	10 rounds + 1 round/level [max 25 rounds]	20 ft.	V, S	Yes	Conjuration (Healing)	CD: CD
<i>Effect:</i> As Lesser Vigor, but multiple targets [max 25 rounds]					<i>Target:</i> One creature/level, no two of wich can be more than 30-ft apart		<i>Caster Level:</i> 7		
Water Breathing	15	Will negates (harmless)	1 standard action	14 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation [WuJenWater]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 7		
Water Crush	15	Fort halves; See text	1 standard action	1 round/level	Close (12 m)	V, S, M	Yes	Transmutation	CA: SoB
<i>Effect:</i> See text.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 7		
Water Walk	15	Will negates (harmless)	1 standard action	70 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> 7 touched creatures		<i>Caster Level:</i> 7		
Wind Wall	16	None; see text	1 standard action	7 rounds	Medium (51 m)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S]		<i>Caster Level:</i> 7		
Wrack	16	Fort negates	1 standard action	1 round/level	Close (13.5 m)	V, S	Yes	Necromancy [Evil]	CD: CD
<i>Effect:</i> Renders creature helpless with pain					<i>Target:</i> One humanoid		<i>Caster Level:</i> 8		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Air Walk		None	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched		<i>Caster Level:</i> 7		
Aligned Aura	16	Fort partial	1 standard action	1 round/level, or until discharged	See text	V, S, DF	Yes	Abjuration	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> 2-ft-radius emanation or 60-ft-radius burst, centered on you		<i>Caster Level:</i> 7		
Assay Resistance		None	1 swift action	1 round/level	Personal	V, S	No	Divination	CA: CA
<i>Effect:</i> +10 bonus on caster level checks to defeat one creature's spell resistance					<i>Target:</i> You		<i>Caster Level:</i> 7		
Beast Claw		None	1 standard action	1 round/level	Personal	V, S, M	No	Transmutation	CD: CD
<i>Effect:</i> Your hands become slashing natural weapons					<i>Target:</i> You		<i>Caster Level:</i> 7		
Bleakness		None	1 standard action	1 round/level	Close (13.5 m)	V, S, DF	No	Evocation [Darkness, Evil]	PHB2: PHB2
<i>Effect:</i> See text, 1d6 damage/round to living creatures, grants undead turn resistance and fast healing.					<i>Target:</i> 20-ft-radius emanation centered on a point in space		<i>Caster Level:</i> 8		
Castigate		None	1 standard action	Instantaneous	10 ft.	V	No	Evocation [Sonic]	CD: CD
<i>Effect:</i> Verbal rebuke deafens all who hear and damages those whose alignment differs from yours					<i>Target:</i> 10-ft-radius emanation		<i>Caster Level:</i> 7		
Channelled Divine Health	16	Will negates (harmless)	See text	Instantaneous	See text	V, S	Yes	Conjuration (Healing)	PHB2: PHB2
<i>Effect:</i> See text, Heal a creature, amount and range based on casting time.					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
Confound	16	Will negates	1 standard action	1 round/level	Close (12 m)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> One creature		<i>Caster Level:</i> 7		
Consumptive Field	17	Will negates	1 standard action	1 round/level	Personal	V, S	Yes	Necromancy [Death, Evil]	LM: LM
<i>Effect:</i> Draw life from all creatures in 10-ft radius/level with -1 or fewer hp that fail save.					<i>Target:</i> 30-ft-radius spherical emanation centered on you		<i>Caster Level:</i> 8		
Control Water	16	None; see text	1 standard action	70 minutes [D]	Long (204 m)	V, S, M/DF	No	Transmutation [Water, WuJenWater]	RSRD: SpellsC.rtf
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 70 ft by 70 ft by 14 ft [S]		<i>Caster Level:</i> 7		
Cure Critical Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+7 damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Dampen Magic	16	Will negates (harmless)	1 standard action	1 round/level, or until discharged	Touch	V, S, DF	Yes	Abjuration	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
Death Ward	17	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
**Death Ward	17	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7		
Dimensional Anchor		None	1 standard action	7 minutes	Medium (51 m)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray		<i>Caster Level:</i> 7		

* =Domain/Speciality Spell

Cleric Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Discern Lies	16	Will negates	1 standard Concentration, up to 7 rounds action	Close (12 m)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals deliberate falsehoods.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dismissal	16	Will negates; see text	1 standard Instantaneous action	Close (12 m)	V, S, DF	Yes	Abjuration	RSRD: SpellsD-E.rtf
Effect: Forces a creature to return to native plane.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divination	None		10 minutes Instantaneous	Personal	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
Effect: Provides useful advice for specific proposed actions.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divine Power	None		1 standard 7 rounds action	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
Effect: You gain attack bonus, +6 to Str, and 7 hps.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Doomtide	16	Will negates	1 standard 1 round/level action	80 ft.	V, S, DF	Yes	Illusion (Pattern)	CD: CD
