

ITEM	ENT LOCATION	QTY	WT	COST
Backpack	Bag of Holding	1	2.0	2.0
l lbs., 1 Inkpen, 1 Ink (1 Oz. Vial) Bag of Holding (Type 1)	(Type 1) Equipped	1	15.0	2500.0
2.9 lbs., 1 Backpack, 3 Vial, 1 Bedroll, 1 Blanket (Winter), 1 Case (Map or Scroll), 1 Chest, 1 Healer's Kit, 1 Bolts, Crossbow 10), 1 Rope (Silk/50 Ft.), 1 Vial	_40460			
Bedroll	Bag of Holding (Type 1)	1	5.0	0.1
Bit and Bridle	Warhorse (Light)	1	1.0	2.0
Blanket (Winter)	Bag of Holding	1	3.0	0.5
Bolts, Crossbow (10)	(Type 1) Bag of Holding (Type 1)	1	1.0	1.0
Dolts, Crossbow (10)	Equipped	1	1.0	1.0
	Dan of Halding	4	0.5	4.0
Case (Map or Scroll) Dibs., 5 Parchment (Sheet)	Bag of Holding (Type 1)	1	0.5	1.0
Chain Shirt +2	Equipped	1	25.0	4250.0
Chest	Bag of Holding	1	25.0	2.0
D lbs., 1 Ring of Communication Cloak of Resistance +1	(Type 1) Equipped	1	1.0	1000.0
Crossbow, Heavy	Warhorse (Light)	1	8.0	50.0
Dibs. Everburning Torch	Warhorse (Light)	1	1.0	110.0
Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.	(Ligill)	•	1.0	7.0.0
Flask (Empty)	Pouch (Belt)	1	1.5	0.03
Flask (Empty)	Pouch (Belt)	1	1.5	0.03
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Harper Pin (Lesser)	Equipped	1	0.0	0.0
Healer's Kit	Bag of Holding	1	1.0	50.0
aaaaa aaaaa Holy Symbol (Silver)	(Type 1) Equipped	1	1.0	25.0
Horseshoes of Speed	Warhorse (Light)	1	12.0	3000.0
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0
nkpen	Backpack	1	0.0	0.1
Mace +1 (Heavy)	Equipped	1	8.0	2312.0
Traveler's Outfit	Equipped	1	5.0	0.0
Parchment (Sheet)	Case (Map or	5	0.0	0.2 (1.0
Periapt of Wisdom +4	Scroll) Equipped	1	0.0	16000.0
Potion Bandolier	Equipped	1	1.0	60.0
0 lbs. You can ready a potion as a free action.				
Pouch (Belt) 3.58 lbs., 1 Flint and Steel, 1 Flask (Empty), 1 Flask (Empty), 25 Coin (Gold), 4 Coin (Copper)	Equipped	1	0.5	1.0
Ring of Communication	Chest	1	0.0	2000.0
When you activate a ring of communication for the next minute you can clearly hear any words spoken by anyone within 1 mile who is wearing another ring of communication to which you are attuned. The volume of the speech and the background noise at lither end make no difference; whispers are audible above even he sounds of combat. Any two or more ring wearers need only				
ouch their rings together and speak the command word in unison to attune the rings to each other. Any number of rings can secome attuned to one another in this manner, so long as all are ouched together at the same time. A ring remains attuned to the others until you attune it to a different ring.				
Ring of Communication When you activate a ring of communication for the next minute you can clearly hear any words spoken by anyone within 1 mile who is wearing another ring of communication to which you are stituted. The yolking of the properhied the benchmark opine at	Equipped	1	0.0	2000.0
attuned. The volume of the speech and the background noise at their end make no difference; whispers are audible above even the sounds of combat. Any two or more ring wearers need only ouch their rings together and speak the command word in ninson to attune the rings to each other. Any number of rings can become attuned to one another in this manner, so long as all are				
ouched together at the same time. A ring remains attuned to the others until you attune it to a different ring.	F. 1		0.0	0500
Ring of Mystic Healing A ring of mystic healing provides a boost to your healing spells. When casting cure spells, you gain a +1 competence bonus to your caster level. This is a continuous effect and requires no activation. In addition, this ring has 3 charges which are renewed sach day at dawn. Spending charges grants a bonus to the damage healed by the next cure spell you cast before the end of	Equipped	1	0.0	3500.0
your turn. 1 charge:+2d6. 2 charges:+3d6 3 charges:+4d6. Rope (Silk/50 Ft.)	Bag of Holding	1	5.0	10.0
	(Type 1)	4	25.0	10.0
Saddle (Riding)	Warhorse (Light)	1	20.0	10.0

