

Clr10		Half-Orc		Chaotic Evil		No Devotion (War, Death)	
CLASS		RACE		ALIGNMENT		DEITY	
10	Medium	22	Male	6' 3"	199 lbs.		
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR
45,000	55,000	10,000					
Current XP	XP for Next Level	XP Remaining	In Game XP Gained				

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	WOUNDS/CURRENT HP										SUBDUAL DAMAGE				DAMAGE REDUCTION				HIT DIE TYPE				SPEED			
STR	16	+3			HP	72													10d8				40							
DEX	17	+3			AC	22	19	13	=	10	+	5	+	2	+	3	+	0	+	0	+	2		65				0		
CON	14	+2			TOTAL	FLAT FOOTED	TOUCH AC	BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.											
INT	8	-1			INITIATIVE				SAVING THROWS				TOTAL				BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS								
WIS	18	+4			Fortitude Con				9 = 7 + 2 + 0 + 0 +																					
CHA	6	-2			Reflex Dex				6 = 3 + 3 + 0 + 0 +																					
					Will Wis				11 = 7 + 4 + 0 + 0 +																					
					BASE ATTACK BONUS																									
					+7/2																									

	TOTAL		BASE ATTACK BONUS		ABILITY MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER
MELEE ATTACK BONUS	+8/3	=	7	+	3	+	0	+	-2	+	
RANGED ATTACK BONUS	+8/3	=	7	+	3	+	0	+	-2	+	
Grapple MODIFIER	+16	=	7	+	3	+	0	+	2	+	

+1 Armor Spikes		TOTAL ATTACK BONUS	DAMAGE	CRITICAL	<ul style="list-style-type: none"> ■Climb* ■Concentration ■Control Shape ■Craft (_____) ■Diplomacy ■_____
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
-	10 lbs.	Piercing	Medium	Bane	

+1 Morningstar	TOTAL ATTACK BONUS		DAMAGE	CRITICAL
	+9/4		1d8+4	x2
RANGEWEIGHT	TYPE		SIZE	SPECIAL PROPERTIES
-	6 lbs.	Bludgeoning/Piercing	Medium	Speed

Mithral Breastplate		TYPE		ARMOR BONUS	MAX DEX BONUS
		Light		+5	5
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
0	15%	30 ft.	15 lbs.		

Shield, tower (AC), Masterwork	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
	+4	45 lbs.	-9	50%
SPECIAL PROPERTIES				

SKILLS

SKILL NAME

- Appraise
- Balance*
- Bluff
- Climb*
- Concentration
- Control Shape
- Craft (_____)
- Diplomacy
- Disguise
- Escape Artist*
- Forgery
- Gather Information
- Heal
- Hide*
- Intimidate
- Jump*
- Listen
- Literacy
- Move Silently*
- Perform (Act)
- Perform (Comedy)
- Perform (Dance)
- Perform (Keyboard Instruments)
- Perform (Oratory)
- Perform (Percussion)
- Perform (Singing)
- Perform (String Instruments)
- Perform (Wind Instruments)
- Ride
- Search
- Sense Motive
- Spot
- Survival
- Swim*
- Use Rope

		Max Ranks		13/ 6.5	
KEY	ABILITY	TOTAL	RANKS	ABILITY MOD	MISC MOD
Int	-1	=	+	-1	+
Dex	-6	=	+	3	+
Cha	-2	=	+	-2	+
Str	-6	=	+	3	+
Con	15	=	13	2	+
Wis	4	=	+	4	+
Int	-3	=	+	-1	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Dex	-6	=	+	3	+
Int	-1	=	+	-1	+
Cha	-2	=	+	-2	+
Wis	4	=	+	4	+
Dex	-6	=	+	3	+
Cha	-2	=	+	-2	+
Str	3	=	+	3	+
Wis	4	=	+	4	+
	0	=	+	0	+
Dex	-6	=	+	3	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Cha	-2	=	+	-2	+
Str	-15	=	+	3	+
Dex	3	=	+	3	+
Int	-1	=	+	-1	+
Wis	4	=	+	4	+
Wis	4	=	+	4	+
Wis	4	=	+	4	+
Str	-15	=	+	3	+
Dex	3	=	+	3	+

Skills marked with ■ can be used untrained.
* armor check penalty, if any, applies.
** Double armor penalty

EQUIPMENT

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
+1 Armor Spikes: Bane	1	8350 gp	(10.00)	Gloves of Dexterity +2	1	4000 gp	(0.00)
+1 Morningstar: Speed	1	32308 gp	(6.00)	Mithral Breastplate	1	4350 gp	(15.00)
Boots of Striding and Springing	1	5500 gp	(1.00)	Shield, tower (AC), Masterwork	1	180 gp	(45.00)
1 - 76 lbs. LIGHT LOAD	77 - 153 lbs. MEDIUM LOAD	154 - 230 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

MONEY

CP -	SP -	GP -	PP -
Misc -			

LANGUAGES

Orc, Common

Boots of Striding and Springing

Competence Enhancement WEIGHT
+5 **+10** **1 lb.**

SPECIAL PROPERTIES

These boots grant a +5 competence bonus to Jump (DMG250).

Gloves of Dexterity +2

Enhancement WEIGHT
+2 **0 lbs.**

SPECIAL PROPERTIES

These gloves grant a +2 enhancement bonus to Dex (DMG257).

TURN/REBUKE UNDEAD

Turn Check Result Max HD Affected

0 or less	Level - 4
1-3	Level - 3
4-6	Level - 2
7-9	Level - 1
10-12	Level
13-15	Level + 1
16-18	Level + 2
19-21	Level + 3
22 or more	Level + 4

No. of turns per day:

1

Turn check: 1d20 +

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FEATS

Armor Proficiency: heavy

Martial Weapon Proficiency: Armor Spikes

Weapon Focus: Armor Spikes

Armor Proficiency: medium

Improved Two-Weapon Fighting

Improved Unarmed Strike

Simple Weapon Proficiency

Shield Proficiency

Improved Grapple

Two-Weapon Fighting

Armor Proficiency: light

SPECIAL ABILITIES

Half-Orc Racial Features

Orc Blood

Special Qualities

Darkvision (Ex): 60 ft.