Effect: Black mist obscures sight, dazes those inside								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dweomer of Transference	17	Will Negates (Harmless)	1 minute 7 rounds	Close (12 m)	V, S	Yes (Harmless)	Evocation	RSRD: PsionicSpells.rtf
Effect: You form a radiating corona around the head of a psionic ally, then convert some of your spells into power points [see text].								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Energy Vortex	17	Reflex half	1 standard Instantaneous action	20 ft.	V, S	Yes	Evocation [Air, Cold, Fire, Electricity, Sonic]	CD: CD
Effect: Burst of energy centered on you damages nearby creatures								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ferita Caustica	16	Reflex half	1 standard 1 round/level action	18 ft.	V, S	No	Transmutation [Acid]	Nep: Nep
Effect: L'incantatore si infligge una ferita per far scaturire uno spruzzo di sangue acido che infligge 1d6 danni +1 danno per ogni 2 livelli								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Freedom of Movement	16	Will negates (harmless)	1 standard 70 minutes action	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
Effect: Subject moves normally despite impediments.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ghost Touch Weapon	16	Will negates (harmless, object)	1 standard 10 minutes/level action	Close (12 m)	V, S	Yes	Transmutation	LM: LM
Effect: Weapon works normally against incorporeal attacks.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Giant Vermin	None		1 standard 7 minutes action	Close (12 m)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
Effect: Turns centipedes, scorpions, or spiders into giant vermin.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Healing Spirit	16	Will half (harmless); See text	1 standard 1 round/2 level action	Close (12 m)	V, S	Yes	Conjuration (Healing)	PHB2: PHB2
Effect: See text, Ball of light heals 1d8/round.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Imbue with Spell Ability	17	Will negates (harmless)	10 minutes Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	RSRD: SpellsH-L.rtf
Effect: Transfer spells to subject.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Inflict Critical Wounds	17	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Touch attack, 4d8+7 damage								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Weapon, Greater	16	Will negates (harmless, object)	1 standard 7 hours action	Close (12 m)	V, S, M/DF	Yes (harmless, object)	Transmutation [WuJenMetal]	RSRD: SpellsM-O.rtf
Effect: Weapon gains +1 bonus.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Moral Facade	16	Will negates (object)	1 standard 24 hours action	Close (12 m)	V, S	Yes	Abjuration	CA: CC
Effect: See Text								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mystic Aegis	None		1 immediate Instantaneous action	Personal	V, DF	No	Abjuration	PHB2: PHB2
Effect: See text, You gain SR 12+caster level against one spell.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Nchaser's Glowing Orb	None		1 standard Permanent action	Touch	V, S, F	No	Evocation [Light]	PGIF: PGIF
Effect: Creates permanent magical light, you control brightness.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Neutralize Poison	16	Will negates (harmless, object)	1 standard 70 minutes action	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
Effect: Immunizes subject against poison, detoxifies venom in or on subject.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Pacify Storm	None		1 minute 1 hour/level	1 mile centered on ship touched	V, S, M	No	Conjuration	CA: SoB
Effect: See text.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Planar Ally, Lesser	None		10 minutes Instantaneous	Close (12 m)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
Effect: Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Poison	17	Fortitude negates; see text	1 standard Instantaneous; see text action	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Possessione delle Spoglie	None		1 standard 1 hour/LEVEL; See text action	Medium (51 m)	V, S, M	No	Necromancy	Nep: Nep
Effect: L'incantatore assume il controllo del cadavere di una creatura deceduta di recente								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Profane Item	16	Will negates (object)	1 full round Permanent, until discharged	Touch	V, S, DF	Yes	Transmutation [Evil]	CA: CC
Effect: See Text								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Recitation	None		1 standard 1 round/level action	60 ft.	V, S, DF	Yes	Conjuration (Creation)	CD: CD
Effect: Your allies get bonus on attacks and saves and your foes gets penalties								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Renewed Vigor	16	Fort negates (harmless)	1 standard Instantaneous; See text action	30 ft.	V, S	Yes	Transmutation	PHB2: PHB2
Effect: See text, Remove fatigue and +2 bonus to CON for 1 round/level.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Repel Vermin	16	None or Will negates; see text	1 standard 70 minutes [D] action	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
Effect: Insects, spiders, and other vermin stay 10 ft. away.								
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Restoration	16	Will negates (harmless)	3 rounds Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Restores level and ability score drains.								