Saddlebags	EQUIPM	ENT			
Special Component Pouch		LOCATION		wT	COST
Shield, Heavy Metal		Warhorse (Light)	1	8.0	4.0
Spell Component Pouch		Equipped	1	15.0	20.0
Tymora's Shuriken	• •	Equipped	1	2.0	5.0
December of the window demanage vs. evil.1 negative level excelerated to evil window demanded vision bits. Vial Bag of Holding 1 0.1 1.0 (3.0) bits. (Type 1) (0.3) Warhorse (Light) Equal to 1 0.0 150.0 (17) pe 1) (0.3) Warhorse (Light) Equal to 1 0.0 150.0 (17) pe 1) (0.3) Waterskin (Filled) Saddlebags. 1 Homeshoes of Special Evil and Bitset. 1 Eventuaring Torch. 1 Crossbow. Waterskin (Filled) Saddlebags. 5 4.0 1.0 (5.0) (20.0) **TOTAL WEIGHT CARRIED/VALUE 73.08 37731.9 (20.0) **WEIGHT ALLOWANCE (20.0) **WEIGHT ALLOWANC	· ·	Equipped	1	0.0	646.2
Vial (Type 1) Vial Bag of Holding (Type 1) Vial (Debt. (Type 1) (Debt. (Cype 1) (Debt.	when thrown will return just before thrower's next turn,				
Viral Bag of Holding 3	bestowed to evil wielder	Dan et Haldine		0.4	4.0
Warhorse (Light) Equipped 1 0.0 150.0 Warhorse (Light) Equipped 1 0.0 150.0 Warhorse (Light) Equipped 1 0.0 150.0 Saddlebags 5 4.0 1.0 (5.0) (20.0) TOTAL WEIGHT CARRIED/VALUE 73.08 37731.9 WEIGHT ALLOWANCE Light 76 Medium 153 Heavy 230 Lift over head 230 Lift off ground 460 Push / Drag 1150 MONEY Coin (Gold): 25[Pouch (Belt)] Coin (Copper): 4[Pouch (Belt)] Coin (Copper): 4(Pouch (Belt)] Celestial, Common, Draconic, Elven, Infernal SPECIAL ABILITIES +1 holy bonus on all Charisma-based skill checks Turn Undead Special Qualities Aura of Chaos (Ex) Wizards of the Coast Revised (v.3.5) System Reference Document SpellsD-Ertt Strong Aura of Good (Ex) Wizards of the Coast Revised (v.3.5) System Reference Document SpellsD-Ertt Strong Humanoid Traits Wizards of the Coast Revised (v.3.5) System Reference Document Types Subtypes Abilities.rtt Humanoids eat/sleep/breathe Human Skill Bonus [Wizards of the Coast Revised (v.3.5) System Reference Document Types Subtypes Abilities.rtt Humans gain 1 extra skill point per level. Meilikk's Step Add +10 ft. to speed in light or medium armor Millit's Voice +1 holy bonus on all Charisma-based skill checks Selune's Radiance [Skylar's Homebrew WOTC Various Selune's Revised (v.3.5) System Reference Document Types Subtypes Abilities.rtt Wild Empathy (Ex) Wild Empathy (Ex) Wards of the Coast Revised (v.3.5) System Reference Document Classes.Irtt Wild Empathy (Ex) Wild Empathy (Ex) Wards of the Coast Revised (v.3.5) System Reference Document Classes.Irtt Wild Empathy (Ex) Wards of the Coast Revised (v.3.5) System Reference Document Classes.Irtt Wild Empathy (Ex) Wards of the Coast Revised (v.3.5) System Reference Document Classes.Irtt	1.0.		1	0.1	1.0
Various			3		1.0 (3.0)
Total = 25.04 git lift of the Coast Revised (v. 3.5) System Reference Document Types Abilities. Truns and a control of the Coast Revised (v. 3.5) System Reference Document Types Abilities. The Managa and 1 extra skill point per level. Humans gain 1 extra skill point per level. Melinkin Special attacks Turn Brands and Special Attacks Turn Undead Special Qualities Aura of Chaos (Ex) Strong Aura of Good (Ex) Special Qualities Special Qualities Aura of Good (Ex) Special Qualities Aura of Good (Ex) Special Qualities Special Qualities Syecial Qualities Aura of Good (Ex) Special Qualities Special Qualities Aura of Good (Ex) Special Qualities Aura of Good (Ex) Special Qualities Special Qualities Aura of Good (Ex) Special Qualities Aura of Good (Ex) Special Qualities Aura of Good (Ex) Special Qualities Aura of Chaos (Ex) Special Attacks Spec			1	. ,	150.0
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WEIGHT ALLOWANCE Light 76 Medium 153 Heavy 230 Lift over head 230 Lift off ground 460 Push / Drag 1150 MONEY Coin (Gold): 25[Pouch (Belti)] Coin (Copper): 4[Pouch (Belti)] Total = 25.04 gr LANGUAGES Celestial, Common, Draconic, Elven, Infernal SPECIAL ABILITIES +1 holy bonus on all Charisma-based skill checks Special Attacks Turn Undead Special Qualities Aura of Chaos (Ex) Special Qualities Aura of Chaos (Ex) Special Qualities Aura of Good (Ex) Special Qualities (Wizards of the Coast Revised (v.3.5) System Reference Document SpellsD-Erti Strong Aura of Good (Ex) Strong Humanoid Traits (Wizards of the Coast Revised (v.3.5) System Reference Document SpellsD-Erti Strong Humanoid Traits (Wizards of the Coast Revised (v.3.5) System Reference Document Types Subtypes Abilities. Revised (v.3.5) System Reference Document Reference Document Types Subtypes Abilities. Revised (v.3.5) System Reference Document Reference Document Reference Document Reference Document Spells Radiance Low-light vision (or double range of existing low-light vision) Spontaneous casting - Cure spells (Wizards of the Coast Revised (v.3.5) System Reference Document Classes. Revised (v.3.5) System Reference Document Classes. System Reference Document Classes. Revised (v.3.5) System Reference Document Classes. System Reference Document Classes. Revised (v.3.5) System Reference Document Classes.	Waterskin (Filled)	Saddlebags	5		1.0 (5.0)
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+4 (+0 on Magical Beasts)

Feats

Craft Wand

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

You can create a wand of any 4th-level or lower spell that you know.

Craft Wondrous Item

[Wizards of the Coast -Revised (v.3.5) System Reference Document,

Document, Feats.rtf]

You can create any wondrous item whose prerequisites you meet.

Dodge

[Wizards of the Coast-Revised (v.3.5) System Reference Document, Feats.rtfl

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

Reach Spell

[Wizards of the Coast -Revised (v.3.5) System Reference Document, DivineAbilitiesandFeats.rtf]

You may cast a spell that normally has a range of touch at any distance up to 30

feet. Scribe Scroll

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

You can create a scroll of any spell that you know.

Alertness

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtfl

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

Armor Proficiency (Heavy)

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

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Armor Proficiency (Light)

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

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Armor Proficiency (Medium)

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

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Harper Priest Blessing

[Custom - Skylar's Homebrew - WOTC Various]

At each level, a Harper Priest may choose one blessing.

Iron Will

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

You get a +2 bonus on all Will saving throws.

Shield Proficiency

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

You can use a shield and take only the standard penalties

Simple Weapon Proficiency

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

You make attack rolls with simple weapons normally.

DOMAINS

Luck

You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

Travel

For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability.

PROFICIENCIES

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

TEMPLATES

Harper Scout Magic

Cleric Spells

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

		LEVEL	0			
Name	Save Information	Time 1 standard action	Duration Instantaneous	Range Close (40 ft.)	Comp. V, S	Source RSRD: SpellsC.rtf
Create Water School: Conjuration (Creation) [Water]	SR: No	Target: Up to 14 gallo		Close (40 It.)	V, S Caster Level:7	RSRD: SpellsC.ftl
Effect: Creates 14 gallons of pure water.						
Cure Minor Wounds	DC: 16, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
School: Conjuration (Healing) Effect: Cures 1 point of damage.	SR: Yes (harmless); see text	Target: Creature touc	hed		Caster Level:7	
Detect Magic		1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level:7	
Effect: Detects spells and magic items within 60 ft. Detect Poison		1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsD-E.rtf
School: Divination	SR: No	Target: One creature,	one object, or a 5-ft. cube		Caster Level:7	
Effect: Detects poison in one creature or small object. Guidance	DC: 16, Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	RSRD: SpellsF-G.rtf
School: Divination	SR: Yes	Target: Creature touc	ŭ		Caster Level:7	.,
Effect: +1 on one attack roll, saving throw, or skill check.	DC: 4C Will remeter			Tauak	V C	DCDD, Carllell Lat
School: Necromancy	DC: 16, Will negates SR: Yes	1 standard action Target: Creature touc	Instantaneous	Touch	V, S Caster Level:7	RSRD: SpellsH-L.rtf
Effect: Touch attack, 1 point of damage.	5. i. 155					
Light		1 standard action	70 minutes [D]	Touch	V, M/DF	RSRD: SpellsH-L.rtf
School: Evocation [Light] Effect: Object shines like a torch.	SR: No	Target: Object touche	ed		Caster Level:7	
Mending	DC: 16, Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsM-O.rtf
School: Transmutation Effect: Makes minor repairs on an object.	SR: Yes (harmless, object)	Target: One object of	up to 1 lb.		Caster Level:7	
Purify Food and Drink	DC: 16, Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsP-R.rtf
School: Transmutation	SR: Yes (object)	Target: 7 cu. ft. of cor	ntaminated food and water		Caster Level:7	
Effect: Purifies 7 cu. ft of food or water.		1 standard action	70 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
School: Divination	SR: No	Target: You		-	Caster Level:7	
Effect: Read scrolls and spellbooks.	DC: 4C Will remains (houseless)		4 minute	Tauak		DCDD, CII-D D -#
School: Abjuration	DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touc	1 minute	Touch	V, S, M/DF Caster Level:7	RSRD: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.	SA. Tes (namiess)	rarger. Creature touc	neu		Caster Level.1	
Under Virtue	DC: 16, Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	RSRD: SpellsT-Z.rtf
School: Transmutation Effect: Subject gains 1 temporary hp.	SR: Yes (harmless)	Target: Creature touc	hed		Caster Level:7	
Enough outpot game i temporary rip.		I EV/EI	4			
		LEVEL				
Name	Save Information DC: 17, Will negates	Time 1 standard action	Duration 7 minutes	Range 50 ft.	Comp. V, S, DF	Source RSRD: SpellsA-B.rtf
School: Enchantment (Compulsion) [Fear, Mind-Affecting]	SR: Yes	Target: All enemies w			Caster Level:7	
Effect: Enemies take -1 on attack rolls and saves against fe	ar.	-		50.0		DODD 0 II . A. D /
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes (harmless)	1 standard action	7 minutes d all allies within a 50-ft. burst, centered on	50 ft.	V, S, DF Caster Level:7	RSRD: SpellsA-B.rtf
Effect: Allies gain +1 on attack rolls and +1 on saves agains	et fear.	rarger. The caster an	d all alles within a 30-it. burst, centered on			
□□□□□ Bless Water	DC: 17, Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	RSRD: SpellsA-B.rtf
School: Transmutation [Good] Effect: Makes holy water.	SR: Yes (object)	Target: Flask of water	rtouched		Caster Level:7	
□□□□□ Cause Fear	DC: 17, Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	V, S	RSRD: SpellsC.rtf
School: Necromancy [Fear, Mind-Affecting] Effect: One creature of 5 HD or less flees for 1d4 rounds.	SR: Yes	Target: One living cre	ature with 5 or fewer HD		Caster Level:7	
DDDDCommand	DC: 17, Will negates	1 standard action	1 round	Close (40 ft.)	V	RSRD: SpellsC.rtf
School: Enchantment (Compulsion) [Language-Dependent,	SR: Yes	Target: One living cre	ature		Caster Level:7	
Mind-Affecting] Effect: One subject obeys selected command for 1 round.						
Comprehend Languages		1 standard action	70 minutes	Personal	V, S, M/DF	RSRD: SpellsC.rtf
School: Divination Effect: You understand all spoken and written languages.	SR: No	Target: You			Caster Level:7	
Cure Light Wounds	DC: 17, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature touc	hed		Caster Level:7	
Effect: Cures 1d8+5 damage. Detect Chaos		1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF	RSRD: SpellsD-E.rtf
School: Divination	SR: No	Target: Cone-shaped			Caster Level:7	
Effect: Reveals creatures, spells, or objects of selected align				60 ft		PSPD: SpolleD F
School: Divination	SR: No	1 standard action Target: Cone-shaped	Concentration, up to 70 minutes [D] emanation	60 ft.	V, S, DF Caster Level:7	RSRD: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected align						
Detect Good	00 M	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF	RSRD: SpellsD-E.rtf
School: Divination Effect: Reveals creatures, spells, or objects of selected align	SR: No nment.	Target: Cone-shaped	emanation		Caster Level:7	
Detect Law		1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF	RSRD: SpellsD-E.rtf
School: Divination Effect: Reveals creatures, spells, or objects of selected align	SR: No	Target: Cone-shaped	emanation		Caster Level:7	
Detect Undead		1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S, M/DF	RSRD: SpellsD-E.rtf
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level:7	
Effect: Reveals undead within 60 ft.		1 standard action	1 minute	Personal	V, S, DF	RSRD: SpellsD-E.rtf
School: Evocation	SR: No	Target: You			Caster Level:7	•
Effect: You gain +2 on attack and damage rolls.	DC: 17, Will negates	1 standard action	7 minutes	Medium (170 ft.)	V, S, DF	RSRD: SpellsD-E.rtf
School: Necromancy [Fear, Mind-Affecting]	SR: Yes	Target: One living cre		Medium (170 II.)	V, S, DF Caster Level:7	NOND. SpellsD-E.RI
Effect: One subject takes -2 on attack rolls, damage rolls, sa	aves, and checks.					
Endure Elements	DC: 17, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	RSRD: SpellsD-E.rtf
School: Abjuration Effect: Exist comfortably in hot or cold environments.	SR: Yes (harmless)	Target: Creature touc	nea		Caster Level:7	
**Entropic Shield		1 standard action	7 minutes [D]	Personal	V, S	RSRD: SpellsD-E.rtf
	SR: No	Target: You			Caster Level:7	
School: Abjuration Effect: Ranged attacks against you have 20% miss chance.						
School: Abjuration Effect: Ranged attacks against you have 20% miss chance. DDDDDEntropic Shield		1 standard action	7 minutes [D]	Personal	V, S	RSRD: SpellsD-E.rtf
Effect: Ranged attacks against you have 20% miss chance. DDDDDEntropic Shield School: Abjuration	SR: No	1 standard action Target: You	7 minutes [D]	Personal	V, S Caster Level:7	RSRD: SpellsD-E.rtf
Effect: Ranged attacks against you have 20% miss chance. □□□□□ Entropic Shield	SR: No			Personal		RSRD: SpellsD-E.rtf

		Cleric Sp	۵lle			
DDDDD Hide from Undeed	DC: 17, Will negates (harmless); see text	1 standard action	70 minutes [D]	Touch	V, S, DF	RSRD: SpellsH-L.rtf
School: Abjuration	SR: Yes	Target: 7 touched cre	* *	Touch	Caster Level:7	KSKD. SpellsH-L.III
Effect: Undead can't perceive 7 subjects.		rarget. I touched the				
□□□□□ Inflict Light Wounds	DC: 17, Will half	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsH-L.rtf
School: Necromancy Effect: Touch deals 1d8+5 damage.	SR: Yes	Target: Creature tour	ched		Caster Level:7	
□□□□ *Longstrider		1 standard action	7 hours [D]	Personal	V, S, M	RSRD: SpellsH-L.rtf
School: Transmutation	SR: No	Target: You			Caster Level:7	
Effect: Increases your speed. Magic Stone	DC: 17, Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsM-O.rtf
School: Transmutation	SR: Yes (harmless, object)	Target: Up to three p	pebbles touched		Caster Level:7	
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 dar	nage. DC: 17, Will negates (harmless, object)	1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsM-O.rtf
School: Transmutation	SR: Yes (harmless, object)	Target: Weapon touc		Todon	Caster Level:7	NOND. Opensivi C.ru
Effect: Weapon gains +1 bonus.	or a roo (naminoso, object)					
Obscuring Mist		1 standard action	7 minutes	20 ft.	V, S	RSRD: SpellsM-O.rtf
School: Conjuration (Creation) Effect: Fog surrounds you.	SR: No	Target: Cloud spread	ds in 20-ft. radius from you, 20 ft. high		Caster Level:7	
□□□□□ Protection from Evil	DC: 17, Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
School: Abjuration [Good] Effect: +2 to AC and saves, counter mind control, hedge ou	SR: No; see text	Target: Creature tour	ched		Caster Level:7	
Protection from Law	DC: 17, Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf
School: Abjuration [Chaotic]	SR: No; see text	Target: Creature tour	ched		Caster Level:7	
Effect: +2 to AC and saves, counter mind control, hedge ou	t elementals and outsiders. DC: 17, Will negates (harmless)	1 standard action	10 minutes; see text	Close (40 ft.)	V, S	RSRD: SpellsP-R.rtf
School: Abjuration	SR: Yes (harmless)		no two of which can be more than 30 ft. apar		Caster Level:7	
Effect: Suppresses fear or gives +4 on saves against fear for	or 2 subjects.	,	·			
School: Abjuration	DC: 17, Will negates	1 standard action	7 rounds	Touch	V, S, DF	RSRD: SpellsS.rtf
School: Abjuration Effect: Opponents can't attack you, and you can't attack.	SR: No	Target: Creature tour	uneu		Caster Level:7	
□□□□□ Shield of Faith	DC: 17, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	RSRD: SpellsS.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature tour	ched		Caster Level:7	
Effect: Aura grants +3 deflection bonus. Summon Monster I		1 round	7 rounds [D]	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning)	SR: No	Target: One summor		•	Caster Level:7	
Effect: Calls extraplanar creature to fight for you.						
		LEVEL	2			
Name	Save Information	Time	Duration	Range	Comp.	Source
**Aid		1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Enchantment (Compulsion) [Mind-Affecting] Effect: +1 on attack rolls, +1 against fear, 1d8+7 temporary	SR: Yes (harmless)	Target: Living creatu	re touched		Caster Level:7	
Aid	np.	1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes (harmless)	Target: Living creatu	re touched		Caster Level:7	
Effect: +1 on attack rolls, +1 against fear, 1d8+7 temporary Align Weapon	hp. DC: 18, Will negates (harmless, object)	1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Transmutation	SR: Yes (harmless, object)		ched or fifty projectiles [all of which must be i		Caster Level:7	
Effect: Weepen becomes good aviil loutil or shootie	, , ,	other at the time of c				
Effect: Weapon becomes good, evil, lawful, or chaotic.		1 minute	Instantaneous	Personal	V, S, M, F	RSRD: SpellsA-B.rtf
School: Divination	SR: No	Target: You			Caster Level:7	
Effect: Learns whether an action will be good or bad. Bear's Endurance	DC: 18, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Transmutation	SR: Yes	Target: Creature tour		rodon	Caster Level:7	NOND. Openary B.ru
Effect: Subject gains +4 to Con for 7 minutes.		-				
Bull's Strength	DC: 18, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	RSRD: SpellsA-B.rtf
School: Transmutation Effect: Subject gains +4 to Str for 7 minutes.	SR: Yes (harmless)	Target: Creature tour	ched		Caster Level:7	
Calm Emotions	DC: 18, Will negates	1 standard action	Concentration, up to 7 rounds [D]	Medium (170 ft.)	V, S, DF	RSRD: SpellsC.rtf
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Calms creatures, negating emotion effects.	SR: Yes	Target: Creatures in	a 20-ftradius spread		Caster Level:7	
Consecrate		1 standard action	14 hours	Close (40 ft.)	V, S, M, DF	RSRD: SpellsC.rtf
School: Evocation [Good]	SR: No	Target: 20-ftradius	emanation		Caster Level:7	
Effect: Fills area with positive energy, making undead weak	er. DC: 18, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
School: Conjuration (Healing)	SR: Yes (harmless); see text	Target: Creature tour		. 0001	V, S Caster Level:7	openso.iti
Effect: Cures 2d8+7 damage.		-		T		DODD 2 " 5 = 1
Darkness	CD: No	1 standard action	70 minutes [D]	Touch	V, M/DF	RSRD: SpellsD-E.rtf
School: Evocation [Darkness] Effect: 20-ft. radius of supernatural shadow.	SR: No	Target: Object touch	eu		Caster Level:7	
□□□□□ Delay Poison	DC: 18, Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	RSRD: SpellsD-E.rtf
School: Conjuration (Healing) Effect: Stops poison from harming subject for 7 hours	SR: Yes (harmless)	Target: Creature tour	ched		Caster Level:7	
Effect: Stops poison from harming subject for 7 hours. Ballon Eagle's Splendor	DC: 18, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	RSRD: SpellsD-E.rtf
School: Transmutation	SR: Yes	Target: Creature tou	ched		Caster Level:7	
Effect: Subject gains +4 to Cha for 7 minutes.	DC: 18, Will negates; see text	1 round	1 hour or less	Medium (170 ft.)	V, S	RSRD: SpellsD-E.rtf
School: Enchantment (Charm)	SR: Yes	Target: Any number			V, S Caster Level:7	openou-Litti
Effect: Captivates all within 170 ft.						
Grant Bird Traps	CD: No	1 standard action	7 minutes	Personal	V, S	RSRD: SpellsF-G.rtf
School: Divination Effect: Notice traps as a rogue does.	SR: No	Target: You			Caster Level:7	
Gentle Repose	DC: 18, Will negates (object)	1 standard action	7 days	Touch	V, S, M/DF	RSRD: SpellsF-G.rtf
School: Necromancy	SR: Yes (object)	Target: Corpse touch	ned		Caster Level:7	
Effect: Preserves one corpse. DDDDDHOID Hold Person	DC: 18, Will negates; see text	1 standard action	7 rounds [D]; see text	Medium (170 ft.)	V, S, F/DF	RSRD: SpellsH-L.rtf
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One humano	oid creature		Caster Level:7	
Effect: Paralyzes one humanoid for 7 rounds.	DC: 18, Will half	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsH-L.rtf
Inflict Moderate Wounds School: Necromancy	SR: Yes	Target: Creature tour		· ouon	v, s Caster Level:7	оль. ореноп-с.п
Effect: Touch attack, 2d8+7 damage.		-				
*Locate Object	00 N	1 standard action	7 minutes	Long (680 ft.)	V, S, F/DF	RSRD: SpellsH-L.rtf
School: Divination Effect: Senses direction toward object [specific or type].	SR: No	larget: Circle, center	red on you, with a radius of 680 ft.		Caster Level:7	
Make Whole	DC: 18, Will negates (harmless, object)	1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsM-O.rtf
School: Transmutation	SR: Yes (harmless, object)	Target: One object of	f up to 70 cu. ft		Caster Level:7	
Effect: Repairs an object. Owl's Wisdom	DC: 18, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	RSRD: SpellsM-O.rtf
School: Transmutation	SR: Yes	Target: Creature tour			Caster Level:7	
		* =Domain/Speciality				