Cleric Class Features

Domain Access (2)

Proficiency: Armor, Heavy

Proficiency: Armor, Light

Proficiency: Armor, Medium

Proficiency: Shields

Proficiency: Simple Weapons: All

Spells

Spontaneous casting

Turn or rebuke undead (NaN/day)

Domain Powers

War: Free Martial proficiency and focus**Death:** Use the death touch power 1/day

Kurgan the Man Hunter's Cleric Spells

Level:	0	1	2	3	4	5	6	7	8	9
Known:	All	All	All	All	All	All	--	--	--	--
Per Day:	6	5 + 1	5 + 1	4 + 1	4 + 1	2 + 1	--	--	--	--
PREP	SPELL NAME	DC	SAVE	CAST TIME	DURATION	RANGE				
0 LEVEL										
2	Create Water <i>Spell Resistance:</i> No <i>Desc:</i> This spell generates wholesome, drinkable water, just like clean rain water (PH215)	14	None <i>Components:</i> V, S	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels) <i>School:</i> Conjuration				
	Cure Minor Wounds <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Cures 1 point of damage (PH216)	14	Will Half <i>Components:</i> V, S	1 Action	Instantaneous	Touch <i>School:</i> Conjuration				
2	Detect Magic <i>Spell Resistance:</i> No <i>Desc:</i> Detects spells and magic items within 60 ft (PH219)	14	None <i>Components:</i> V, S	1 Action	Concentration, up to 1 minute/level (D)	60 ft. <i>School:</i> Divination				
	Detect Poison <i>Spell Resistance:</i> No <i>Desc:</i> You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)	14	None <i>Components:</i> V, S	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels) <i>School:</i> Divination				
	Guidance <i>Spell Resistance:</i> Yes <i>Desc:</i> Imbues the subject with divine guidance, granting a +1 competence bonus on a single attack, save, or skill check (PH237)	14	Will Negates (Harmless) <i>Components:</i> V, S	1 Action	1 minute or until discharged	Touch <i>School:</i> Divination				
	Inflict Minor Wounds <i>Spell Resistance:</i> Yes <i>Desc:</i> Touch attack, 1 point of damage (PH217).	14	Will Negates <i>Components:</i> V, S	1 Action	Instantaneous	Touch <i>School:</i> Necromancy				
2	Light <i>Spell Resistance:</i> No <i>Desc:</i> Object shines like a torch (PH248).	14	None <i>Components:</i> V, M/DF	1 Action	10 minutes/level (D)	Touch <i>School:</i> Evocation				
	Mending <i>Spell Resistance:</i> Yes (Harmless, Object) <i>Desc:</i> Makes minor repairs on an object (PH253).	14	Will Negates (Harmless, Object) <i>Components:</i> V, S	1 Action	Instantaneous	10 ft. <i>School:</i> Transmutation				
	Purify Food and Drink <i>Spell Resistance:</i> Yes (object) <i>Desc:</i> Purifies 1 cu. Ft. /level of food or water (PH267).	14	Will Negates (Object) <i>Components:</i> V, S	1 Action	Instantaneous	10 ft. <i>School:</i> Transmutation				
	Read Magic <i>Spell Resistance:</i> - <i>Desc:</i> Read scrolls and spellbooks (PH269).	14	<i>Components:</i> V, S, F	1 Action	10 minutes/level	Personal <i>School:</i> Divination				
	Resistance <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Subject gains +1 on saving throws (PH272).	14	Will Negates (Harmless) <i>Components:</i> V, S, M/DF	1 Action	1 minute	Touch <i>School:</i> Abjuration				
	Virtue <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Subject gains 1 temporary hp (PH298).	14	Fortitude Negates; See Text <i>Components:</i> V, S, DF	1 Action	1 minute	Touch <i>School:</i> Transmutation				
1st LEVEL										
	Bane <i>Spell Resistance:</i> Yes <i>Desc:</i> Enemies are filled with fear and doubt; suffer -1 on attacks and saves against fear. Counters and dispels bless (PH203)	15	Will Negates <i>Components:</i> V, S, DF	1 Action	1 minute/level	50 ft. <i>School:</i> Enchantment				
	Bless <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Allies are filled with courage; gain +1 morale bonus on attacks and saves against fear. Counters and dispels bane(PH205)	15	None <i>Components:</i> V, S, DF	1 Action	1 minute/level	50 ft. <i>School:</i> Enchantment				

	Bless Water	15	Will Negates	1 Minute (s)	Instantaneous	Touch
	<i>Spell Resistance:</i> Yes (object) <i>Components:</i> V, S, M					<i>School:</i> Transmutation
	<i>Desc:</i> This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (See PH128) (PH205)					
+1	Cause Fear	15	Will Partial	1 Action	1d4 rounds or 1 round; See Text	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:</i> Yes <i>Components:</i> V, S					<i>School:</i> Necromancy
	<i>Desc:</i> The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. (PH208)					
	Command	15	Will Negates	1 Action	1 round	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:</i> Yes <i>Components:</i> V					<i>School:</i> Enchantment
	<i>Desc:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity (PH211)					
	Comprehend Languages	15	None	1 Action	10 minutes/level	Personal
	<i>Spell Resistance:</i> - <i>Components:</i> V, S, M/DF					<i>School:</i> Divination
	<i>Desc:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages (PH212)					
3	Cure Light Wounds	15	Will Half	1 Action	Instantaneous	Touch
	<i>Spell Resistance:</i> Yes (harmless) <i>Components:</i> V, S					<i>School:</i> Conjuration
	<i>Desc:</i> Cures 1d8+1/level damage [max +5] (PH215)					
	Curse Water	15	Will Negates	1 Minute (s)	Instantaneous	Touch
	<i>Spell Resistance:</i> Yes (object) <i>Components:</i> V, S, M					<i>School:</i> Necromancy
	<i>Desc:</i> Imbues a flask (1 pint) of water with negative energy, turning it into unholy water (PH216)					
	Deathwatch	15	None	1 Action	10 minutes/level	30 ft.
	<i>Spell Resistance:</i> No <i>Components:</i> V, S					<i>School:</i> Necromancy
	<i>Desc:</i> Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death (PH217)					
	Detect Chaos	15	None	1 Action	Concentration, up to 10 minutes/level (D)	60 ft.
	<i>Spell Resistance:</i> No <i>Components:</i> V, S, DF					<i>School:</i> Divination
	<i>Desc:</i> Reveals creatures, spells, or objects (PH218)					
	Detect Evil	15	None	1 Action	Concentration, up to 10 minutes/level (D)	60 ft.
	<i>Spell Resistance:</i> No <i>Components:</i> V, S, DF					<i>School:</i> Divination
	<i>Desc:</i> Reveals creatures, spells, or objects (PH218)					
	Detect Good	15	None	1 Action	Concentration, up to 10 minutes/level (D)	60 ft.
	<i>Spell Resistance:</i> No <i>Components:</i> V, S, DF					<i>School:</i> Divination
	<i>Desc:</i> Reveals creatures, spells, or objects (PH219)					
	Detect Law	15	None	1 Action	Concentration, up to 10 minutes/level (D)	60 ft.
	<i>Spell Resistance:</i> No <i>Components:</i> V, S, DF					<i>School:</i> Divination
	<i>Desc:</i> Reveals creatures, spells, or objects (PH219)					
	Detect Undead	15	None	1 Action	Concentration, up to 1 minute/level (D)	60 ft.
	<i>Spell Resistance:</i> No <i>Components:</i> V, S, M/DF					<i>School:</i> Divination
	<i>Desc:</i> You can detect the aura that surrounds undead creatures (PH220)					
1	Divine Favor	15	None	1 Action	1 minute	Personal
	<i>Spell Resistance:</i> - <i>Components:</i> V, S, DF					<i>School:</i> Evocation
	<i>Desc:</i> Calling upon the strength of a deity, you gain a luck bonus on attack and damage, equal to +1/3 caster levels (PHB224)					
	Doom	15	Will Negates	1 Action	1 minute/level	Medium (100 ft.+10 ft./level)
	<i>Spell Resistance:</i> Yes <i>Components:</i> V, S, DF					<i>School:</i> Necromancy
	<i>Desc:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken (PH225)					
	Endure Elements	15	Will Negates (Harmless)	1 Action	24 hours	Touch
	<i>Spell Resistance:</i> Yes <i>Components:</i> V, S					<i>School:</i> Abjuration
	<i>Desc:</i> Target can exist comfortably in conditions between -50 and 140 degrees without ill effects (PH226)					
1	Entropic Shield	15	Will Negates	1 Action	1 minute/level (D)	Personal
	<i>Spell Resistance:</i> - <i>Components:</i> V, S					<i>School:</i> Abjuration
	<i>Desc:</i> A magical field appears around you, deflecting incoming arrows, rays, and other ranged attacks (20% miss chance) (PH227)					
	Hide from Undead	15	Will Negates (Harmless); See Text	1 Action	10 minutes/level (D)	Touch

<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, DF			<i>School:</i> Abjuration
<i>Desc:</i> Undead cannot see, hear, or smell the warded creatures. Nonintelligent undead creatures receive no save (PH241).					
Inflict Light Wounds	15	Will Half	1 Action	Instantaneous	Touch
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Necromancy
<i>Desc:</i> Touch, 1d8 +1/level damage (max +5) (PH244).					
Magic Stone	15	Will Negates (Harmless, Object)	1 Action	30 minutes or until discharged	Touch
<i>Spell Resistance:</i> Yes (Harmless, Object)		<i>Components:</i> V, S, DF			<i>School:</i> Transmutation
<i>Desc:</i> Three stones become +1 projectiles, 1d6+1 damage (PH251).					
Magic Weapon	15	Will Negates (Harmless, Object)	1 Action	1 minute/level	Touch
<i>Spell Resistance:</i> Yes (Harmless, Object)		<i>Components:</i> V, S, DF			<i>School:</i> Transmutation
<i>Desc:</i> Weapon gains +1 bonus (PH251).					
Obscuring Mist	15	None	1 Action	1 minute/level	20 ft.
<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Conjuration
<i>Desc:</i> Fog surrounds you (PH258).					
Protection from Chaos	15	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M/DF			<i>School:</i> Abjuration
<i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					
Protection from Evil	15	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M/DF			<i>School:</i> Abjuration
<i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					
Protection from Good	15	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M/DF			<i>School:</i> Abjuration
<i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					
Protection from Law	15	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M/DF			<i>School:</i> Abjuration
<i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					
Remove Fear	15	Will Negates (Harmless)	1 Action	10 minutes; See Text	Close (25 ft. +5 ft./2 levels)
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S			<i>School:</i> Abjuration
<i>Desc:</i> +4 on saves against fear for one subject +1/four levels (PH271).					
Sanctuary	15	Will Negates	1 Action	1 round/level	Touch
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, DF			<i>School:</i> Abjuration
<i>Desc:</i> Opponents can` t attack you, and you can` t attack (PH274).					
Shield of Faith	15	Will Negates (Harmless)	1 Action	1 minute/level	Touch
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, M			<i>School:</i> Abjuration
<i>Desc:</i> Aura grants +2 or higher deflection bonus (PH278).					
Summon Monster I	15	None	1 Round (s)	1 round/level (D)	Close (25 ft. +5 ft./2 levels)
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F/DF			<i>School:</i> Conjuration
<i>Desc:</i> Calls outsider to fight for you.(PH285).					
2nd LEVEL					
Aid	16	None	1 Action	1 minute/level	Touch
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, DF			<i>School:</i> Enchantment
<i>Desc:</i> +1 morale bonus on attacks and saves against fear, 1d8 +1/caster level temporary hit points (PH196)					
Align Weapon	16	Will Negates (Harmless, Object)	1 Action	1 minute/level	Touch
<i>Spell Resistance:</i> Yes (Harmless, Object)		<i>Components:</i> V, S, DF			<i>School:</i> Transmutation
<i>Desc:</i> Align weapon makes a weapon good, evil, lawful or chaotic as you choose (PH197)					
Augury	16	None	1 Minute (s)	Instantaneous	Personal
<i>Spell Resistance:</i> -		<i>Components:</i> V, S, M, F			<i>School:</i> Divination

<i>Desc:</i> Tells you whether a particular action will bring good or bad results for you in the immediate future (PH202)					
1	Bear's Endurance	16	Will Negates	1 Action	1 minute/level
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, DF		Touch
	<i>Desc:</i> The affected creature gains greater vitality and stamina; the spell grants a +4 enhancement bonus to Constitution(PH203)				
	Bull's Strength	16	Will Negates	1 Action	1 minute/level
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, M/DF		Touch
	<i>Desc:</i> The subject becomes stronger. the spell grants a +4 enhancement bonus to Strength (PH207)				
	Calm Emotions	16	Will Negates	1 Action	Concentration, up to 1 round/level (D)
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, DF		Medium (100 ft.+10 ft./level)
	<i>Desc:</i> This spell calms agitated creatures, and can stop raging creatures from fighting or joyous ones from reveling (PH207)				
	Consecrate	16	None	1 Action	2 hours/level
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M, DF		Close (25 ft.+5 ft./2 levels)
	<i>Desc:</i> Blesses an area with positive energy, making undead weaker. Counters and dispels Desecrate (PH212)				
	Cure Moderate Wounds	16	Will Half	1 Action	Instantaneous
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S		Touch
	<i>Desc:</i> Cures 2d8+1/level damage [max +10] (PH216)				
	Darkness	16	None	1 Action	10 minutes/level (D)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, M/DF		Touch
	<i>Desc:</i> Causes an object to radiate shadowy illumination out to a 20-foot radius (PH216))				
	Death Knell	16	Will Negates	1 Action	Special; See Text
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S		Touch
	<i>Desc:</i> You draw forth the ebbing life force of a creature and use it to fuel your own power (PH217)				
	Delay Poison	16	Fortitude Negates	1 Action	1 hour/level
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, DF		Touch
	<i>Desc:</i> The subject becomes immune to poison in its system or any to which it is exposed during the spells duration (PH217)				
	Desecrate	16	None	1 Action	2 hours/level
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M, DF		Close (25 ft.+5 ft./2 levels)
	<i>Desc:</i> Imbues area with negative energy, making undead stronger (PH218)				
	Eagle's Splendor	16	Will Negates (Harmless)	1 Action	1 minute/level
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M/DF		Touch
	<i>Desc:</i> The transmuted creature becomes more poised, articulate, and personally forceful. +4 to Charisma (PH225)				
	Enthrall	16	Will Negates	1 Round (s)	Up to 1 hour
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S		Medium (100 ft.+10 ft./level)
	<i>Desc:</i> If you have the attention of a group of creatures, you can use this spell to hold them spellbound (PH227)				
	Find Traps	16	None	1 Action	1 minute/level
	<i>Spell Resistance:</i> -		<i>Components:</i> V, S		Personal
	<i>Desc:</i> You gain intuitive insight into the workings of traps (PH230)				
	Gentle Repose	16	Will Negates (Object)	1 Action	1 day/level
	<i>Spell Resistance:</i> Yes (object)		<i>Components:</i> V, S, M/DF		Touch
	<i>Desc:</i> You preserve the remains of a dead creature so that they do not decay (PH235)				
2	Hold Person	16	Will Negates; See Text	1 Action	1 round/level (D); See Text
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, F/DF		Medium (100 ft.+10 ft./level)
	<i>Desc:</i> The target humanoid becomes paralyzed, but may attempt a new saving throw each round to end the effect (PH241)				
	Inflict Moderate Wounds	16	Will Half	1 Action	Instantaneous
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S		Touch
	<i>Desc:</i> Touch attack, 2d8 +1/level damage (max +10) (PH217).				
	Make Whole	16	Will Negates (Harmless, Object)	1 Action	Instantaneous
	<i>Spell Resistance:</i> Yes (Harmless, Object)		<i>Components:</i> V, S		Close (25 ft.+5 ft./2 levels)
	<i>Desc:</i> Repairs an object (PH252).				
	Owl's Wisdom	16	Will Negates	1 Action	1 minute/level
					Touch

		(Harmless)				
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M/DF				<i>School:</i> Transmutation
<i>Desc:</i> The transmuted creature becomes wiser. +4 enhancement bonus to Wisdom (PH259)						
Remove Paralysis	16	Will Negates (Harmless)	1 Action	Instantaneous	Close (25 ft. +5 ft./2 levels)	
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S				<i>School:</i> Conjuration
<i>Desc:</i> Frees one or more creatures from paralysis, hold, or slow (PH271).						
Resist Energy	16	Fortitude Negates (Harmless)	1 Action	10 minutes/level	Touch	
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, DF				<i>School:</i> Abjuration
<i>Desc:</i> Ignores first 10 damage from one energy type each round (PH272).						
Restoration, Lesser	16	Will Negates (Harmless)	3 Round (s)	Instantaneous	Touch	
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S				<i>School:</i> Conjuration
<i>Desc:</i> Dispels magic ability penalty or repairs 1d4 ability damage (PH272).						
Shatter	16	Special; See Text	1 Action	Instantaneous	Close (25 ft. +5 ft./2 levels)	
<i>Spell Resistance:</i> Yes (object)		<i>Components:</i> V, S, M/DF				<i>School:</i> Evocation
<i>Desc:</i> Sonic vibration damages objects or crystalline creatures (PH278).						
Shield Other	16	Will Negates (Harmless)	1 Action	1 hour/level (D)	Close (25 ft. +5 ft./2 levels)	
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, F				<i>School:</i> Abjuration
<i>Desc:</i> You suffer half of subject`s damage (PH278).						
Silence	16	Special; See Text	1 Action	1 minute/level (D)	Long (400 ft. +40 ft./level)	
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S				<i>School:</i> Illusion
<i>Desc:</i> Negates sound in 20-ft. radius (PH279).						
Sound Burst	16	Fortitude Partial	1 Action	Instantaneous	Close (25 ft. +5 ft./2 levels)	
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, F/DF				<i>School:</i> Evocation
<i>Desc:</i> Inflicts 1d8 sonic damage on subjects; may stun them (PH281).						
1+1	Spiritual Weapon	16	None	1 Action	1 round/level (D)	Medium (100 ft. +10 ft./level)
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, DF	<i>School:</i> Evocation		
	<i>Desc:</i> Magical weapon attacks on its own (PH283).					
Status	16	Will Negates (Harmless)	1 Action	1 hour/level	Touch	
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S				<i>School:</i> Divination
<i>Desc:</i> Monitors condition, position of allies (PH284).						
Summon Monster II	16	None	1 Round (s)	1 round/level (D)	Close (25 ft. +5 ft./2 levels)	
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F/DF				<i>School:</i> Conjuration
<i>Desc:</i> Calls outsider to fight for you (PH286).						
Undetectable Alignment	16	Will Negates (Object)	1 Action	24 hours	Close (25 ft. +5 ft./2 levels)	
<i>Spell Resistance:</i> Yes (object)		<i>Components:</i> V, S				<i>School:</i> Abjuration
<i>Desc:</i> Conceals subject`s alignment for 24 hours (PH297).						
Zone of Truth	16	Will Negates	1 Action	1 minute/level	Close (25 ft. +5 ft./2 levels)	
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, DF				<i>School:</i> Enchantment
<i>Desc:</i> Subjects within range cannot lie (PH303).						
3rd LEVEL						
Animate Dead	17	None	1 Action	Instantaneous	Touch	
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M				<i>School:</i> Necromancy
<i>Desc:</i> Turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands (PH198)						
Bestow Curse	17	Will Negates	1 Action	Permanent	Touch	
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S				<i>School:</i> Necromancy
<i>Desc:</i> Places a curse on the subject. Choose one: -6 to ability; -4 on all rolls and checks; 50% chance to lose action (PH203)						
Blindness/Deafness	17	Fortitude Negates	1 Action	Permanent	Medium (100 ft. +10 ft./level)	
<i>Spell Resistance:</i> Yes		<i>Components:</i> V				<i>School:</i> Necromancy
<i>Desc:</i> You call upon the powers of unlife to render the subject blinded or deafened, as you choose (PH206)						

	Contagion	17	Fortitude Negates	1 Action	Instantaneous	Touch
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Necromancy
	<i>Desc:</i> The subject contracts a disease (see table), which strikes immediately, with no incubation period (PH213)					
	Continual Flame	17	None	1 Action	Permanent	Touch
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M			<i>School:</i> Evocation
	<i>Desc:</i> A magic flame, equal in brightness to a torch, springs forth from an object that you touch (PH213)					
	Create Food and Water	17	None	10 Minute (s)	24 hours; See Text	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Conjuration
	<i>Desc:</i> The food that this spell creates is simple fare of your choice - highly nourishing, if rather bland (PH214)					
2	Cure Serious Wounds	17	Will Half	1 Action	Instantaneous	Touch
	<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S			<i>School:</i> Conjuration
	<i>Desc:</i> Cures 3d8 +1/level damage [max +15] (PH190)					
	Daylight	17	None	1 Action	10 minutes/level (D)	Touch
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Evocation
	<i>Desc:</i> The object touched sheds light as bright as daylight in a 60-foot radius, and additional dim light beyond that (PH216)					
	Deeper Darkness	17	None	1 Action	1 day/level (D)	Touch
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Evocation
	<i>Desc:</i> Object radiates shadowy illumination in 60-ft. radius (PH191).					
	Dispel Magic	17	None	1 Action	Instantaneous	Medium (100 ft.+10 ft./level)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Abjuration
	<i>Desc:</i> Dispel magic can end ongoing spells, suppress the abilities of an item, or to counter another spellcasters spell (PH223)					
	Glyph of Warding	17	Special; See Text	10 Minute (s)	Permanent until discharged (D)	Touch
	<i>Spell Resistance:</i> No (Object) and Yes; See Text		<i>Components:</i> V, S, M			<i>School:</i> Abjuration
	<i>Desc:</i> Harms (1d8 damage/2 caster levels, max 5d8) those who enter, pass, or open the warded area or object (PH236)					
	Helping Hand	17	None	1 Action	1 hour/level	5 miles
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, DF			<i>School:</i> Evocation
	<i>Desc:</i> You create the ghostly image of a hand, which you can send to find a creature within 5 miles (PH239)					
	Inflict Serious Wounds	17	Will Half	1 Action	Instantaneous	Touch
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Necromancy
	<i>Desc:</i> Touch attack, 3d8 +1/level damage (max +15) (PH217).					
	Invisibility Purge	17	None	1 Action	1 minute/level (D)	Personal
	<i>Spell Resistance:</i> -		<i>Components:</i> V, S			<i>School:</i> Evocation
	<i>Desc:</i> Dispels invisibility within 5 ft. /level (PH245).					
	Locate Object	17	None	1 Action	1 minute/level	Long (400 ft.+40 ft./level)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F/DF			<i>School:</i> Divination
	<i>Desc:</i> Senses direction toward object (specific or type) (PH249).					
	Magic Circle against Chaos	17	Will Negates (Harmless)	1 Action	10 minutes/level	Touch
	<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M/DF			<i>School:</i> Abjuration
	<i>Desc:</i> As protection spells, but 10-ft. radius and 10 min/level (PH249).					
	Magic Circle against Evil	17	Will Negates (Harmless)	1 Action	10 minutes/level	Touch
	<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M/DF			<i>School:</i> Abjuration
	<i>Desc:</i> As protection spells, but 10-ft. radius and 10 min/level (PH249).					
1	Magic Circle against Good	17	Will Negates (Harmless)	1 Action	10 minutes/level	Touch
	<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M/DF			<i>School:</i> Abjuration
	<i>Desc:</i> As protection spells, but 10-ft. radius and 10 min/level (PH250).					
	Magic Circle against Law	17	Will Negates (Harmless)	1 Action	10 minutes/level	Touch
	<i>Spell Resistance:</i> Special		<i>Components:</i> None			<i>School:</i> Abjuration
	<i>Desc:</i> As protection spells, but 10-ft. radius and 10 min/level (PH250).					
1+1	Magic Vestment	17	Will Negates (Harmless, Object)	1 Action	1 hour/level	Touch
	<i>Spell Resistance:</i> Yes (Harmless, Object)		<i>Components:</i> V, S, DF			<i>School:</i> Transmutation
	<i>Desc:</i> Armor or shield gains +1 hardness/level (PH251).					

Meld into Stone	17	1 Action	10 minutes/level	Personal
<i>Spell Resistance:- Components:V, S, DF</i>				
<i>Desc:You and your gear merge with stone (PH252).</i>				
Obscure Object	17	Will Negates (Object) 1 Action	8 hours (D)	Touch
<i>Spell Resistance:Yes (object) Components:V, S, M/DF</i>				
<i>Desc:Mask object against divination (PH258).</i>				
Prayer	17	None	1 Action	40 ft.
<i>Spell Resistance:Yes Components:V, S, DF</i>				
<i>Desc:Allies gain +1 on most rolls, and enemies suffer -1 (PH264).</i>				
Protection from Energy	17	Fortitude Negates (Harmless) 1 Action	10 minutes/level (D)	Touch
<i>Spell Resistance:Yes (harmless) Components:V, S, DF</i>				
<i>Desc:Immune to damage from one kind of energy (PH266).</i>				
Remove Blindness/Deafness	17	Fortitude Negates (Harmless) 1 Action	Instantaneous	Touch
<i>Spell Resistance:Yes (harmless) Components:V, S</i>				
<i>Desc:Cures normal or magical conditions (PH270).</i>				
Remove Curse	17	Will Negates (Harmless) 1 Action	Instantaneous	Touch
<i>Spell Resistance:Yes (harmless) Components:V, S</i>				
<i>Desc:Frees object or person from curse (PH270).</i>				
Remove Disease	17	Fortitude Negates (Harmless) 1 Action	Instantaneous	Touch
<i>Spell Resistance:Yes (harmless) Components:V, S</i>				
<i>Desc:Cures all diseases affecting subject (PH271).</i>				
Searing Light	17	None	1 Action	Medium (100 ft. + 10 ft./level)
<i>Spell Resistance:Yes Components:V, S</i>				
<i>Desc:Ray inflicts 1d6/level, and more against undead (PH275).</i>				
Speak with Dead	17	Will Negates; 10 Minute See Text (s) 1 Action	1 minute/level	10 ft.
<i>Spell Resistance:No Components:V, S, DF</i>				
<i>Desc:Corpse answers one question/two levels (PH281).</i>				
Stone Shape	17	None	1 Action	Touch
<i>Spell Resistance:No Components:V, S, M/DF</i>				
<i>Desc:Sculpts stone into any shape (PH284).</i>				
Summon Monster III	17	None	1 Round (s)	Close (25 ft. + 5 ft./2 levels)
<i>Spell Resistance:No Components:V, S, F/DF</i>				
<i>Desc:Calls outsider to fight for you (PH286).</i>				
Water Breathing	17	Will Negates (Harmless) 1 Action	Special; See Text	Touch
<i>Spell Resistance:Yes (harmless) Components:V, S, M/DF</i>				
<i>Desc:Subjects can breathe underwater (PH300).</i>				
Water Walk	17	Will Negates (Harmless) 1 Action	10 minutes/level (D)	Touch
<i>Spell Resistance:Yes (harmless) Components:V, S, DF</i>				
<i>Desc:Subject treads on water as if solid (PH300).</i>				
Wind Wall	17	Special; See Text 1 Action	1 round/level	Medium (100 ft. + 10 ft./level)
<i>Spell Resistance:Yes Components:V, S, M/DF</i>				
<i>Desc:Deflects arrows, smaller creatures, and gases (PH302).</i>				
4th LEVEL				
Air Walk	18	None	1 Action	Touch
<i>Spell Resistance:Yes (harmless) Components:V, S, DF</i>				
<i>Desc:Subject treads on air as if solid, and can climb at up to a 45-degree angle, at half speed (PH196)</i>				
Control Water	18	None; See Text 1 Action	10 minutes/level (D)	Long (400 ft. + 40 ft./level)
<i>Spell Resistance:No Components:V, S, M/DF</i>				
<i>School:Transmutation</i>				

Desc:The control water spell raises or lowers water by as much as 2 feet per caster level (PH214)						
	Cure Critical Wounds	18	None	1 Action	Instantaneous	Touch
	Spell Resistance:Yes (harmless)		Components:V, S			School:Conjuration
	Desc:Cures 4d8 +1/level damage [max +20] (PH215)					
	Death Ward	18	Will Negates	1 Action	1 minute/level	Touch
	Spell Resistance:Yes (harmless)		Components:V, S, DF			School:Necromancy
	Desc:The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects (PH217)					
	Dimensional Anchor	18	None	1 Action	1 minute/level	Medium (100 ft.+10 ft./level)
	Spell Resistance:Yes (object)		Components:V, S			School:Abjuration
	Desc:Any creature or object struck by the ray is covered with a shimmering field that blocks extradimensional travel (PH221)					
	Discern Lies	18	Will Negates	1 Action	Concentration, up to 1 round/level	Close (25 ft.+5 ft./2 levels)
	Spell Resistance:No		Components:V, S, DF			School:Divination
	Desc:You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura (PH221)					
	Dismissal	18	Will Negates; See Text	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)
	Spell Resistance:Yes		Components:V, S, DF			School:Abjuration
	Desc:Forces an extraplanar creature back to its proper plane if it fails a special Will save (PH222)					
	Divination	18	None	10 Minute (s)	Instantaneous	Personal
	Spell Resistance:-		Components:V, S, M			School:Divination
	Desc:Provides a piece of advice in reply to a question about a goal, event, or activity occurring within one week (PH222)					
2+1	Divine Power	18	None	1 Action	1 round/level	Personal
	Spell Resistance:-		Components:V, S, DF			School:Evocation
	Desc:Your BAB = your character level, +6 enhancement bonus to Strength, 1 temporary HP / caster level (PH224)					
1	Freedom of Movement	18	Will Negates (Harmless)	1 Action	10 minutes/level	Personal or touch
	Spell Resistance:Yes (harmless)		Components:V, S, M, DF			School:Abjuration
	Desc:This spell enables you or a creature you touch to move and attack normally for the duration of the spell (PH233)					
	Giant Vermin	18	None	1 Action	1 minute/level	Close (25 ft.+5 ft./2 levels)
	Spell Resistance:Yes		Components:V, S, DF			School:Transmutation
	Desc:Turns three normal-sized centipedes, two normal-sized spiders, or a normal-sized scorpion into larger forms (PH235)					
	Imbue with Spell Ability	18	None or Will Negates; See Text	10 Minute (s)	Permanent until discharged (D)	Touch
	Spell Resistance:Yes (harmless)		Components:V, S, DF			School:Evocation
	Desc:Transfer spells to subject (PH243).					
	Inflict Critical Wounds	18	Will Half	1 Action	Instantaneous	Touch
	Spell Resistance:Yes		Components:V, S			School:Necromancy
	Desc:Touch attack, 4d8 +1/level damage (max +20) (PH244).					
1	Magic Weapon, Greater	18	Will Negates (Harmless, Object)	1 Action	1 hour/level	Close (25 ft.+5 ft./2 levels)
	Spell Resistance:Yes (Harmless, Object)		Components:V, S, M/DF			School:Transmutation
	Desc:+1 bonus/three levels (max +5) (PH251).					
	Neutralize Poison	18	Will Negates (Harmless, Object)	1 Action	10 minutes/level	Touch
	Spell Resistance:Yes (Harmless, Object)		Components:V, S, M/DF			School:Conjuration
	Desc:Detoxifies venom in or on subject (PH257).					
	Planar Ally, Lesser	18	None	10 Minute (s)	Instantaneous	Close (25 ft.+5 ft./2 levels)
	Spell Resistance:No		Components:V, S, DF, XP			School:Conjuration
	Desc:Exchange services with a 6 HD outsider (PH261).					
	Fortitude					

Fortitude

Poison	18	Negates; See Text	1 Action	Instantaneous; See Text	Touch
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, DF			<i>School:</i> Necromancy
<i>Desc:</i> Touch inflicts 1d10 Con damage, repeats in 1 min (PH262).					
Repel Vermin	18	Special; See Text	1 Action	10 minutes/level (D)	10 ft.
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, DF			<i>School:</i> Abjuration
<i>Desc:</i> Insects stay 10 ft. away (PH271).					
Restoration	18	Will Negates (Harmless)	3 Round (s)	Instantaneous	Touch
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S			<i>School:</i> Conjuration
<i>Desc:</i> Restores level and ability score drains (PH272).					
Sending	18	None	10 Minute (s)	Special; See Text	Special; See Text
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M/DF			<i>School:</i> Evocation
<i>Desc:</i> Delivers short message anywhere, instantly (PH275).					
Spell Immunity	18	Will Negates (Harmless)	1 Action	10 minutes/level	Touch
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, DF			<i>School:</i> Abjuration
<i>Desc:</i> Subject is immune to one spell/four levels (PH282).					
Summon Monster IV	18	None	1 Round (s)	1 round/level (D)	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F/DF			<i>School:</i> Conjuration
<i>Desc:</i> Calls outsider to fight for you (PH286).					
Tongues	18	Will Negates (Harmless)	1 Action	10 minutes/level	Touch
<i>Spell Resistance:</i> No		<i>Components:</i> V, M/DF			<i>School:</i> Divination
<i>Desc:</i> Speak any language (PH294).					
5th LEVEL					
Atonement	19	None	1 Hour(s)	Instantaneous	Touch
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M, F, DF, XP			<i>School:</i> Abjuration
<i>Desc:</i> This spell removes the burden of evil acts or misdeeds from the subject (PH201)					
Break Enchantment	19	Special; See Text	1 Minute (s)	Instantaneous	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Abjuration
<i>Desc:</i> This spell frees victims from enchantments, transmutations, and curses (even instantaneous effects) (PH207)					
Command, Greater	19	Will Negates	1 Action	1 round/level	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V			<i>School:</i> Enchantment
<i>Desc:</i> As Command, except that up to one creature per level may be affected, and the activities continue beyond 1 round (PH211)					
Commune	19	None	10 Minute (s)	1 round/level	Personal
<i>Spell Resistance:</i> -		<i>Components:</i> V, S, M, DF, XP			<i>School:</i> Divination
<i>Desc:</i> You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no (PH211)					
Cure Light Wounds, Mass	19	Will Half	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S			<i>School:</i> Conjuration
<i>Desc:</i> Cures 1d8 +1/level damage to multiple allies (PH216)					
Dispel Chaos	19	Special; See Text	1 Action	1 round/level or until discharged	Touch
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, DF			<i>School:</i> Abjuration
<i>Desc:</i> You gain a +4 bonus to AC against attacks by chaotic creatures, and can force them back to their home plane (PH222)					
Dispel Evil	19	Special; See Text	1 Action	1 round/level or until discharged	Touch
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, DF			<i>School:</i> Abjuration
<i>Desc:</i> You gain a +4 bonus to AC against attacks by evil creatures, and can force them back to their home plane (PH222)					
Dispel Good	19	Special; See Text	1 Action	1 round/level or until discharged	Touch
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, DF			<i>School:</i> Abjuration
<i>Desc:</i> You gain a +4 bonus to AC against attacks by good creatures, and can force them back to their home plane (PH222)					
Dispel Law	19	Special; See Text	1 Action	1 round/level or until discharged	Touch

<i>Spell Resistance</i> :-		<i>Components</i> :V, S, DF			<i>School</i> :Abjuration
<i>Desc</i> :You gain a +4 bonus to AC against attacks by lawful creatures, and can force them back to their home plane (PH223)					
Disrupting Weapon	19	Special; See Text	1 Action	1 round/level	Touch
<i>Spell Resistance</i> :Yes (Harmless, Object)		<i>Components</i> :V, S			<i>School</i> :Transmutation
<i>Desc</i> :This spell makes a melee weapon deadly to undead. (PH223)					
Flame Strike	19	Reflex Half	1 Action	Instantaneous	Medium (100 ft. + 10 ft./level)
<i>Spell Resistance</i> :Yes		<i>Components</i> :V, S, DF			<i>School</i> :Evocation
<i>Desc</i> :A vertical column of divine fire roars downward, dealing 1d6 points of damage per caster level (max 15d6) (PH231)					
Hallow	19	Special; See Text	24 Hour(s)	Instantaneous	Touch
<i>Spell Resistance</i> :Special		<i>Components</i> :V, S, M, DF			<i>School</i> :Evocation
<i>Desc</i> :Hallow makes a particular site, building, or structure a holy site (PH238)					
Inflict Light Wounds, Mass	19	Will Half	1 Action	Instantaneous	Close (25 ft. + 5 ft./2 levels)
<i>Spell Resistance</i> :Yes		<i>Components</i> :V, S			<i>School</i> :Necromancy
<i>Desc</i> :Negative Energy spreads out in all directions, dealing 1d8 +1/level of damage (max +25) (PH244)					
Insect Plague	19	None	1 Round (s)	1 minute/level	Long (400 ft. + 40 ft./level)
<i>Spell Resistance</i> :No		<i>Components</i> :V, S, DF			<i>School</i> :Conjuration
<i>Desc</i> :You summon a number of swarms of locusts (1/3lvls up to 6 at 18th level). See the MM for "Locust Swarms" (PH 244).					
Mark of Justice	19	None	10 Minute (s)	Permanent; See Text	Touch
<i>Spell Resistance</i> :Yes		<i>Components</i> :V, S, DF			<i>School</i> :Transmutation
<i>Desc</i> :Designates action that will trigger curse on subject (PH252).					
Plane Shift	19	Will Negates	1 Action	Instantaneous	Touch
<i>Spell Resistance</i> :Yes		<i>Components</i> :V, S, F			<i>School</i> :Conjuration
<i>Desc</i> :Up to eight subjects travel to another plane (PH262).					
Raise Dead	19	Special; See Text	1 Minute (s)	Instantaneous	Touch
<i>Spell Resistance</i> :Yes (harmless)		<i>Components</i> :V, S, M, DF			<i>School</i> :Conjuration
<i>Desc</i> :Restores life to subject who died up to 1 day/level ago (PH268).					
Righteous Might	19	None	1 Action	1 round/level (D)	Personal
<i>Spell Resistance</i> :-		<i>Components</i> :V, S, DF			<i>School</i> :Transmutation
<i>Desc</i> :Your increase 1 size category, and you gain +4 Str and +2 to Constitution, and minor DR (PH273).					
Scrying	19	Will Negates	1 Hour(s)	1 minute/level	Special; See Text
<i>Spell Resistance</i> :Yes		<i>Components</i> :V, S, F/DF			<i>School</i> :Divination
<i>Desc</i> :Spies on subject from a distance (PH274).					
Slay Living	19	Fortitude Partial	1 Action	Instantaneous	Touch
<i>Spell Resistance</i> :Yes		<i>Components</i> :V, S			<i>School</i> :Necromancy
<i>Desc</i> :Touch attack kills subject (PH280).					
Spell Resistance	19	Will Negates (Harmless)	1 Action	1 minute/level	Touch
<i>Spell Resistance</i> :Yes (harmless)		<i>Components</i> :V, S, DF			<i>School</i> :Abjuration
<i>Desc</i> :Subject gains 12 +1/level SR (PH282).					
Summon Monster V	19	None	1 Round (s)	1 round/level (D)	Close (25 ft. + 5 ft./2 levels)
<i>Spell Resistance</i> :No		<i>Components</i> :V, S, F/DF			<i>School</i> :Conjuration
<i>Desc</i> :Calls outsider to fight for you (PH287).					
Symbol of Pain	19	Fortitude Negates	10 Minute (s)	Special; See Text	0 ft.
<i>Spell Resistance</i> :Yes		<i>Components</i> :V, S, M			<i>School</i> :Necromancy
<i>Desc</i> :All Creatures within 60ft suffer -4 to attack rolls, skill and ability checks (PH290).					
Symbol of Sleep	19	Will Negates	10 Minute (s)	Special; See Text	0 ft.
<i>Spell Resistance</i> :Yes		<i>Components</i> :V, S, M			<i>School</i> :Enchantment
<i>Desc</i> :All Creatures within 60ft fall asleep for 3d6 x 10 minutes (PH290).					
True Seeing	19	Will Negates (Harmless)	1 Action	1 minute/level	Touch
<i>Spell Resistance</i> :Yes (harmless)		<i>Components</i> :V, S, M			<i>School</i> :Divination

<i>Desc:</i> See all things as they really are (PH296).				
Unhallow	19	Special; See Text	24 Hour(s)Instantaneous	Touch
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M		<i>School:</i> Evocation
<i>Desc:</i> Designates location as unholy (PH297).				
Wall of Stone	19	Special; See Text	1 Action Instantaneous	Medium (100 ft. + 10 ft./level)
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M/DF		<i>School:</i> Conjuration
<i>Desc:</i> Creates a stone wall that can be shaped (PH299).				

Miscellaneous Notes

Kurgan can Turn Good-aligned Paladins as though they were Undead.

Sources loaded for the creation of **Kurgen the Man Hunter**:

Players Handbook v35e

Dungeon Masters Guide v35e

Monster Manual v35e

Core eTools Data

CMP Bonus Data

User-Created Material

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