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Resurgence, Mass	16	Will negates (harmless)	1 standard action	Instantaneous	Close (12 m)	V, S, DF	Yes	Abjuration	CD: CD
<i>Effect:</i> As Resurgence, but multiple targets					<i>Target:</i> One creature/level, no two of wich can be more than 30-ft apart <i>Caster Level:</i> 7				
☐☐☐☐☐ Revenance	16	None (harmless); See text	1 standard action	1 minute/level	Touch	V, S, DF	Yes	Conjuration (Healing)	CD: CD
<i>Effect:</i> Restore dead creature to life for 1 min/level					<i>Target:</i> Dead ally touched <i>Caster Level:</i> 7				
☐☐☐☐☐ Seed of Life	16	Will negates (harmless)	1 standard action	10 rounds + 1 rounds/level [max 30], or until discharged	Touch	V, S	Yes	Conjuration (Healing)	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> Living creature touched <i>Caster Level:</i> 7				
☐☐☐☐☐ Sending		None	10 minutes	7 round; see text	See text	V, S, M/DF	No	Evocation	RSRD: SpellsS.rtf
<i>Effect:</i> Delivers short message anywhere, instantly.					<i>Target:</i> One creature <i>Caster Level:</i> 7				
☐☐☐☐☐ Spell Immunity	16	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject is immune to 1 spells, up to 4th-level spells.					<i>Target:</i> Creature touched <i>Caster Level:</i> 7				
☐☐☐☐☐ Spiritual Advisor		None	1 standard action	1 minute/level	Personal	V, S	No	Divination	CA: CC
<i>Effect:</i> See Text					<i>Target:</i> You <i>Caster Level:</i> 7				
☐☐☐☐☐ Stifle Spell	16	See text	1 immediate action	Instantaneous	Close (12 m)	V	Yes	Abjuration	PHB2: PHB2
<i>Effect:</i> See text, Subject must concentrate or botch spell.					<i>Target:</i> One creature casting a spell <i>Caster Level:</i> 7				
☐☐☐☐☐ Summon Monster IV		None	1 round	7 rounds [D]	Close (12 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 7				
☐☐☐☐☐ Summon Undead IV		None	1 full round	1 round/level	Close (13.5 m)	V, S, F/DF	No	Conjuration (Summoning) [Evil]	LM: LM
<i>Effect:</i> Summon undead to fight for you.					<i>Target:</i> One or more summoned creature, no two of wich can be more than 30-ft apart <i>Caster Level:</i> 8				
☐☐☐☐☐ Tegumento Soffocante	16	Reflex negates	1 standard action	2 rounds/LEVEL	Close (12 m)	V, S	No	Transmutation	Nep: Nep
<i>Effect:</i> Una sottile pellicola trasparente ricopre il corpo della vittima, impedendole di parlare e respirare					<i>Target:</i> One living creature <i>Caster Level:</i> 7				
☐☐☐☐☐ Tongues	16	Will negates (harmless)	1 standard action	70 minutes	Touch	V, M/DF	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched <i>Caster Level:</i> 7				
☐☐☐☐☐ Undead Bane Weapon	16	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V, S, DF	Yes	Transmutation	LM: LM
<i>Effect:</i> Weapon gains undead bane property and is considered good-aligned.					<i>Target:</i> Weapon touched <i>Caster Level:</i> 7				
☐☐☐☐☐ *Unholy Blight	17	Will partial	1 standard action	Instantaneous [1d4 rounds]; see text	Medium (54 m)	V, S	Yes	Evocation [Evil]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Damages and sickens good creatures.					<i>Target:</i> 20-ft.-radius spread <i>Caster Level:</i> 8				
☐☐☐☐☐ Wall of Sand		None	1 standard action	Concentration + 1 round/level	Medium (51 m)	V, S, M/DF	No	Conjuration (Creation) [Earth]	PGtF: PGtF
<i>Effect:</i> Swirling and blocks ranged attacks,slows movement through.					<i>Target:</i> Sand wall whose area is up to one 5ft-square/level <i>Caster Level:</i> 7				
☐☐☐☐☐ Weapon of Deity		None	1 standard action	1 round/level	0 ft.	V, DF	No	Transmutation	CD: CD
<i>Effect:</i> Your weapon gains enhancement bonus and special ability					<i>Target:</i> One weapon you hold <i>Caster Level:</i> 7				
☐☐☐☐☐ Weather Eye		None	1 hour	Instantaneous	1 mile radius + 1 mile/level	V, S, M, DF	No	Divination	CD: CD
<i>Effect:</i> You accurate predict weather up to one week ahead					<i>Target:</i> 1 mile radius + 1 mile/level, centered on you <i>Caster Level:</i> 7				

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: