

# Scrântlat

# Steve

Ehlonna

None

Neutral Good



Character Name  
Cleric 13, Sorcerer 1  
CLASS  
14 (14) 91720 / 105000  
Character Level (CR) EXP/NEXT LEVEL

Player Name  
Elf (High) / Humanoid  
RACE  
136 Male  
AGE GENDER

Deity Region Alignment  
Medium / 5 ft. 5' 0" / 99 lbs. Low-Light  
SIZE / FACE HEIGHT / WEIGHT VISION  
EYES HAIR Points

| ABILITY NAME            | ABILITY SCORE | EQUIPPED SCORE | ABILITY MODIFIER | ABILITY DAMAGE | PENALTY |
|-------------------------|---------------|----------------|------------------|----------------|---------|
| <b>STR</b> Strength     | 12            | 16             | +3               |                |         |
| <b>DEX</b> Dexterity    | 20            |                | +5               |                |         |
| <b>CON</b> Constitution | 12            |                | +1               |                |         |
| <b>INT</b> Intelligence | 14            |                | +2               |                |         |
| <b>WIS</b> Wisdom       | 17            |                | +3               |                |         |
| <b>CHA</b> Charisma     | 14            |                | +2               |                |         |

| HP  | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED       |
|-----|-------------------|----------------|------------------|-------------|
| 104 |                   |                |                  | Walk 30 ft. |

| AC | TOTAL | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL ARMOR | DEFLECTION | DODGE | Morale | Insight | Sacred | Profane | MISC |
|----|-------|------|-------|------|-------------|--------------|------|------|---------------|------------|-------|--------|---------|--------|---------|------|
| 26 | 26    | 21   | 18    | 10   | 4           | 4            | 5    | 0    | 0             | 3          | 0     | 0      | 0       | 0      | 0       | 0    |

**INITIATIVE** modifier  
TOTAL: +5 = +5 + +0  
DEX MODIFIER: +5  
MISC MODIFIER: +0

Encumbrance: Light

| SAVING THROWS                   | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP |
|---------------------------------|-------|-----------|---------|-------|------|------|------|
| <b>FORTITUDE</b> (constitution) | +9    | +8        | +1      | +0    | +0   | +0   |      |
| <b>REFLEX</b> (dexterity)       | +9    | +4        | +5      | +0    | +0   | +0   |      |
| <b>WILL</b> (wisdom)            | +13   | +10       | +3      | +0    | +0   | +0   |      |

### Conditional Save Modifiers:

+2 racial saving throw bonus against enchantment spells or effects.

|                             | TOTAL  | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|-----------------------------|--------|-------------------|------|------|------|------|------|
| <b>MELEE</b> attack bonus   | +12/+7 | +9/+4             | +3   | +0   | +0   | 0    |      |
| <b>RANGED</b> attack bonus  | +14/+9 | +9/+4             | +5   | +0   | +0   | 0    |      |
| <b>GRAPPLE</b> attack bonus | +12/+7 | +9/+4             | +3   | +0   | +0   | +0   |      |

|        | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|--------|--------------------|--------|----------|-------|
| Lethal | +12                | 1d8    | 20       | 5 ft. |

| *Ringsword +3 |                 | HAND       | TYPE      | SIZE           | CRITICAL   | REACH |
|---------------|-----------------|------------|-----------|----------------|------------|-------|
|               |                 | Primary    | S         | M              | 19-20/x2   | 5 ft. |
| 1H-P          | To Hit: +15/+10 | Dam: 1d8+6 | 2W-P-(OH) | To Hit: +9/+4  | Dam: 1d8+6 |       |
| 1H-O          | To Hit: +11/+6  | Dam: 1d8+4 | 2W-P-(OL) | To Hit: +11/+6 | Dam: 1d8+6 |       |
| 2H            | To Hit: +15/+10 | Dam: 1d8+7 | 2W-OH     | To Hit: +5     | Dam: 1d8+4 |       |

Special Properties: Ringsword, (Longsword +3) allows a 3rd ring

| Morningstar |                | HAND       | TYPE      | SIZE          | CRITICAL   | REACH |
|-------------|----------------|------------|-----------|---------------|------------|-------|
|             |                | Equipped   | BP        | M             | 20/x2      | 5 ft. |
| 1H-P        | To Hit: +12/+7 | Dam: 1d8+3 | 2W-P-(OH) | To Hit: +6/+1 | Dam: 1d8+3 |       |
| 1H-O        | To Hit: +8/+3  | Dam: 1d8+1 | 2W-P-(OL) | To Hit: +8/+3 | Dam: 1d8+3 |       |
| 2H          | To Hit: +12/+7 | Dam: 1d8+4 | 2W-OH     | To Hit: +2    | Dam: 1d8+1 |       |

| Sling         |                 | HAND           | TYPE           | SIZE          | CRITICAL      | REACH |
|---------------|-----------------|----------------|----------------|---------------|---------------|-------|
|               |                 | Equipped       | B              | M             | 20/x2         | 5 ft. |
| Range: 30 ft. | To Hit: +15/+10 | Damage: 1d4+4  |                |               |               |       |
| TH            | 50 ft. +14/+9   | 100 ft. +12/+7 | 150 ft. +10/+5 | 200 ft. +8/+3 | 250 ft. +6/+1 |       |
| Dam           | 1d4+3           | 1d4+3          | 1d4+3          | 1d4+3         | 1d4+3         |       |
| TH            | 300 ft. +4/-1   | 350 ft. +2/-3  | 400 ft. +0/-5  | 450 ft. -2/-7 | 500 ft. -4/-9 |       |
| Dam           | 1d4+3           | 1d4+3          | 1d4+3          | 1d4+3         | 1d4+3         |       |

\*: 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 |
|--------------------------|--------|----|--------|-------|---------------|
| *Leather +2              | Light  | +4 | +6     | +0    | 10            |
| Breastplate              | Medium | +5 | +3     | -4    | 25            |
| Chain Shirt              | Light  | +4 | +4     | -2    | 20            |
| Studded Leather          | Light  | +3 | +5     | -1    | 15            |
| *Shield +3 (Light/Metal) | Light  | +4 | +0     | +0    | 5             |
| *Ring of Protection +3   |        | +3 | +0     | +0    | 0             |

| TOTAL SKILLPOINTS: 68     |             | MAX RANKS: 17/8/5 |                  |           |               |
|---------------------------|-------------|-------------------|------------------|-----------|---------------|
| SKILL NAME                | KEY ABILITY | SKILL MODIFIER    | ABILITY MODIFIER | RANKS     | MISC MODIFIER |
| ✓ Appraise                | INT         | 2                 | =                | 2         |               |
| ✓ Balance                 | DEX         | 5                 | =                | 5         |               |
| ✓ Bluff                   | CHA         | 2                 | =                | 2         |               |
| ✓ Climb                   | STR         | 3                 | =                | 3         |               |
| ✓ Concentration           | CON         | 18                | =                | 1 + 17    |               |
| ✓ Craft (Untrained)       | INT         | 2                 | =                | 2         |               |
| ✓ Diplomacy               | CHA         | 5                 | =                | 2 + 3     |               |
| ✓ Disguise                | CHA         | 2                 | =                | 2         |               |
| ✓ Escape Artist           | DEX         | 5                 | =                | 5         |               |
| ✓ Forgery                 | INT         | 2                 | =                | 2         |               |
| ✓ Gather Information      | CHA         | 2                 | =                | 2         |               |
| ✓ Heal                    | WIS         | 10                | =                | 3 + 7     |               |
| ✓ Hide                    | DEX         | 5                 | =                | 5         |               |
| ✓ Intimidate              | CHA         | 2                 | =                | 2         |               |
| ✓ Jump                    | STR         | 3                 | =                | 3         |               |
| ✓ Knowledge (Religion)    | INT         | 10                | =                | 2 + 8     |               |
| ✓ Knowledge (The Planes)  | INT         | 3                 | =                | 2 + 1     |               |
| ✓ Listen                  | WIS         | 7                 | =                | 3 + 4     |               |
| ✓ Move Silently           | DEX         | 5                 | =                | 5         |               |
| ✓ Perform (Untrained)     | CHA         | 2                 | =                | 2         |               |
| ✓ Ride                    | DEX         | 13                | =                | 5 + 3 + 5 |               |
| ✓ Search                  | INT         | 6                 | =                | 2 + 2 + 2 |               |
| ✓ Sense Motive            | WIS         | 3                 | =                | 3         |               |
| ✓ Spellcraft              | INT         | 18                | =                | 2 + 16    |               |
| ✓ Spot                    | WIS         | 11                | =                | 3 + 1 + 7 |               |
| ✓ Survival                | WIS         | 4                 | =                | 3 + 1     |               |
| ✓ Swim                    | STR         | 3                 | =                | 3         |               |
| Use Magic Device          | CHA         | 3                 | =                | 2 + 1     |               |
| Use Magic Device (Scroll) | CHA         | 5                 | =                | 2 + 1 + 2 |               |
| ✓ Use Rope                | DEX         | 5                 | =                | 5         |               |
|                           |             |                   | =                | + +       |               |
|                           |             |                   | =                | + +       |               |

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

| TURN UNDEAD          |                                    |   |        |
|----------------------|------------------------------------|---|--------|
| Turning Check Result | UNDEAD Affected (Maximum Hit Dice) | Turning Check   |        |
|                      |                                    |   | 1d20+4 |
| Up to 0              | 9                                  | Turn level  | 13     |
| 1 - 3                | 10                                 | Turn damage   | 2d6+15 |
| 4 - 6                | 11                                 | You destroy Undead creatures with total hit dice up to 6. |        |
| 7 - 9                | 12                                 |   |        |
| 10 - 12              | 13                                 |   |        |
| 13 - 15              | 14                                 |   |        |
| 16 - 18              | 15                                 |   |        |
| 19 - 21              | 16                                 |   |        |
| 22+                  | 17                                 |   |        |

TURN/DAY

| Longbow (Composite +0) |                 | HAND          | TYPE    | SIZE    | CRITICAL | REACH |
|------------------------|-----------------|---------------|---------|---------|----------|-------|
| Range: 30 ft.          |                 | Equipped      | P       | M       | 20/x3    | 5 ft. |
|                        | To Hit: +15/+10 | Damage: 1d8+1 |         |         |          |       |
| TH                     | +14/+9          | +12/+7        | +10/+5  | +8/+3   | +6/+1    |       |
| Dam                    | 1d8             | 1d8           | 1d8     | 1d8     | 1d8      |       |
|                        | 660 ft.         | 770 ft.       | 880 ft. | 990 ft. | 1100 ft. |       |
| TH                     | +4/-1           | +2/-3         | +0/-5   | -2/-7   | -4/-9    |       |
| Dam                    | 1d8             | 1d8           | 1d8     | 1d8     | 1d8      |       |

| Longsword     |        | HAND    | TYPE      | SIZE  | CRITICAL | REACH |
|---------------|--------|---------|-----------|-------|----------|-------|
| Range: 30 ft. |        | Carried | S         | M     | 19-20/x2 | 5 ft. |
|               | To Hit | Damage  |           |       |          |       |
| 1H-P          | +12/+7 | 1d8+3   | 2W-P-(OH) | +6/+1 | 1d8+3    |       |
| 1H-O          | +8/+3  | 1d8+1   | 2W-P-(OL) | +8/+3 | 1d8+3    |       |
| 2H            | +12/+7 | 1d8+4   | 2W-OH     | +2    | 1d8+1    |       |

| Longbow +1 (Composite) |                 | HAND          | TYPE    | SIZE    | CRITICAL | REACH |
|------------------------|-----------------|---------------|---------|---------|----------|-------|
| Range: 30 ft.          |                 | Carried       | P       | M       | 20/x3    | 5 ft. |
|                        | To Hit: +16/+11 | Damage: 1d8+2 |         |         |          |       |
| TH                     | +15/+10         | +13/+8        | +11/+6  | +9/+4   | +7/+2    |       |
| Dam                    | 1d8+1           | 1d8+1         | 1d8+1   | 1d8+1   | 1d8+1    |       |
|                        | 660 ft.         | 770 ft.       | 880 ft. | 990 ft. | 1100 ft. |       |
| TH                     | +5/+0           | +3/-2         | +1/-4   | -1/-6   | -3/-8    |       |
| Dam                    | 1d8+1           | 1d8+1         | 1d8+1   | 1d8+1   | 1d8+1    |       |

| Mace of Anger |        | HAND    | TYPE      | SIZE  | CRITICAL | REACH |
|---------------|--------|---------|-----------|-------|----------|-------|
| Range: 30 ft. |        | Carried | B         | M     | 20/x2    | 5 ft. |
|               | To Hit | Damage  |           |       |          |       |
| 1H-P          | +13/+8 | 1d8+4   | 2W-P-(OH) | +7/+2 | 1d8+4    |       |
| 1H-O          | +9/+4  | 1d8+2   | 2W-P-(OL) | +9/+4 | 1d8+4    |       |
| 2H            | +13/+8 | 1d8+5   | 2W-OH     | +3    | 1d8+2    |       |

Special Properties: +5 to Intimidate, Shout 3/day

| EQUIPMENT                       |  | ITEM   | LOCATION              | QTY        | WT / COST   |
|---------------------------------|--|--|-----------------------|------------|-------------|
| Monocle of Identify             |  | Identify 5/day   | Equipped              | 1          | 0 / 0       |
| Necklace of Animals             |  | Charm Animals 3/day  | Equipped              | 1          | 0 / 0       |
| Mask of Blood                   |  | Rage lasts +1 round. 2/day spit acid blood 30' 4d6   | Equipped              | 1          | 0 / 0       |
| Devastation Gauntlets           |  | 3 charges On Crit 1=+2d6 2=+3d6 3=+4d6   | Equipped              | 1          | 0 / 0       |
| Ring of Vengeance               |  | Good only. if you're critically in melee, does 5d6 to them   | Equipped              | 1          | 0 / 0       |
| Ring of Protection +3           |  |  | Equipped              | 1          | 0 / 18,000  |
| Ringsword +3                    |  | Ringsword, (Longsword +3) allows a 3rd ring  | Equipped              | 1          | 4 / 18,315  |
| Deathstrike Bracers             |  | 3/day crit or death attack creates that can't be   | Equipped              | 1          | 0 / 0       |
| Belt of Giant Strength +4       |  |  | Equipped              | 1          | 1 / 16,000  |
| Leather +2                      |  |  | Equipped              | 1          | 15 / 4,160  |
| Quicksilver Boots               |  | Double move 1 round 3/day  | Equipped              | 1          | 0 / 0       |
| Shield +3 (Light/Metal)         |  |  | Equipped              | 1          | 6 / 9,159   |
| Scroll (Burning Hands)          |  |  | Equipped              | 1          | 0 / 25      |
| Bag of Holding Type I           |  | 97 lbs., 1 Arcane Elf Book, 1 Breastplate, 1 Chain Shirt, 1 Morningstar, 1 Outfit (Explorer's), 1 Sling, 1 Studded Leather, 1 Longbow (Composite +0), 1 Bullets (Sling/10) | Equipped              | 1          | 15 / 2,500  |
| Arcane Elf Book                 |  | (Paper) (Sheet)  | Bag of Holding Type I | 1          | 0 / 0.4     |
| Breastplate                     |  |  | Bag of Holding Type I | 1          | 30 / 200    |
| Chain Shirt                     |  |  | Bag of Holding Type I | 1          | 25 / 100    |
| Morningstar                     |  |  | Bag of Holding Type I | 1          | 6 / 8       |
| Outfit (Explorer's)             |  |  | Bag of Holding Type I | 1          | 8 / 0       |
| Sling                           |  |  | Bag of Holding Type I | 1          | 0 / 0       |
| Wand (Scorching Ray/Wizard/7th) |  |  | Equipped              | 1          | 0 / 1,890   |
| Studded Leather                 |  |  | Bag of Holding Type I | 1          | 20 / 25     |
| Longbow (Composite +0)          |  |  | Bag of Holding Type I | 1          | 3 / 100     |
| Bullets (Sling/10)              |  |  | Bag of Holding Type I | 1          | 5 / 0.1     |
| Horse (Light)                   |  | 1 lbs., 1 Bit and Bridle (Magic)   | Equipped              | 1          | 0 / 75      |
| Bit and Bridle (Magic)          |  | Adds Mounted Combat, +5 Ride   | Horse (Light)         | 1          | 1 / 2       |
| Rod of Frost                    |  | 2d6 3/day  | Equipped              | 1          | 0 / 0       |
| Bridle Battle Effect            |  |  | Equipped              | 1          | 0 / 5,000   |
| TOTAL WEIGHT CARRIED/VALUE      |  |  |                       | 56.01 lbs. | 121,986.5gp |

| EQUIPMENT                  |  | ITEM   | LOCATION | QTY        | WT / COST   |
|----------------------------|--|--|----------|------------|-------------|
| Ghost Shroud               |  | (Rod (Skill Bonus (Competence) (Ride +5))), Competence bonus to selected skill of Ride+5<br>Melee affects incorporeal, Deflection bonus to armor class of +1 | Equipped | 1          | 0 / 4,000   |
| Longsword                  |  |  | Carried  | 1          | 4 / 15      |
| Longbow +1 (Composite)     |  |  | Carried  | 1          | 3 / 2,400   |
| Ring of Chameleon Power    |  |  | Carried  | 1          | 0 / 12,700  |
| Ring of X-Ray Vision       |  |  | Carried  | 1          | 0 / 25,000  |
| Goggles of Lifesight       |  | Know if any creature in 30' is live, dead, undead or not live or dead, 3/day, (Goggles)  | Carried  | 1          | 0 / 0       |
| Ring of Avoidance          |  | +20 to AC for 1 round  | Carried  | 1          | 0 / 0       |
| Mace of Anger              |  | +5 to Intimidate, Shout 3/day  | Carried  | 1          | 8 / 2,312   |
| TOTAL WEIGHT CARRIED/VALUE |  |  |          | 56.01 lbs. | 121,986.5gp |

| WEIGHT ALLOWANCE   |  | Light 76            | Medium 153 | Heavy 230        |
|--------------------|--|---------------------|------------|------------------|
| Lift over head 230 |  | Lift off ground 460 |            | Push / Drag 1150 |

| MONEY       |  |
|-------------|--|
| Total= 0 gp |  |

| MAGIC                                  |  |
|--|--|
| Languages<br>Common, Elven, Gnome, Orc |  |

| Other Companions |  |
|------------------|--|
|                  |  |

| Special Attacks |  |
|-----------------|--|
| Turn Undead     | [Wizards of the Coast - Revised (v.3.5) System Reference Document]<br>5/day (turn level 13) (turn damage 2d6+15) |

| Special Qualities                      |  |
|--|--|
| Aura of Good (Ex)                      | [Wizards of the Coast - Revised (v.3.5) System Reference Document]<br>A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.   |
| Aura (Ex)                              | [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]<br>A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.   |
| Bonus Languages                        | [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]<br>A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.  |
| Chaotic, Evil, Good, and Lawful Spells | [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]<br>A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.  |
| Spells                                 | [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]<br>A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below). To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier. Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below). Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain. If a cleric is not devoted to a particular |

deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies. Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected. With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

**Spontaneous Casting** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name). An evil cleric (or a neutral cleric of an evil deity), can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name). A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below).

**Turn or Rebuke Undead (Su)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]

Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead). A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see above). A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**Weapon and Armor Proficiency** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]

Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields). A cleric who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

**Familiar** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]

A sorcerer can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. A character with more than one class that grants a familiar may have only one familiar at a time.

**Spells** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]

A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below). To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier. Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score. A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however. Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to

swap the spell at the same time that he gains new spells known for the level. Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

**Weapon and Armor Proficiency** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]

Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

**Elf Racial Traits (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

+2 racial bonus on Listen, Search, and Spot checks. 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. An elf's senses are so keen that she practically has a sixth sense about hidden portals.

**Low-Light Vision (Ex)** [Wizards of the Coast - Revised (v.3.5) System Reference Document]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

**Spontaneous Casting ~ Cure Spells** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes!]

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

## Feats

**Dodge** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats!]

During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

**Empower Spell** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats!]

All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

**Mobility** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats!]

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

**Point Blank Shot** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats!]

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

**Quicken Spell** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats!]

Casting a quickened spell is an swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity. Special: This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously),

since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

**Martial Weapon Proficiency (Longbow, Longsword, Rapier, Shortbow)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

**Alertness (Granted)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +2 bonus on all Listen checks and Spot checks.

### Domains

#### Good

You cast good spells at +1 caster level.

#### Sun

Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

### Proficiencies

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

### Templates

Base Race Type

Base Race Type ~ Humanoid

# Cleric Spells

| LEVEL   | 0 | 1   | 2   | 3   | 4   | 5   | 6   | 7   | 8 | 9 |
|---------|---|-----|-----|-----|-----|-----|-----|-----|---|---|
| PER DAY | 6 | 6+1 | 6+1 | 5+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — |

## LEVEL 0 / Per Day:6 / Caster Level:13

| Name  | School                         | Time              | Duration                            | Range          | Source         |
|---|--------------------------------|-------------------|-------------------------------------|----------------|----------------|
| □□□□ Create Water   | Conjuration (Creation) [Water] | 1 standard action | Instantaneous                       | Close (55 ft.) | RSRD:SpellsC   |
| [V, S] TARGET: Up to 26 gallons of water; <i>EFFECT</i> : Creates 26 gallons of pure water. [SR:No]   |                                |                   |                                     |                |                |
| □□□□ Cure Minor Wounds  | Conjuration (Healing)          | 1 standard action | Instantaneous                       | Touch          | RSRD:SpellsC   |
| [V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1 point of damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]                  |                                |                   |                                     |                |                |
| □□□□ Detect Magic   | Divination                     | 1 standard action | Concentration, up to 13 minutes [D] | 60 ft.         | RSRD:SpellsD-E |
| [V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]  |                                |                   |                                     |                |                |
| □□□□ Detect Poison  | Divination                     | 1 standard action | Instantaneous                       | Close (55 ft.) | RSRD:SpellsD-E |
| [V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects poison in one creature or small object. [SR:No]                               |                                |                   |                                     |                |                |
| □□□□ Guidance   | Divination                     | 1 standard action | 1 minute or until discharged        | Touch          | RSRD:SpellsF-G |
| [V, S] TARGET: Creature touched; <i>EFFECT</i> : +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:13, Will negates (harmless)]                  |                                |                   |                                     |                |                |
| □□□□ Inflict Minor Wounds   | Necromancy                     | 1 standard action | Instantaneous                       | Touch          | RSRD:SpellsH-L |
| [V, S] TARGET: Creature touched; <i>EFFECT</i> : Touch attack, 1 point of damage. [SR:Yes; DC:13, Will negates]   |                                |                   |                                     |                |                |
| □□□□ Light  | Evocation [Light]              | 1 standard action | 130 minutes [D]                     | Touch          | RSRD:SpellsH-L |
| [V, M/DF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]   |                                |                   |                                     |                |                |
| □□□□ Mending  | Transmutation                  | 1 standard action | Instantaneous                       | 10 ft.         | RSRD:SpellsM-O |
| [V, S] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : Makes minor repairs on an object. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)] |                                |                   |                                     |                |                |
| □□□□ Purify Food and Drink  | Transmutation                  | 1 standard action | Instantaneous                       | 10 ft.         | RSRD:SpellsP-R |
| [V, S] TARGET: 13 cu. ft. of contaminated food and water; <i>EFFECT</i> : Purifies 13 cu. ft. of food or water. [SR:Yes (object); DC:13, Will negates (object)] |                                |                   |                                     |                |                |
| □□□□ Read Magic   | Divination                     | 1 standard action | 130 minutes                         | Personal       | RSRD:SpellsP-R |
| [V, S, F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]   |                                |                   |                                     |                |                |
| □□□□ Resistance   | Abjuration                     | 1 standard action | 1 minute                            | Touch          | RSRD:SpellsP-R |
| [V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +1 on saving throws. [SR:Yes (harmless); DC:13, Will negates (harmless)]                   |                                |                   |                                     |                |                |
| □□□□ Virtue   | Transmutation                  | 1 standard action | 1 min.                              | Touch          | RSRD:SpellsT-Z |
| [V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains 1 temporary hp. [SR:Yes (harmless); DC:13, Fortitude negates (harmless)]                     |                                |                   |                                     |                |                |

## LEVEL 1 / Per Day:6+1 / Caster Level:13

| Name   | School  | Time              | Duration                             | Range            | Source         |
|--|---|-------------------|--------------------------------------|------------------|----------------|
| □□□□ Bane  | Enchantment (Compulsion) [Fear, Mind-Affecting] | 1 standard action | 13 minutes                           | 50 ft.           | RSRD:SpellsA-B |
| [V, S, DF] TARGET: All enemies within 50 ft.; <i>EFFECT</i> : Enemies take -1 on attack rolls and saves against fear. [SR:Yes; DC:14, Will negates]  |   |                   |                                      |                  |                |
| □□□□ Bless   | Enchantment (Compulsion) [Mind-Affecting]       | 1 standard action | 13 minutes                           | 50 ft.           | RSRD:SpellsA-B |
| [V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; <i>EFFECT</i> : Allies gain +1 on attack rolls and +1 on saves against fear. [SR:Yes (harmless)] |   |                   |                                      |                  |                |
| □□□□ Bless Water (CL:14)   | Transmutation [Good]                            | 1 minute          | Instantaneous                        | Touch            | RSRD:SpellsA-B |
| [V, S, M] TARGET: Flask of water touched; <i>EFFECT</i> : Makes holy water. [SR:Yes (object); DC:14, Will negates (object)]  |   |                   |                                      |                  |                |
| □□□□ Cause Fear  | Necromancy [Fear, Mind-Affecting]               | 1 standard action | 1d4 rounds or 1 round; see text      | Close (55 ft.)   | RSRD:SpellsC   |
| [V, S] TARGET: One living creature with 5 or fewer HD; <i>EFFECT</i> : One creature of 5 HD or less flees for 1d4 rounds. [SR:Yes; DC:14, Will partial]                                      |   |                   |                                      |                  |                |
| □□□□ Command   | Enchantment (Compulsion) [Language-Deprived]    | 1 standard action | 1 round                              | Close (55 ft.)   | RSRD:SpellsC   |
| [V] TARGET: One living creature; <i>EFFECT</i> : One subject obeys selected command for 1 round. [SR:Yes; DC:14, Will negates]   |   |                   |                                      |                  |                |
| □□□□ Comprehend Languages  | Divination                                      | 1 standard action | 130 minutes                          | Personal         | RSRD:SpellsC   |
| [V, S, M/DF] TARGET: You; <i>EFFECT</i> : You understand all spoken and written languages. [SR:No]   |   |                   |                                      |                  |                |
| □□□□ Cure Light Wounds   | Conjuration (Healing)                           | 1 standard action | Instantaneous                        | Touch            | RSRD:SpellsC   |
| [V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1d8+5 damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]  |   |                   |                                      |                  |                |
| □□□□ Curse Water   | Necromancy [Evil]                               | 1 minute          | Instantaneous                        | Touch            | RSRD:SpellsC   |
| [V, S, M] TARGET: Flask of water touched; <i>EFFECT</i> : Makes unholy water. [SR:Yes (object); DC:14, Will negates (object)]  |   |                   |                                      |                  |                |
| □□□□ Deathwatch  | Necromancy [Evil]                               | 1 standard action | 130 minutes                          | 30 ft.           | RSRD:SpellsD-E |
| [V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals how near death subjects within 30 ft. are. [SR:No]   |   |                   |                                      |                  |                |
| □□□□ Detect Chaos  | Divination                                      | 1 standard action | Concentration, up to 130 minutes [D] | 60 ft.           | RSRD:SpellsD-E |
| [V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]   |   |                   |                                      |                  |                |
| □□□□ Detect Evil   | Divination                                      | 1 standard action | Concentration, up to 130 minutes [D] | 60 ft.           | RSRD:SpellsD-E |
| [V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]   |   |                   |                                      |                  |                |
| □□□□ Detect Good   | Divination                                      | 1 standard action | Concentration, up to 130 minutes [D] | 60 ft.           | RSRD:SpellsD-E |
| [V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]   |   |                   |                                      |                  |                |
| □□□□ Detect Law  | Divination                                      | 1 standard action | Concentration, up to 130 minutes [D] | 60 ft.           | RSRD:SpellsD-E |
| [V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]   |   |                   |                                      |                  |                |
| □□□□ Detect Undead   | Divination                                      | 1 standard action | Concentration, up to 13 minutes [D]  | 60 ft.           | RSRD:SpellsD-E |
| [V, S, M/DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals undead within 60 ft. [SR:No]   |   |                   |                                      |                  |                |
| □□□□ Divine Favor  | Evocation                                       | 1 standard action | 1 minute                             | Personal         | RSRD:SpellsD-E |
| [V, S, DF] TARGET: You; <i>EFFECT</i> : You gain +4 on attack and damage rolls. [SR:No]  |   |                   |                                      |                  |                |
| □□□□ Doom  | Necromancy [Fear, Mind-Affecting]               | 1 standard action | 13 minutes                           | Medium (230 ft.) | RSRD:SpellsD-E |
| [V, S, DF] TARGET: One living creature; <i>EFFECT</i> : One subject takes -2 on attack rolls, damage rolls, saves, and checks. [SR:Yes; DC:14, Will negates]                                 |   |                   |                                      |                  |                |
| □□□□ **Endure Elements   | Abjuration                                      | 1 standard action | 24 hours                             | Touch            | RSRD:SpellsD-E |
| [V, S] TARGET: Creature touched; <i>EFFECT</i> : Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:14, Will negates (harmless)]  |   |                   |                                      |                  |                |
| □□□□ Endure Elements   | Abjuration                                      | 1 standard action | 24 hours                             | Touch            | RSRD:SpellsD-E |
| [V, S] TARGET: Creature touched; <i>EFFECT</i> : Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:14, Will negates (harmless)]  |   |                   |                                      |                  |                |
| □□□□ Entropic Shield   | Abjuration                                      | 1 standard action | 13 minutes [D]                       | Personal         | RSRD:SpellsD-E |
| [V, S] TARGET: You; <i>EFFECT</i> : Ranged attacks against you have 20% miss chance. [SR:No]   |   |                   |                                      |                  |                |
| □□□□ Hide from Undead  | Abjuration                                      | 1 standard action | 130 minutes [D]                      | Touch            | RSRD:SpellsH-L |
| [V, S, DF] TARGET: 13 touched creatures; <i>EFFECT</i> : Undead can't perceive 13 subjects. [SR:Yes; DC:14, Will negates (harmless); see text]   |   |                   |                                      |                  |                |
| □□□□ Inflict Light Wounds  | Necromancy                                      | 1 standard action | Instantaneous                        | Touch            | RSRD:SpellsH-L |
| [V, S] TARGET: Creature touched; <i>EFFECT</i> : Touch deals 1d8+5 damage. [SR:Yes; DC:14, Will half]  |   |                   |                                      |                  |                |
| □□□□ Magic Stone   | Transmutation                                   | 1 standard action | 30 minutes or until discharged       | Touch            | RSRD:SpellsM-O |
| [V, S, DF] TARGET: Up to three pebbles touched; <i>EFFECT</i> : Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)] |   |                   |                                      |                  |                |
| □□□□ Magic Weapon  | Transmutation                                   | 1 standard action | 13 minutes                           | Touch            | RSRD:SpellsM-O |
| [V, S, DF] TARGET: Weapon touched; <i>EFFECT</i> : Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]  |   |                   |                                      |                  |                |
| □□□□ Obscuring Mist  | Conjuration (Creation)                          | 1 standard action | 13 minutes                           | 20 ft.           | RSRD:SpellsM-O |
| [V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <i>EFFECT</i> : Fog surrounds you. [SR:No]  |   |                   |                                      |                  |                |
| □□□□ Protection from Chaos   | Abjuration [Lawful]                             | 1 standard action | 13 minutes [D]                       | Touch            | RSRD:SpellsP-R |
| [V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:14, Will negates (harmless)]       |   |                   |                                      |                  |                |
| □□□□ **Protection from Evil (CL:14)  | Abjuration [Good]                               | 1 standard action | 14 minutes [D]                       | Touch            | RSRD:SpellsP-R |
| [V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:14, Will negates (harmless)]       |   |                   |                                      |                  |                |
| □□□□ Protection from Evil (CL:14)  | Abjuration [Good]                               | 1 standard action | 14 minutes [D]                       | Touch            | RSRD:SpellsP-R |
| [V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:14, Will negates (harmless)]       |   |                   |                                      |                  |                |

\* = Domain/Specialty Spell

## Cleric Spells

|              |  |                         |                   |                      |                |                 |
|--------------|--|-------------------------|-------------------|----------------------|----------------|-----------------|
| □□□□         | <b>Protection from Good</b>  | Abjuration [Evil]       | 1 standard action | 13 minutes [D]       | Touch          | RSRD:Spells-P-R |
| [V, S, M/DF] | TARGET: Creature touched; <b>EFFECT:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:14, Will negates (harmless)]                                 |                         |                   |                      |                |                 |
| □□□□         | <b>Protection from Law</b>   | Abjuration [Chaotic]    | 1 standard action | 13 minutes [D]       | Touch          | RSRD:Spells-P-R |
| [V, S, M/DF] | TARGET: Creature touched; <b>EFFECT:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:14, Will negates (harmless)]                                 |                         |                   |                      |                |                 |
| □□□□         | <b>Remove Fear</b>   | Abjuration              | 1 standard action | 10 minutes; see text | Close (55 ft.) | RSRD:Spells-P-R |
| [V, S]       | TARGET: 4 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Suppresses fear or gives +4 on saves against fear for 4 subjects. [SR:Yes (harmless); DC:14, Will negates (harmless)] |                         |                   |                      |                |                 |
| □□□□         | <b>Sanctuary</b>   | Abjuration              | 1 standard action | 13 rounds            | Touch          | RSRD:Spells-S   |
| [V, S, DF]   | TARGET: Creature touched; <b>EFFECT:</b> Opponents can't attack you, and you can't attack. [SR:No; DC:14, Will negates]  |                         |                   |                      |                |                 |
| □□□□         | <b>Shield of Faith</b>   | Abjuration              | 1 standard action | 13 minutes           | Touch          | RSRD:Spells-S   |
| [V, S, M]    | TARGET: Creature touched; <b>EFFECT:</b> Aura grants +4 deflection bonus. [SR:Yes (harmless); DC:14, Will negates (harmless)]  |                         |                   |                      |                |                 |
| □□□□         | <b>Summon Monster I</b>  | Conjuration (Summoning) | 1 round           | 13 rounds [D]        | Close (55 ft.) | RSRD:Spells-S   |
| [V, S, F/DF] | TARGET: One summoned creature; <b>EFFECT:</b> Calls extraplanar creature to fight for you. [SR:No]   |                         |                   |                      |                |                 |

## LEVEL 2 / Per Day:6+1 / Caster Level:13

| Name          | School   | Time                                      | Duration          | Range                              | Source           |                 |
|---------------|--|---|-------------------|------------------------------------|------------------|-----------------|
| □□□□          | <b>**Aid</b>   | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action | 13 minutes                         | Touch            | RSRD:Spells-A-B |
| [V, S, DF]    | TARGET: Living creature touched; <b>EFFECT:</b> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp. [SR:Yes (harmless)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Aid</b>   | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action | 13 minutes                         | Touch            | RSRD:Spells-A-B |
| [V, S, DF]    | TARGET: Living creature touched; <b>EFFECT:</b> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp. [SR:Yes (harmless)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Align Weapon</b>  | Transmutation                             | 1 standard action | 13 minutes                         | Touch            | RSRD:Spells-A-B |
| [V, S, DF]    | TARGET: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]; <b>EFFECT:</b> Weapon becomes good, evil, lawful, or chaotic. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]                  |   |                   |                                    |                  |                 |
| □□□□          | <b>Augury</b>  | Divination                                | 1 minute          | Instantaneous                      | Personal         | RSRD:Spells-A-B |
| [V, S, M, F]  | TARGET: You; <b>EFFECT:</b> Learns whether an action will be good or bad. [SR:No]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Bear's Endurance</b>  | Transmutation                             | 1 standard action | 13 minutes                         | Touch            | RSRD:Spells-A-B |
| [V, S, DF]    | TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Con for 13 minutes. [SR:Yes; DC:15, Will negates (harmless)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Bull's Strength</b>   | Transmutation                             | 1 standard action | 13 minutes                         | Touch            | RSRD:Spells-A-B |
| [V, S, M/DF]  | TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Str for 13 minutes. [SR:Yes (harmless); DC:15, Will negates (harmless)]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Calm Emotions</b>   | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action | Concentration, up to 13 rounds [D] | Medium (230 ft.) | RSRD:Spells-C   |
| [V, S, DF]    | TARGET: Creatures in a 20-ft.-radius spread; <b>EFFECT:</b> Calms creatures, negating emotion effects. [SR:Yes; DC:15, Will negates]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Consecrate (CL:14)</b>  | Evocation [Good]                          | 1 standard action | 28 hours                           | Close (60 ft.)   | RSRD:Spells-C   |
| [V, S, M, DF] | TARGET: 20-ft.-radius emanation; <b>EFFECT:</b> Fills area with positive energy, making undead weaker. [SR:No]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Cure Moderate Wounds</b>  | Conjuration (Healing)                     | 1 standard action | Instantaneous                      | Touch            | RSRD:Spells-C   |
| [V, S]        | TARGET: Creature touched; <b>EFFECT:</b> Cures 2d8+10 damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Darkness</b>  | Evocation [Darkness]                      | 1 standard action | 130 minutes [D]                    | Touch            | RSRD:Spells-D-E |
| [V, M/DF]     | TARGET: Object touched; <b>EFFECT:</b> 20-ft. radius of supernatural shadow. [SR:No]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Delay Poison</b>  | Conjuration (Healing)                     | 1 standard action | 13 hours                           | Touch            | RSRD:Spells-D-E |
| [V, S, DF]    | TARGET: Creature touched; <b>EFFECT:</b> Stops poison from harming subject for 13 hours. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Eagle's Splendor</b>  | Transmutation                             | 1 standard action | 13 minutes                         | Touch            | RSRD:Spells-D-E |
| [V, S, M/DF]  | TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Cha for 13 minutes. [SR:Yes; DC:15, Will negates (harmless)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Enthral</b>   | Enchantment (Charm)                       | 1 round           | 1 hour or less                     | Medium (230 ft.) | RSRD:Spells-D-E |
| [V, S]        | TARGET: Any number of creatures; <b>EFFECT:</b> Captivates all within 230 ft. [SR:Yes; DC:15, Will negates; see text]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Find Traps</b>  | Divination                                | 1 standard action | 13 minutes                         | Personal         | RSRD:Spells-F-G |
| [V, S]        | TARGET: You; <b>EFFECT:</b> Notice traps as a rogue does. [SR:No]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Gentle Repose</b>   | Necromancy                                | 1 standard action | 13 days                            | Touch            | RSRD:Spells-F-G |
| [V, S, M/DF]  | TARGET: Corpse touched; <b>EFFECT:</b> Preserves one corpse. [SR:Yes (object); DC:15, Will negates (object)]   |   |                   |                                    |                  |                 |
| □□□□          | <b>*Heat Metal</b>   | Transmutation [Fire]                      | 1 standard action | 7 rounds                           | Close (55 ft.)   | RSRD:Spells-H-L |
| [V, S, DF]    | TARGET: Metal equipment of 6 creatures, no two of which can be more than 30 ft. apart; or 325 lb. of metal, all of which must be within a 30-ft. circle; <b>EFFECT:</b> Make metal so hot it damages those who touch it. [SR:Yes (object); DC:15, Will negates (object)] |   |                   |                                    |                  |                 |
| □□□□          | <b>Hold Person</b>   | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action | 13 rounds [D]; see text            | Medium (230 ft.) | RSRD:Spells-H-L |
| [V, S, F/DF]  | TARGET: One humanoid creature; <b>EFFECT:</b> Paralyzes one humanoid for 13 rounds. [SR:Yes; DC:15, Will negates; see text]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Inflict Moderate Wounds</b>   | Necromancy                                | 1 standard action | Instantaneous                      | Touch            | RSRD:Spells-H-L |
| [V, S]        | TARGET: Creature touched; <b>EFFECT:</b> Touch attack, 2d8+10 damage. [SR:Yes; DC:15, Will half]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Make Whole</b>  | Transmutation                             | 1 standard action | Instantaneous                      | Close (55 ft.)   | RSRD:Spells-M-O |
| [V, S]        | TARGET: One object of up to 130 cu. ft. <b>EFFECT:</b> Repairs an object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Owl's Wisdom</b>  | Transmutation                             | 1 standard action | 13 minutes                         | Touch            | RSRD:Spells-M-O |
| [V, S, M/DF]  | TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Wis for 13 minutes. [SR:Yes; DC:15, Will negates (harmless)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Remove Paralysis</b>  | Conjuration (Healing)                     | 1 standard action | Instantaneous                      | Close (55 ft.)   | RSRD:Spells-P-R |
| [V, S]        | TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Frees one or more creatures from paralysis or slow effect. [SR:Yes (harmless); DC:15, Will negates (harmless)]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Resist Energy</b>   | Abjuration                                | 1 standard action | 130 minutes                        | Touch            | RSRD:Spells-P-R |
| [V, S, DF]    | TARGET: Creature touched; <b>EFFECT:</b> Ignores first 30 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Restoration, Lesser</b>   | Conjuration (Healing)                     | 3 rounds          | Instantaneous                      | Touch            | RSRD:Spells-P-R |
| [V, S]        | TARGET: Creature touched; <b>EFFECT:</b> Dispels magical ability penalty or repairs 1d4 ability damage. [SR:Yes (harmless); DC:15, Will negates (harmless)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Shatter</b>   | Evocation [Sonic]                         | 1 standard action | Instantaneous                      | Close (55 ft.)   | RSRD:Spells-S   |
| [V, S, M/DF]  | TARGET: 5-ft.-radius spread; or one solid object or one crystalline creature; <b>EFFECT:</b> Sonic vibration damages objects or crystalline creatures. [SR:Yes (object); DC:15, Will negates (object); Will negates (object) or Fortitude half; see text]                |   |                   |                                    |                  |                 |
| □□□□          | <b>Shield Other</b>  | Abjuration                                | 1 standard action | 13 hours [D]                       | Close (55 ft.)   | RSRD:Spells-S   |
| [V, S, F]     | TARGET: One creature; <b>EFFECT:</b> You take half of subject's damage. [SR:Yes (harmless); DC:15, Will negates (harmless)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Silence</b>   | Illusion (Glamour)                        | 1 standard action | 13 minutes [D]                     | Long (920 ft.)   | RSRD:Spells-S   |
| [V, S]        | TARGET: 20-ft. radius emanation centered on a creature, object, or point in space; <b>EFFECT:</b> Negates sound in 15-ft. radius. [SR:Yes; see text or no (object); DC:15, Will negates; see text or none (object)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Sound Burst</b>   | Evocation [Sonic]                         | 1 standard action | Instantaneous                      | Close (55 ft.)   | RSRD:Spells-S   |
| [V, S, F/DF]  | TARGET: 10-ft.-radius spread; <b>EFFECT:</b> Deals 1d8 sonic damage to subjects; may stun them. [SR:Yes; DC:15, Fortitude partial]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Spiritual Weapon</b>  | Evocation [Force]                         | 1 standard action | 13 rounds [D]                      | Medium (230 ft.) | RSRD:Spells-S   |
| [V, S, DF]    | TARGET: Magic weapon of force; <b>EFFECT:</b> Magical weapon attacks on its own. [SR:Yes]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Status</b>  | Divination                                | 1 standard action | 13 hours                           | Touch            | RSRD:Spells-S   |
| [V, S]        | TARGET: 4 living creatures touched; <b>EFFECT:</b> Monitors condition, position of allies. [SR:Yes (harmless); DC:15, Will negates (harmless)]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Summon Monster II</b>   | Conjuration (Summoning)                   | 1 round           | 13 rounds [D]                      | Close (55 ft.)   | RSRD:Spells-S   |
| [V, S, F/DF]  | TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Calls extraplanar creature to fight for you. [SR:No]   |   |                   |                                    |                  |                 |
| □□□□          | <b>Undetectable Alignment</b>  | Abjuration                                | 1 standard action | 24 hours                           | Close (55 ft.)   | RSRD:Spells-T-Z |
| [V, S]        | TARGET: One creature or object; <b>EFFECT:</b> Conceals alignment for 24 hours. [SR:Yes (object); DC:15, Will negates (object)]  |   |                   |                                    |                  |                 |
| □□□□          | <b>Zone of Truth</b>   | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action | 13 minutes                         | Close (55 ft.)   | RSRD:Spells-T-Z |
| [V, S, DF]    | TARGET: 20-ft.-radius emanation; <b>EFFECT:</b> Subjects within range cannot lie. [SR:Yes; DC:15, Will negates]  |   |                   |                                    |                  |                 |

## LEVEL 3 / Per Day:5+1 / Caster Level:13

| Name   | School   | Time       | Duration          | Range     | Source |                 |
|--------|--|------------|-------------------|-----------|--------|-----------------|
| □□□□   | <b>Bestow Curse</b>  | Necromancy | 1 standard action | Permanent | Touch  | RSRD:Spells-A-B |
| [V, S] | TARGET: Creature touched; <b>EFFECT:</b> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action. [SR:Yes; DC:16, Will negates] |            |                   |           |        |                 |

\* =Domain/Specialty Spell

# Cleric Spells

|              |  |   |                   |                                 |                  |                    |
|--------------|--|---|-------------------|---------------------------------|------------------|--------------------|
| □□□□         | <b>Blindness/Deafness</b>  | Necromancy                                | 1 standard action | Permanent [D]                   | Medium (230 ft.) | RSRD:SpellsA-B     |
| [V]          | TARGET: One living creature; <b>EFFECT:</b> Makes subject blinded or deafened. [SR:Yes; DC:16, Fortitude negates]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Continual Flame</b>   | Evocation [Light]                         | 1 standard action | Permanent                       | Touch            | RSRD:SpellsC       |
| [V, S, M]    | TARGET: Object touched Magical, heatless flame; <b>EFFECT:</b> Makes a permanent, heatless torch. [SR:No]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Create Food and Water</b>   | Conjuration (Creation)                    | 10 minutes        | 24 hours; see text              | Close (55 ft.)   | RSRD:SpellsC       |
| [V, S]       | TARGET: Food and water to sustain 39 humans or 13 horses for 24 hours; <b>EFFECT:</b> Feeds 39 humans or 13 horses. [SR:No]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Cure Serious Wounds</b>   | Conjuration (Healing)                     | 1 standard action | Instantaneous                   | Touch            | RSRD:SpellsC       |
| [V, S]       | TARGET: Creature touched; <b>EFFECT:</b> Cures 3d8+13 damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]   |   |                   |                                 |                  |                    |
| □□□□         | <b>Daylight</b>  | Evocation [Light]                         | 1 standard action | 130 minutes [D]                 | Touch            | RSRD:SpellsD-E     |
| [V, S]       | TARGET: Object touched; <b>EFFECT:</b> 60-ft. radius of bright light. [SR:No]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Deeper Darkness</b>   | Evocation [Darkness]                      | 1 standard action | 13 days [D]                     | Touch            | RSRD:SpellsD-E     |
| [V, M/DF]    | TARGET: Object touched; <b>EFFECT:</b> Object sheds supernatural shadow in 60-ft. radius. [SR:No]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Dispel Magic</b>  | Abjuration                                | 1 standard action | Instantaneous                   | Medium (230 ft.) | RSRD:SpellsD-E     |
| [V, S]       | TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; <b>EFFECT:</b> Cancels magical spells and effects. [SR:No]   |   |                   |                                 |                  |                    |
| □□□□         | <b>Glyph of Warding</b>  | Abjuration                                | 10 minutes        | Permanent until discharged [D]  | Touch            | RSRD:SpellsF-G     |
| [V, S, M]    | TARGET: Object touched or up to 65 sq. ft.; <b>EFFECT:</b> Inscription harms those who pass it. [SR:No (object) and Yes; see text; DC:16, See text]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Helping Hand</b>  | Evocation                                 | 1 standard action | 13 hours                        | 5 miles          | RSRD:SpellsH-L     |
| [V, S, DF]   | TARGET: Ghostly hand; <b>EFFECT:</b> Ghostly hand leads subject to you. [SR:No]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Inflict Serious Wounds</b>  | Necromancy                                | 1 standard action | Instantaneous                   | Touch            | RSRD:SpellsH-L     |
| [V, S]       | TARGET: Creature touched; <b>EFFECT:</b> Touch attack, 3d8+13 damage. [SR:Yes; DC:16, Will half]   |   |                   |                                 |                  |                    |
| □□□□         | <b>Invisibility Purge</b>  | Evocation                                 | 1 standard action | 13 minutes [D]                  | Personal         | RSRD:SpellsH-L     |
| [V, S]       | TARGET: You; <b>EFFECT:</b> Dispels invisibility within 65 ft [SR:No]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Locate Object</b>   | Divination                                | 1 standard action | 13 minutes                      | Long (920 ft.)   | RSRD:SpellsH-L     |
| [V, S, F/DF] | TARGET: Circle, centered on you, with a radius of 920 ft.; <b>EFFECT:</b> Senses direction toward object [specific or type]. [SR:No]   |   |                   |                                 |                  |                    |
| □□□□         | <b>Magic Circle against Chaos</b>  | Abjuration [Lawful]                       | 1 standard action | 130 minutes                     | Touch            | RSRD:SpellsM-O     |
| [V, S, M/DF] | TARGET: 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 130 minutes. [SR:No; see text; DC:16, Will negates (harmless)] |   |                   |                                 |                  |                    |
| □□□□         | <b>*Magic Circle against Evil (CL:14)</b>  | Abjuration [Good]                         | 1 standard action | 140 minutes                     | Touch            | RSRD:SpellsM-O     |
| [V, S, M/DF] | TARGET: 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 140 minutes. [SR:No; see text; DC:16, Will negates (harmless)] |   |                   |                                 |                  |                    |
| □□□□         | <b>Magic Circle against Evil (CL:14)</b>   | Abjuration [Good]                         | 1 standard action | 140 minutes                     | Touch            | RSRD:SpellsM-O     |
| [V, S, M/DF] | TARGET: 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 140 minutes. [SR:No; see text; DC:16, Will negates (harmless)] |   |                   |                                 |                  |                    |
| □□□□         | <b>Magic Circle against Law</b>  | Abjuration [Chaotic]                      | 1 standard action | 130 minutes                     | Touch            | RSRD:SpellsM-O     |
| [V, S, M/DF] | TARGET: 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 130 minutes. [SR:No; see text; DC:16, Will negates (harmless)] |   |                   |                                 |                  |                    |
| □□□□         | <b>Magic Vestment</b>  | Transmutation                             | 1 standard action | 13 hours                        | Touch            | RSRD:SpellsM-O     |
| [V, S, DF]   | TARGET: Armor or shield touched; <b>EFFECT:</b> Armor or shield gains 3 enhancement [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Meld into Stone</b>   | Transmutation [Earth]                     | 1 standard action | 130 minutes                     | Personal         | RSRD:SpellsM-O     |
| [V, S, DF]   | TARGET: You; <b>EFFECT:</b> You and your gear merge with stone. [SR:No]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Obscure Object</b>  | Abjuration                                | 1 standard action | 8 hours [D]                     | Touch            | RSRD:SpellsM-O     |
| [V, S, M/DF] | TARGET: One object touched of up to 1300 lbs; <b>EFFECT:</b> Masks object against scrying. [SR:Yes (object); DC:16, Will negates (object)]   |   |                   |                                 |                  |                    |
| □□□□         | <b>Prayer</b>  | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action | 13 rounds                       | 40 ft.           | RSRD:SpellsP-R     |
| [V, S, DF]   | TARGET: All allies and foes within a 40-ft.-radius burst centered on you; <b>EFFECT:</b> Allies +1 bonus on most rolls, enemies -1 penalty. [SR:Yes]   |   |                   |                                 |                  |                    |
| □□□□         | <b>Protection from Energy</b>  | Abjuration                                | 1 standard action | 130 minutes or until discharged | Touch            | RSRD:SpellsP-R     |
| [V, S, DF]   | TARGET: Creature touched; <b>EFFECT:</b> Absorb 120 points of damage from one kind of energy. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]   |   |                   |                                 |                  |                    |
| □□□□         | <b>Remove Blindness/Deafness</b>   | Conjuration (Healing)                     | 1 standard action | Instantaneous                   | Touch            | RSRD:SpellsP-R     |
| [V, S]       | TARGET: Creature touched; <b>EFFECT:</b> Cures normal or magical conditions. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Remove Curse</b>  | Abjuration                                | 1 standard action | Instantaneous                   | Touch            | RSRD:SpellsP-R     |
| [V, S]       | TARGET: Creature or item touched; <b>EFFECT:</b> Frees object or person from curse. [SR:Yes (harmless); DC:16, Will negates (harmless)]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Remove Disease</b>  | Conjuration (Healing)                     | 1 standard action | Instantaneous                   | Touch            | RSRD:SpellsP-R     |
| [V, S]       | TARGET: Creature touched; <b>EFFECT:</b> Cures all diseases affecting subject. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]  |   |                   |                                 |                  |                    |
| □□□□         | <b>*Searing Light</b>  | Evocation                                 | 1 standard action | Instantaneous                   | Medium (230 ft.) | RSRD:SpellsS       |
| [V, S]       | TARGET: Ray; <b>EFFECT:</b> Ranged touch attack deals 5d8 damage; 10d6 against undead; 10d8 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage. [SR:Yes]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Searing Light</b>   | Evocation                                 | 1 standard action | Instantaneous                   | Medium (230 ft.) | RSRD:SpellsS       |
| [V, S]       | TARGET: Ray; <b>EFFECT:</b> Ranged touch attack deals 5d8 damage; 10d6 against undead; 10d8 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage. [SR:Yes]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Speak with Dead</b>   | Necromancy [Language-Dependent]           | 10 minutes        | 13 minutes                      | 10 ft.           | RSRD:SpellsS       |
| [V, S, DF]   | TARGET: One dead creature; <b>EFFECT:</b> Corpse answers 6 questions. [SR:No; DC:16, Will negates; see text]   |   |                   |                                 |                  |                    |
| □□□□         | <b>Stone Shape</b>   | Transmutation [Earth]                     | 1 standard action | Instantaneous                   | Touch            | RSRD:SpellsS       |
| [V, S, M/DF] | TARGET: Stone or stone object touched, up to 23 cu. ft.; <b>EFFECT:</b> Sculpts stone into any shape. [SR:No]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Summon Monster III</b>  | Conjuration (Summoning)                   | 1 round           | 13 rounds [D]                   | Close (55 ft.)   | RSRD:SpellsS       |
| [V, S, F/DF] | TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Calls extraplanar creature to fight for you. [SR:No]   |   |                   |                                 |                  |                    |
| □□□□         | <b>Telepathic Bond, Lesser</b>   | Divination [Mind-Affecting]               | 1 standard action | 130 minutes                     | 30 feet          | RSRD:PsionicSpells |
| [V, S]       | TARGET: You and One willing creature within 30'; <b>EFFECT:</b> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher. [SR:No]   |   |                   |                                 |                  |                    |
| □□□□         | <b>Water Breathing</b>   | Transmutation                             | 1 standard action | 26 hours; see text              | Touch            | RSRD:SpellsT-Z     |
| [V, S, M/DF] | TARGET: Living creatures touched; <b>EFFECT:</b> Subjects can breathe underwater. [SR:Yes (harmless); DC:16, Will negates (harmless)]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Water Walk</b>  | Transmutation [Water]                     | 1 standard action | 130 minutes [D]                 | Touch            | RSRD:SpellsT-Z     |
| [V, S, DF]   | TARGET: 13 touched creatures; <b>EFFECT:</b> Subject treads on water as if solid. [SR:Yes (harmless); DC:16, Will negates (harmless)]  |   |                   |                                 |                  |                    |
| □□□□         | <b>Wind Wall</b>   | Evocation [Air]                           | 1 standard action | 13 rounds                       | Medium (230 ft.) | RSRD:SpellsT-Z     |
| [V, S, M/DF] | TARGET: Wall up to 130 ft. long and 65 ft. high [S]; <b>EFFECT:</b> Deflects arrows, smaller creatures, and gases. [SR:Yes; DC:16, None; see text]   |   |                   |                                 |                  |                    |

## LEVEL 4 / Per Day:4+1 / Caster Level:13

| Name         | School   | Time                  | Duration          | Range                          | Source           |                |
|--------------|--|-----------------------|-------------------|--------------------------------|------------------|----------------|
| □□□□         | <b>Air Walk</b>  | Transmutation [Air]   | 1 standard action | 130 minutes                    | Touch            | RSRD:SpellsA-B |
| [V, S, DF]   | TARGET: Creature [Gargantuan or smaller] touched; <b>EFFECT:</b> Subject treads on air as if solid [climb at 45-degree angle]. [SR:Yes (harmless)]               |                       |                   |                                |                  |                |
| □□□□         | <b>Control Water</b>   | Transmutation [Water] | 1 standard action | 130 minutes [D]                | Long (920 ft.)   | RSRD:SpellsC   |
| [V, S, M/DF] | TARGET: Water in a volume of 130 ft by 130 ft by 26 ft [S]; <b>EFFECT:</b> Raises or lowers bodies of water. [SR:No; DC:17, None; see text]                      |                       |                   |                                |                  |                |
| □□□□         | <b>Cure Critical Wounds</b>  | Conjuration (Healing) | 1 standard action | Instantaneous                  | Touch            | RSRD:SpellsC   |
| [V, S]       | TARGET: Creature touched; <b>EFFECT:</b> Cures 4d8+13 damage. [SR:Yes (harmless); see text; DC:17, Will half (harmless); see text]                               |                       |                   |                                |                  |                |
| □□□□         | <b>Death Ward</b>  | Necromancy            | 1 standard action | 13 minutes                     | Touch            | RSRD:SpellsD-E |
| [V, S, DF]   | TARGET: Living creature touched; <b>EFFECT:</b> Grants immunity to death spells and negative energy effects. [SR:Yes (harmless); DC:17, Will negates (harmless)] |                       |                   |                                |                  |                |
| □□□□         | <b>Dimensional Anchor</b>  | Abjuration            | 1 standard action | 13 minutes                     | Medium (230 ft.) | RSRD:SpellsD-E |
| [V, S]       | TARGET: Ray; <b>EFFECT:</b> Bars extradimensional movement. [SR:Yes (object)]  |                       |                   |                                |                  |                |
| □□□□         | <b>Discern Lies</b>  | Divination            | 1 standard action | Concentration, up to 13 rounds | Close (55 ft.)   | RSRD:SpellsD-E |
| [V, S, DF]   | TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Reveals deliberate falsehoods. [SR:No; DC:17, Will negates]                  |                       |                   |                                |                  |                |
| □□□□         | <b>Dismissal</b>   | Abjuration            | 1 standard action | Instantaneous                  | Close (55 ft.)   | RSRD:SpellsD-E |
| [V, S, DF]   | TARGET: One extraplanar creature; <b>EFFECT:</b> Forces a creature to return to native plane. [SR:Yes; DC:17, Will negates; see text]                            |                       |                   |                                |                  |                |
| □□□□         | <b>Divination</b>  | Divination            | 10 minutes        | Instantaneous                  | Personal         | RSRD:SpellsD-E |
| [V, S, M]    | TARGET: You; <b>EFFECT:</b> Provides useful advice for specific proposed actions. [SR:No]  |                       |                   |                                |                  |                |

\* =Domain/Specialty Spell

# Cleric Spells

|   |   |                   |                                   |                   |                    |
|---|---|-------------------|-----------------------------------|-------------------|--------------------|
| ☐☐☐☐☐ <b>Divine Power</b>   | <b>Evocation</b>                        | 1 standard action | 13 rounds                         | Personal          | RSRD:SpellsD-E     |
| [V, S, DF] TARGET: You; <b>EFFECT:</b> You gain attack bonus, +6 to Str, and 13 hps. [SR:No]  |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Dweomer of Transference</b>  | <b>Evocation</b>                        | 1 minute          | 13 rounds                         | Close (55 ft.)    | RSRD:PsionicSpells |
| [V, S] TARGET: One willing psionic creature; <b>EFFECT:</b> You form a radiating corona around the head of a psionic ally, then convert some of your spells into power points [see text]. [SR:Yes (Harmless); DC:17, Will Negates (Harmless)] |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>*Fire Shield</b>   | <b>Evocation [Fire or Cold]</b>         | 1 standard action | 13 rounds [D]                     | Personal          | RSRD:SpellsF-G     |
| [V, S, MDF] TARGET: You; <b>EFFECT:</b> Creatures attacking you take fire damage; you're protected from heat or cold. [SR:No]   |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Freedom of Movement</b>  | <b>Abjuration</b>                       | 1 standard action | 130 minutes                       | Personal or touch | RSRD:SpellsF-G     |
| [V, S, M, DF] TARGET: You or creature touched; <b>EFFECT:</b> Subject moves normally despite impediments. [SR:Yes (harmless); DC:17, Will negates (harmless)]   |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Giant Vermin</b>   | <b>Transmutation</b>                    | 1 standard action | 13 minutes                        | Close (55 ft.)    | RSRD:SpellsF-G     |
| [V, S, DF] TARGET: Up to three vermin, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Turns centipedes, scorpions, or spiders into giant vermin. [SR:Yes]  |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>*Holy Smite (CL:14)</b>  | <b>Evocation [Good]</b>                 | 1 standard action | Instantaneous [1 round]; see text | Medium (240 ft.)  | RSRD:SpellsH-L     |
| [V, S] TARGET: 20-ft.-radius burst; <b>EFFECT:</b> Damages and blinds evil creatures. [SR:Yes; DC:17, Will partial; see text]   |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Imbue with Spell Ability</b>   | <b>Evocation (harmless)</b>             | 10 minutes        | Permanent until discharged [D]    | Touch             | RSRD:SpellsH-L     |
| [V, S, DF] TARGET: Creature touched; see text; <b>EFFECT:</b> Transfer spells to subject. [SR:Yes (harmless); DC:17, Will negates (harmless)]   |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Inflict Critical Wounds</b>  | <b>Necromancy</b>                       | 1 standard action | Instantaneous                     | Touch             | RSRD:SpellsH-L     |
| [V, S] TARGET: Creature touched; <b>EFFECT:</b> Touch attack, 4d8+13 damage [SR:Yes; DC:17, Will half]  |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Magic Weapon, Greater</b>  | <b>Transmutation</b>                    | 1 standard action | 13 hours                          | Close (55 ft.)    | RSRD:SpellsM-O     |
| [V, S, MDF] TARGET: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]; <b>EFFECT:</b> Weapon gains +3 bonus. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]       |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Neutralize Poison</b>  | <b>Conjuration (Healing)</b>            | 1 standard action | 130 minutes                       | Touch             | RSRD:SpellsM-O     |
| [V, S, MDF] TARGET: Creature or object of up to 13 cu. ft. touched; <b>EFFECT:</b> Immunizes subject against poison, detoxifies venom in or on subject. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]                   |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Planar Ally, Lesser</b>  | <b>Conjuration (Calling) [See Text]</b> | 10 minutes        | Instantaneous                     | Close (55 ft.)    | RSRD:SpellsP-R     |
| [V, S, DF, XP] TARGET: One called elemental or outsider of 6 HD or less; <b>EFFECT:</b> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less. [SR:No]  |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Poison</b>   | <b>Necromancy</b>                       | 1 standard action | Instantaneous; see text           | Touch             | RSRD:SpellsP-R     |
| [V, S, DF] TARGET: Living creature touched; <b>EFFECT:</b> Touch deals 1d10 Con damage, repeats in 1 minute. [SR:Yes; DC:17, Fortitude negates; see text]   |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Repel Vermin</b>   | <b>Abjuration</b>                       | 1 standard action | 130 minutes [D]                   | 10 ft.            | RSRD:SpellsP-R     |
| [V, S, DF] TARGET: 10 ft. radius emanation centered on you; <b>EFFECT:</b> Insects, spiders, and other vermin stay 10 ft. away. [SR:Yes; DC:17, None or Will negates; see text]   |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Restoration</b>  | <b>Conjuration (Healing)</b>            | 3 rounds          | Instantaneous                     | Touch             | RSRD:SpellsP-R     |
| [V, S, M] TARGET: Creature touched; <b>EFFECT:</b> Restores level and ability score drains. [SR:Yes (harmless); DC:17, Will negates (harmless)]   |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Sending</b>  | <b>Evocation</b>                        | 10 minutes        | 13 round; see text                | See text          | RSRD:SpellsS       |
| [V, S, MDF] TARGET: One creature; <b>EFFECT:</b> Delivers short message anywhere, instantly. [SR:No]  |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Spell Immunity</b>   | <b>Abjuration</b>                       | 1 standard action | 130 minutes                       | Touch             | RSRD:SpellsS       |
| [V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> Subject is immune to 3 spells, up to 4th-level spells. [SR:Yes (harmless); DC:17, Will negates (harmless)]  |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Summon Monster IV</b>  | <b>Conjuration (Summoning)</b>          | 1 round           | 13 rounds [D]                     | Close (55 ft.)    | RSRD:SpellsS       |
| [V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Calls extraplanar creature to fight for you. [SR:No]   |   |                   |                                   |                   |                    |
| ☐☐☐☐☐ <b>Tongues</b>  | <b>Divination</b>                       | 1 standard action | 130 minutes                       | Touch             | RSRD:SpellsT-Z     |
| [V, MDF] TARGET: Creature touched; <b>EFFECT:</b> Speak any language. [SR:No; DC:17, Will negates (harmless)]   |   |                   |                                   |                   |                    |

## LEVEL 5 / Per Day:3+1 / Caster Level:13

| Name  | School   | Time              | Duration   | Range            | Source             |
|---|--|-------------------|--|------------------|--------------------|
| ☐☐☐☐☐ <b>Atonement</b>  | <b>Abjuration</b>                                    | 1 hour            | Instantaneous                                    | Touch            | RSRD:SpellsA-B     |
| [V, S, M, F, DF, XP] TARGET: Living creature touched; <b>EFFECT:</b> Removes burden of misdeeds from subject. [SR:Yes]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Break Enchantment</b>  | <b>Abjuration</b>                                    | 1 minute          | Instantaneous                                    | Close (55 ft.)   | RSRD:SpellsA-B     |
| [V, S] TARGET: Up to 13 creatures, all within 30 ft. of each other; <b>EFFECT:</b> Frees subjects from enchantments, alterations, curses, and petrification. [SR:No; DC:18, See text]   |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Command, Greater</b>   | <b>Enchantment (Compulsion) [Language-Dependent]</b> | 1 standard action | 13 rounds  | Close (55 ft.)   | RSRD:SpellsC       |
| [V] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> As command, but affects 13 subjects. [SR:Yes; DC:18, Will negates]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Commune</b>  | <b>Divination</b>                                    | 10 minutes        | 13 rounds  | Personal         | RSRD:SpellsC       |
| [V, S, M, DF, XP] TARGET: You; <b>EFFECT:</b> Deity answers 13 yes-or-no questions. [SR:No]   |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Cure Light Wounds, Mass</b>  | <b>Conjuration (Healing)</b>                         | 1 standard action | Instantaneous                                    | Close (55 ft.)   | RSRD:SpellsC       |
| [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Cures 1d8+13 damage for many creatures. [SR:Yes (harmless) or Yes; see text; DC:18, Will half (harmless) or Will half; see text]   |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Dispel Chaos</b>   | <b>Abjuration [Lawful]</b>                           | 1 standard action | 13 rounds or until discharged, whichever coTouch |                  | RSRD:SpellsD-E     |
| [V, S, DF] TARGET: You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object; <b>EFFECT:</b> +4 bonus against attacks. [SR:See text; DC:18, See text] |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>*Dispel Evil (CL:14)</b>   | <b>Abjuration [Good]</b>                             | 1 standard action | 14 rounds or until discharged, whichever coTouch |                  | RSRD:SpellsD-E     |
| [V, S, DF] TARGET: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object; <b>EFFECT:</b> +4 bonus against attacks. [SR:See text; DC:18, See text]       |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Dispel Evil (CL:14)</b>  | <b>Abjuration [Good]</b>                             | 1 standard action | 14 rounds or until discharged, whichever coTouch |                  | RSRD:SpellsD-E     |
| [V, S, DF] TARGET: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object; <b>EFFECT:</b> +4 bonus against attacks. [SR:See text; DC:18, See text]       |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Dispel Law</b>   | <b>Abjuration [Chaotic]</b>                          | 1 standard action | 13 rounds or until discharged, whichever coTouch |                  | RSRD:SpellsD-E     |
| [V, S, DF] TARGET: You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object; <b>EFFECT:</b> +4 bonus against attacks. [SR:See text; DC:18, See text]   |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Disrupting Weapon</b>  | <b>Transmutation</b>                                 | 1 standard action | 13 rounds  | Touch            | RSRD:SpellsD-E     |
| [V, S] TARGET: One melee weapon; <b>EFFECT:</b> Melee weapon destroys undead. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object); see text]   |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>*Flame Strike</b>  | <b>Evocation [Fire]</b>                              | 1 standard action | Instantaneous                                    | Medium (230 ft.) | RSRD:SpellsF-G     |
| [V, S, DF] TARGET: Cylinder 10; <b>EFFECT:</b> Smite foes with divine fire for 13d6 damage. [SR:Yes; DC:18, Reflex half]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Flame Strike</b>   | <b>Evocation [Fire]</b>                              | 1 standard action | Instantaneous                                    | Medium (230 ft.) | RSRD:SpellsF-G     |
| [V, S, DF] TARGET: Cylinder 10; <b>EFFECT:</b> Smite foes with divine fire for 13d6 damage. [SR:Yes; DC:18, Reflex half]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Hallow (CL:14)</b>   | <b>Evocation [Good]</b>                              | 24 hours          | Instantaneous                                    | Touch            | RSRD:SpellsH-L     |
| [V, S, M, DF] TARGET: 40-ft. radius emanating from the touched point; <b>EFFECT:</b> Designates location as holy. [SR:See text; DC:18, See text]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Inflict Light Wounds, Mass</b>   | <b>Necromancy</b>                                    | 1 standard action | Instantaneous                                    | Close (55 ft.)   | RSRD:SpellsH-L     |
| [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Deals 1d8+13 damage to many creatures. [SR:Yes; DC:18, Will half]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Insect Plague</b>  | <b>Conjuration (Summoning)</b>                       | 1 round           | 13 minutes                                       | Long (920 ft.)   | RSRD:SpellsH-L     |
| [V, S, DF] TARGET: 4 swarms of locust, each of which must be adjacent to at least one other swarm; <b>EFFECT:</b> Locust swarms attack creatures. [SR:No]   |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Mark of Justice</b>  | <b>Necromancy</b>                                    | 10 minutes        | Permanent; see text                              | Touch            | RSRD:SpellsM-O     |
| [V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> Designates action that will trigger curse on subject. [SR:Yes]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Plane Shift</b>  | <b>Conjuration (Teleportation)</b>                   | 1 standard action | Instantaneous                                    | Touch            | RSRD:SpellsP-R     |
| [V, S, F] TARGET: Creature touched, or up to eight willing creatures joining hands; <b>EFFECT:</b> As many as eight subjects travel to another plane. [SR:Yes; DC:18, Will negates]   |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Psychic Turmoil</b>  | <b>Abjuration</b>                                    | 1 standard action | 13 rounds  | Close (55 ft.)   | RSRD:PsionicSpells |
| [V, S, M] TARGET: 40-ft-radius emanation centered on point in space; <b>EFFECT:</b> [see text] [SR:Yes; DC:18, Will partial; see text]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Raise Dead</b>   | <b>Conjuration (Healing)</b>                         | 1 minute          | Instantaneous                                    | Touch            | RSRD:SpellsP-R     |
| [V, S, M, DF] TARGET: Dead creature touched; <b>EFFECT:</b> Restores life to subject who died as long as 13 days ago. [SR:Yes (harmless); DC:18, None; see text]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Righteous Might</b>  | <b>Transmutation</b>                                 | 1 standard action | 13 rounds [D]                                    | Personal         | RSRD:SpellsP-R     |
| [V, S, DF] TARGET: You; <b>EFFECT:</b> Your size increases, and you gain combat bonuses. [SR:No]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Scrying</b>  | <b>Divination (Scrying)</b>                          | 1 hour            | 13 minutes                                       | See text         | RSRD:SpellsS       |
| [V, S, MDF, F] TARGET: Magical sensor; <b>EFFECT:</b> Spies on subject from a distance. [SR:Yes; DC:18, Will negates]   |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Slay Living</b>  | <b>Necromancy [Death]</b>                            | 1 standard action | Instantaneous                                    | Touch            | RSRD:SpellsS       |
| [V, S] TARGET: Living creature touched; <b>EFFECT:</b> Touch attack kills subject. [SR:Yes; DC:18, Fortitude partial]   |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Spell Resistance</b>   | <b>Abjuration</b>                                    | 1 standard action | 13 minutes                                       | Touch            | RSRD:SpellsS       |
| [V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> Subject gains SR 25. [SR:Yes (harmless); DC:18, Will negates (harmless)]  |  |                   |  |                  |                    |
| ☐☐☐☐☐ <b>Summon Monster V</b>   | <b>Conjuration (Summoning)</b>                       | 1 round           | 13 rounds [D]                                    | Close (55 ft.)   | RSRD:SpellsS       |
| [V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Calls extraplanar creature to fight for you. [SR:No]   |  |                   |  |                  |                    |

\*Domain/Specialty Spell



## Cleric Spells

|             |  |   |                   |               |                  |                |
|-------------|--|---|-------------------|---------------|------------------|----------------|
| □□□□        | <b>Symbol of Sleep</b>   | Enchantment (Compulsion) [Mind-Affecting] | 10 minutes        | See text      | 0 ft.; see text  | RSRD:SpellsS   |
| [V, S, M]   | TARGET: One symbol; <i>EFFECT</i> : Triggered rune puts nearby creatures into catatonic slumber. [SR:Yes; DC:18, Will negates]                 |   |                   |               |                  |                |
| □□□□        | <b>True Seeing</b>   | Divination                                | 1 standard action | 13 minutes    | Touch            | RSRD:SpellsT-Z |
| [V, S, M]   | TARGET: Creature touched; <i>EFFECT</i> : Lets you see all things as they really are. [SR:Yes (harmless); DC:18, Will negates (harmless)]      |   |                   |               |                  |                |
| □□□□        | <b>Wall of Stone</b>   | Conjuration (Creation) [Earth]            | 1 standard action | Instantaneous | Medium (230 ft.) | RSRD:SpellsT-Z |
| [V, S, MDF] | TARGET: Stone wall whose area is up to 13 5-ft. squares [S]; <i>EFFECT</i> : Creates a stone wall that can be shaped. [SR:No; DC:18, See text] |   |                   |               |                  |                |

### LEVEL 6 / Per Day:2+1 / Caster Level:13

| Name           | School  | Time                                      | Duration          | Range                           | Source            |                |
|----------------|---|---|-------------------|---------------------------------|-------------------|----------------|
| □□□□           | <b>Animate Objects</b>  | Transmutation                             | 1 standard action | 13 rounds                       | Medium (230 ft.)  | RSRD:SpellsA-B |
| [V, S]         | TARGET: 13 Small objects; see text; <i>EFFECT</i> : Objects attack your foes. [SR:No]   |   |                   |                                 |                   |                |
| □□□□           | <b>Antilife Shell</b>   | Abjuration                                | 1 round           | 130 minutes [D]                 | 10 ft.            | RSRD:SpellsA-B |
| [V, S, DF]     | TARGET: 10-ft.-radius emanation, centered on you; <i>EFFECT</i> : 10-ft. field hedges out living creatures. [SR:Yes]  |   |                   |                                 |                   |                |
| □□□□           | <b>Banishment</b>   | Abjuration                                | 1 standard action | Instantaneous                   | Close (55 ft.)    | RSRD:SpellsA-B |
| [V, S, F]      | TARGET: One or more extraplanar creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Banishes 26 HD of extraplanar creatures. [SR:Yes; DC:19, Will negates]  |   |                   |                                 |                   |                |
| □□□□           | <b>Bear's Endurance, Mass</b>   | Transmutation                             | 1 standard action | 13 minutes                      | Close (55 ft.)    | RSRD:SpellsA-B |
| [V, S, DF]     | TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : As bear's endurance, affects 13 subjects. [SR:Yes; DC:19, Will negates (harmless)]   |   |                   |                                 |                   |                |
| □□□□           | <b>*Blade Barrier</b>   | Evocation [Force]                         | 1 standard action | 13 minutes [D]                  | Medium (230 ft.)  | RSRD:SpellsA-B |
| [V, S]         | TARGET: Wall of whirling blades up to 260 ft. long, or a ringed wall of whirling blades with a radius of up to 32 ft; either form 20 ft. high; <i>EFFECT</i> : Wall of blades deals 13d6 damage. [SR:Yes; DC:19, Reflex half or Reflex negates; see text] |   |                   |                                 |                   |                |
| □□□□           | <b>Blade Barrier</b>  | Evocation [Force]                         | 1 standard action | 13 minutes [D]                  | Medium (230 ft.)  | RSRD:SpellsA-B |
| [V, S, F]      | TARGET: Wall of whirling blades up to 260 ft. long, or a ringed wall of whirling blades with a radius of up to 32 ft; either form 20 ft. high; <i>EFFECT</i> : Wall of blades deals 13d6 damage. [SR:Yes; DC:19, Reflex half or Reflex negates; see text] |   |                   |                                 |                   |                |
| □□□□           | <b>Bull's Strength, Mass</b>  | Transmutation                             | 1 standard action | 13 minutes                      | Close (55 ft.)    | RSRD:SpellsA-B |
| [V, S, MDF]    | TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : As bull's strength, affects one subject/level. [SR:Yes (harmless); DC:19, Will negates (harmless)]   |   |                   |                                 |                   |                |
| □□□□           | <b>Cure Moderate Wounds, Mass</b>   | Conjuration (Healing)                     | 1 standard action | Instantaneous                   | Close (55 ft.)    | RSRD:SpellsC   |
| [V, S]         | TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Cures 2d8+13 damage for many creatures. [SR:Yes (harmless) or Yes; see text; DC:19, Will half (harmless) or Will half; see text]                                     |   |                   |                                 |                   |                |
| □□□□           | <b>Dispel Magic, Greater</b>  | Abjuration                                | 1 standard action | Instantaneous                   | Medium (230 ft.)  | RSRD:SpellsD-E |
| [V, S]         | TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; <i>EFFECT</i> : As dispel magic, but +20 on check. [SR:No]  |   |                   |                                 |                   |                |
| □□□□           | <b>Eagle's Splendor, Mass</b>   | Transmutation                             | 1 standard action | 13 minutes                      | Close (55 ft.)    | RSRD:SpellsD-E |
| [V, S, MDF]    | TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : As eagle's splendor, affects 13 subjects. [SR:Yes; DC:19, Will negates (harmless)]   |   |                   |                                 |                   |                |
| □□□□           | <b>Find the Path</b>  | Divination                                | 3 rounds          | 130 minutes                     | Personal or touch | RSRD:SpellsF-G |
| [V, S, F]      | TARGET: You or creature touched; <i>EFFECT</i> : Shows most direct way to a location. [SR:No or Yes (harmless); DC:19, None or Will negates (harmless)]   |   |                   |                                 |                   |                |
| □□□□           | <b>*Fire Seeds</b>  | Conjuration (Creation) [Fire]             | 1 standard action | 130 minutes or until used       | Touch             | RSRD:SpellsF-G |
| [V, S, M]      | TARGET: Up to four touched acorns or up to eight touched holly berries; <i>EFFECT</i> : Acorns and berries become grenades and bombs. [SR:No; DC:19, None or Reflex half; see text]   |   |                   |                                 |                   |                |
| □□□□           | <b>Forbiddance</b>  | Abjuration                                | 6 rounds          | Permanent                       | Medium (230 ft.)  | RSRD:SpellsF-G |
| [V, S, M, DF]  | TARGET: 13 60-ft. cubes [S]; <i>EFFECT</i> : Blocks planar travel, damages creatures of different alignment. [SR:Yes; DC:19, See text]  |   |                   |                                 |                   |                |
| □□□□           | <b>Geas/Quest</b>   | Enchantment (Compulsion) [Language-Deper] | 10 minutes        | 13 days or until discharged [D] | Close (55 ft.)    | RSRD:SpellsF-G |
| [V]            | TARGET: One living creature; <i>EFFECT</i> : As lesser geas, plus it affects any creature. [SR:Yes]   |   |                   |                                 |                   |                |
| □□□□           | <b>Glyph of Warding, Greater</b>  | Abjuration                                | 10 minutes        | Permanent until discharged [D]  | Touch             | RSRD:SpellsF-G |
| [V, S, M]      | TARGET: Object touched or up to 65 sq. ft; <i>EFFECT</i> : As glyph of warding, but up to 10d8 damage or 6th-level spell. [SR:No (object) and Yes; see text; DC:19, See text]   |   |                   |                                 |                   |                |
| □□□□           | <b>Harm</b>   | Necromancy                                | 1 standard action | Instantaneous                   | Touch             | RSRD:SpellsH-L |
| [V, S]         | TARGET: Creature touched; <i>EFFECT</i> : Deals 130 points damage to target. [SR:Yes; DC:19, Will half; see text]   |   |                   |                                 |                   |                |
| □□□□           | <b>Heal</b>   | Conjuration (Healing)                     | 1 standard action | Instantaneous                   | Touch             | RSRD:SpellsH-L |
| [V, S]         | TARGET: Creature touched; <i>EFFECT</i> : Cures 130 points of damage, all diseases and mental conditions. [SR:Yes (harmless); DC:19, Will negates (harmless)]   |   |                   |                                 |                   |                |
| □□□□           | <b>Heroes' Feast</b>  | Conjuration (Creation) [Creation]         | 10 minutes        | 1 hour plus 12 hours; see text  | Close (55 ft.)    | RSRD:SpellsH-L |
| [V, S, DF]     | TARGET: Feast for 13 creatures; <i>EFFECT</i> : Food for 13 creatures cures and grants combat bonuses. [SR:No]  |   |                   |                                 |                   |                |
| □□□□           | <b>Inflict Moderate Wounds, Mass</b>  | Necromancy                                | 1 standard action | Instantaneous                   | Close (55 ft.)    | RSRD:SpellsH-L |
| [V, S]         | TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Deals 2d8+13 damage to many creatures. [SR:Yes; DC:19, Will half]  |   |                   |                                 |                   |                |
| □□□□           | <b>Owl's Wisdom, Mass</b>   | Transmutation                             | 1 standard action | 13 minutes                      | Close (55 ft.)    | RSRD:SpellsM-O |
| [V, S, MDF]    | TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : As owl's wisdom, affects one subject/level. [SR:Yes; DC:19, Will negates (harmless)]   |   |                   |                                 |                   |                |
| □□□□           | <b>Planar Ally</b>  | Conjuration (Calling) [See Text]          | 10 minutes        | Instantaneous                   | Close (55 ft.)    | RSRD:SpellsP-R |
| [V, S, DF, XP] | TARGET: 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear; <i>EFFECT</i> : As lesser planar ally, but up to 12 HD. [SR:No]  |   |                   |                                 |                   |                |
| □□□□           | <b>Summon Monster VI</b>  | Conjuration (Summoning)                   | 1 round           | 13 rounds [D]                   | Close (55 ft.)    | RSRD:SpellsS   |
| [V, S, FID]    | TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Calls extraplanar creature to fight for you. [SR:No]   |   |                   |                                 |                   |                |
| □□□□           | <b>Symbol of Fear</b>   | Necromancy [Fear, Mind-Affecting]         | 10 minutes        | See text                        | 0 ft.; see text   | RSRD:SpellsS   |
| [V, S, M]      | TARGET: One symbol; <i>EFFECT</i> : Triggered rune panics nearby creatures. [SR:Yes; DC:19, Will negates]   |   |                   |                                 |                   |                |
| □□□□           | <b>Symbol of Persuasion</b>   | Enchantment (Charm) [Mind-Affecting]      | 10 minutes        | See text                        | 0 ft.; see text   | RSRD:SpellsS   |
| [V, S, M]      | TARGET: One symbol; <i>EFFECT</i> : Triggered rune charms nearby creatures. [SR:Yes; DC:19, Will negates]   |   |                   |                                 |                   |                |
| □□□□           | <b>Undeath to Death</b>   | Necromancy [Death]                        | 1 standard action | Instantaneous                   | Medium (230 ft.)  | RSRD:SpellsT-Z |
| [V, S, MDF]    | TARGET: Several undead creatures within a 40-ft.-radius burst; <i>EFFECT</i> : Destroys 13d4 HD of undead. [SR:Yes; DC:19, Will negates]  |   |                   |                                 |                   |                |
| □□□□           | <b>Wind Walk</b>  | Transmutation [Air]                       | 1 standard action | 13 hours [D]; see text          | Touch             | RSRD:SpellsT-Z |
| [V, S, DF]     | TARGET: You and 4 touched creatures; <i>EFFECT</i> : You and your allies turn vaporous and travel fast. [SR:No and Yes (harmless); DC:19, No and Will negates (harmless)]   |   |                   |                                 |                   |                |
| □□□□           | <b>Word of Recall</b>   | Conjuration (Teleportation)               | 1 standard action | Instantaneous                   | Unlimited         | RSRD:SpellsT-Z |
| [V]            | TARGET: You and touched objects or other willing creatures; <i>EFFECT</i> : Teleports you back to designated place. [SR:No or Yes (harmless, object); DC:19, None or Will negates (harmless, object)]   |   |                   |                                 |                   |                |

### LEVEL 7 / Per Day:1+1 / Caster Level:13

| Name      | School  | Time                        | Duration             | Range                      | Source         |                    |
|-----------|---|-----------------------------|----------------------|----------------------------|----------------|--------------------|
| □□□□      | <b>Control Weather</b>  | Transmutation               | 10 minutes; see text | 4d12 hours; see text       | 2 miles        | RSRD:SpellsC       |
| [V, S]    | TARGET: 2-mile-radius circle, centered on you; see text; <i>EFFECT</i> : Changes weather in local area. [SR:No]   |                             |                      |                            |                |                    |
| □□□□      | <b>Cure Serious Wounds, Mass</b>  | Conjuration (Healing)       | 1 standard action    | Instantaneous              | Close (55 ft.) | RSRD:SpellsC       |
| [V, S]    | TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Cures 3d8+13 damage for many creatures. [SR:Yes (harmless) or Yes; see text; DC:20, Will half (harmless) or Will half; see text] |                             |                      |                            |                |                    |
| □□□□      | <b>Destruction</b>  | Necromancy [Death]          | 1 standard action    | Instantaneous              | Close (55 ft.) | RSRD:SpellsD-E     |
| [V, S, F] | TARGET: One creature; <i>EFFECT</i> : Kills subject and destroys remains. [SR:Yes; DC:20, Fortitude partial]  |                             |                      |                            |                |                    |
| □□□□      | <b>Dictum</b>   | Evocation [Lawful, Sonic]   | 1 standard action    | Instantaneous              | 40 ft.         | RSRD:SpellsD-E     |
| [V]       | TARGET: Nonlawful creatures in a 40-ft.-radius spread centered on you; <i>EFFECT</i> : Kills, paralyzes, slows, or deafens nonlawful subjects. [SR:Yes; DC:20, None or Will negates; see text]                        |                             |                      |                            |                |                    |
| □□□□      | <b>Ethereal Jaunt</b>   | Transmutation               | 1 standard action    | 13 rounds [D]              | Personal       | RSRD:SpellsD-E     |
| [V, S]    | TARGET: You; <i>EFFECT</i> : You become ethereal for 13 rounds. [SR:No]   |                             |                      |                            |                |                    |
| □□□□      | <b>*Holy Word (CL:14)</b>   | Evocation [Good, Sonic]     | 1 standard action    | Instantaneous              | 40 ft.         | RSRD:SpellsH-L     |
| [V]       | TARGET: Nongood creatures in a 40-ft.-radius spread centered on you; <i>EFFECT</i> : Kills, paralyzes, blinds, or deafens nongood subjects. [SR:Yes; DC:20, None or Will negates; see text]                           |                             |                      |                            |                |                    |
| □□□□      | <b>Holy Word (CL:14)</b>  | Evocation [Good, Sonic]     | 1 standard action    | Instantaneous              | 40 ft.         | RSRD:SpellsH-L     |
| [V]       | TARGET: Nongood creatures in a 40-ft.-radius spread centered on you; <i>EFFECT</i> : Kills, paralyzes, blinds, or deafens nongood subjects. [SR:Yes; DC:20, None or Will negates; see text]                           |                             |                      |                            |                |                    |
| □□□□      | <b>Inflict Serious Wounds, Mass</b>   | Necromancy                  | 1 standard action    | Instantaneous              | Close (55 ft.) | RSRD:SpellsH-L     |
| [V, S]    | TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Deals 3d8+13 damage to many creatures. [SR:Yes; DC:20, Will half]  |                             |                      |                            |                |                    |
| □□□□      | <b>Psychic Turmoil, Greater</b>   | Abjuration                  | 1 standard action    | 13 rounds                  | Close (55 ft.) | RSRD:PsionicSpells |
| [V, S, M] | TARGET: 40-ft-radius emanation centered on point in space; <i>EFFECT</i> : [see text] [SR:Yes; DC:20, Will partial; see text]   |                             |                      |                            |                |                    |
| □□□□      | <b>Refuge</b>   | Conjuration (Teleportation) | 1 standard action    | Permanent until discharged | Touch          | RSRD:SpellsP-R     |
| [V, S, M] | TARGET: Object touched; <i>EFFECT</i> : Alters item to transport its possessor to you. [SR:No]  |                             |                      |                            |                |                    |

\* =Domain/Specialty Spell

## Cleric Spells

|                          |  |   |                   |  |                 |                |
|--------------------------|--|---|-------------------|--|-----------------|----------------|
| <input type="checkbox"/> | <b>Regenerate</b>  | Conjuration (Healing)                     | 3 full rounds     | Instantaneous                              | Touch           | RSRD:SpellsP-R |
| [V, S, DF]               | TARGET: Living creature touched; <b>EFFECT:</b> Subject's severed limbs grow back, cures 4d8+13 [max +35]. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]                            |   |                   |  |                 |                |
| <input type="checkbox"/> | <b>Repulsion</b>   | Abjuration                                | 1 standard action | 13 rounds [D]                              | Up to 130 ft.   | RSRD:SpellsP-R |
| [V, S, F/DF]             | TARGET: 130 ft. radius emanation centered on you; <b>EFFECT:</b> Creatures can't approach you. [SR:Yes; DC:20, Will negates]   |   |                   |  |                 |                |
| <input type="checkbox"/> | <b>Restoration, Greater</b>  | Conjuration (Healing)                     | 10 minutes        | Instantaneous                              | Touch           | RSRD:SpellsP-R |
| [V, S, XP]               | TARGET: Creature touched; <b>EFFECT:</b> As restoration, plus restores all levels and ability scores. [SR:Yes (harmless); DC:20, Will negates (harmless)]                                      |   |                   |  |                 |                |
| <input type="checkbox"/> | <b>Resurrection</b>  | Conjuration (Healing)                     | 10 minutes        | Instantaneous                              | Touch           | RSRD:SpellsP-R |
| [V, S, M, DF]            | TARGET: Dead creature touched; <b>EFFECT:</b> Fully restore dead subject. [SR:Yes (harmless); DC:20, None; see text]   |   |                   |  |                 |                |
| <input type="checkbox"/> | <b>Scrying, Greater</b>  | Divination (Scrying)                      | 1 standard action | 13 hours                                   | See text        | RSRD:SpellsS   |
| [V, S]                   | TARGET: Magical sensor; <b>EFFECT:</b> As scrying, but faster and longer. [SR:Yes; DC:20, Will negates]  |   |                   |  |                 |                |
| <input type="checkbox"/> | <b>Summon Monster VII</b>  | Conjuration (Summoning)                   | 1 round           | 13 rounds [D]                              | Close (55 ft.)  | RSRD:SpellsS   |
| [V, S, F/DF]             | TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Calls extraplanar creature to fight for you. [SR:No]                                     |   |                   |  |                 |                |
| <input type="checkbox"/> | <b>Sunbeam</b>   | Evocation (Light)                         | 1 standard action | 13 rounds or until all beams are exhausted | 60 ft.          | RSRD:SpellsS   |
| [V, S, DF]               | TARGET: Line from your hand; <b>EFFECT:</b> Up to 4 beams blind and deal 4d6 damage; undead take 13d6 damage. [SR:Yes; DC:20, Reflex negates and Reflex half; see text]                        |   |                   |  |                 |                |
| <input type="checkbox"/> | <b>Symbol of Stunning</b>  | Enchantment (Compulsion) [Mind-Affecting] | 10 minutes        | See text                                   | 0 ft.; see text | RSRD:SpellsS   |
| [V, S, M]                | TARGET: One symbol; <b>EFFECT:</b> Triggered rune stuns nearby creatures. [SR:Yes; DC:20, Will negates]  |   |                   |  |                 |                |
| <input type="checkbox"/> | <b>Symbol of Weakness</b>  | Necromancy (Death)                        | 10 minutes        | See text                                   | 0 ft.; see text | RSRD:SpellsS   |
| [V, S, M]                | TARGET: One symbol; <b>EFFECT:</b> Triggered rune weakens nearby creatures. [SR:Yes; DC:20, Fortitude negates]   |   |                   |  |                 |                |
| <input type="checkbox"/> | <b>Word of Chaos</b>   | Evocation (Chaotic, Sonic)                | 1 standard action | Instantaneous                              | 40 ft.          | RSRD:SpellsT-Z |
| [V]                      | TARGET: Nonchaotic creatures in a 40-ft.-radius spread centered on you; <b>EFFECT:</b> Kills, confuses, stuns, or deafens nonchaotic subjects. [SR:Yes; DC:20, None or Will negates; see text] |   |                   |  |                 |                |

\* =Domain/Specialty Spell

## Sorcerer Spells

| LEVEL   | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|---|
| KNOWN   | 4 | 2 | — | — | — | — | — | — | — | — |
| PER DAY | 5 | 4 | — | — | — | — | — | — | — | — |

### LEVEL 0 / Per Day:5 / Caster Level:1

| Name                     | School  | Time                               | Duration          | Range                              | Source                             |
|--------------------------|---|------------------------------------|-------------------|------------------------------------|------------------------------------|
| <input type="checkbox"/> | <b>Detect Magic</b>   | Divination                         | 1 standard action | Concentration, up to 1 minutes [D] | 60 ft.<br>RSRD:SpellsD-E           |
| [V, S]                   | TARGET: Cone-shaped emanation; <b>EFFECT:</b> Detects spells and magic items within 60 ft. [SR:No]                        |                                    |                   |                                    |                                    |
| <input type="checkbox"/> | <b>Detect Poison</b>  | Divination                         | 1 standard action | Instantaneous                      | Close (25 ft.)<br>RSRD:SpellsD-E   |
| [V, S]                   | TARGET: One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detects poison in one creature or small object. [SR:No] |                                    |                   |                                    |                                    |
| <input type="checkbox"/> | <b>Mage Hand</b>  | Transmutation                      | 1 standard action | Concentration                      | Close (25 ft.)<br>RSRD:SpellsM-O   |
| [V, S]                   | TARGET: One nonmagical, unattended object weighing up to 5 lb.; <b>EFFECT:</b> 5-pound telekinesis. [SR:No]               |                                    |                   |                                    |                                    |
| <input type="checkbox"/> | <b>Message</b>  | Transmutation [Language-Dependent] | 1 standard action | 10 minutes                         | Medium (110 ft.)<br>RSRD:SpellsM-O |
| [V, S, F]                | TARGET: 1 creatures; <b>EFFECT:</b> Whispered conversation at distance. [SR:No]   |                                    |                   |                                    |                                    |

### LEVEL 1 / Per Day:4 / Caster Level:1

| Name                     | School  | Time          | Duration          | Range         | Source                     |
|--------------------------|---|---------------|-------------------|---------------|----------------------------|
| <input type="checkbox"/> | <b>Expeditious Retreat</b>  | Transmutation | 1 standard action | 1 minutes [D] | Personal<br>RSRD:SpellsD-E |
| [V, S]                   | TARGET: You; <b>EFFECT:</b> Your speed increases by 30 ft. [SR:No]                      |               |                   |               |                            |
| <input type="checkbox"/> | <b>Identify</b>   | Divination    | 1 hour            | Instantaneous | Touch<br>RSRD:SpellsH-L    |
| [V, S, M/DF]             | TARGET: One touched object; <b>EFFECT:</b> Determines properties of magic item. [SR:No] |               |                   |               |                            |

\* =Domain/Specialty Spell

## Spellbook: Class

Cleric

Level 0

Level 1

- Create Water
- Cure Minor Wounds (DC:13)
- Detect Magic
- Resistance (DC:13)
- Virtue (DC:13)

- Bless
- Cure Light Wounds (DC:14)
- \*Protection from Evil (DC:14)
- Shield of Faith (DC:14)
- Summon Monster I

# Scrântlat

Elf (High)

RACE

136

AGE

Male

GENDER

Low-Light

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 0"

HEIGHT

99 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Ehlonna

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**