		Cleric Spe	lls			
Effect: Subject gains +4 to Wis for 7 minutes.		•				
⊒□□□□ Remove Paralysis	DC: 18, Will negates (harmless)		Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsP-R.rt
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Up to four creat	tures, no two of which can be more than 30	ft. apart	Caster Level:7	
Effect: Frees one or more creatures from paralysis or slow ef □□□□□ Resist Energy	DC: 18, Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	RSRD: SpellsP-R.rt
School: Abjuration	SR: Yes (harmless)	Target: Creature touche	ed		Caster Level:7	·
Effect: Ignores first 20 points of damage/attack from specified	d energy type.					
Restoration, Lesser	DC: 18, Will negates (harmless)		Instantaneous	Touch	V, S	RSRD: SpellsP-R.rt
School: Conjuration (Healing) Effect: Dispels magical ability penalty or repairs 1d4 ability da	SR: Yes (harmless)	Target: Creature touche	ed		Caster Level:7	
Shatter	DC: 18, Will negates (object); Will negates	1 standard action	Instantaneous	Close (40 ft.)	V, S, M/DF	RSRD: SpellsS.rtf
School: Evocation [Sonic]	(object) or Fortitude half; see text SR: Yes (object)	Torrati E ft. radius apre	and, or one solid chicat or one or stalling or	rooturo.	Caster Level:7	
Effect: Sonic vibration damages objects or crystalline creatur		rarger. 5-111aulus spre	ead; or one solid object or one crystalline cr	eature	Caster Level.1	
□□□□ Shield Other	DC: 18, Will negates (harmless)	1 standard action	7 hours [D]	Close (40 ft.)	V, S, F	RSRD: SpellsS.rtf
School: Abjuration	SR: Yes (harmless)	Target: One creature			Caster Level:7	
Effect: You take half of subject's damage.	DC: 18, Will negates; see text or none	1 standard action	7 minutes [D]	Long (680 ft.)	V, S	RSRD: SpellsS.rtf
⊒□□□□ Silence	(object)			- ' '		NOND. Opeliso.rti
School: Illusion (Glamer)	SR: Yes; see text or no (object)	Target: 20 ft. radius em	nanation centered on a creature, object, or p	point in space	Caster Level:7	
Effect: Negates sound in 15-ft. radius. Sound Burst	DC: 18, Fortitude partial	1 standard action	Instantaneous	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
School: Evocation [Sonic]	SR: Yes	Target: 10-ftradius spi		, ,	Caster Level:7	·
Effect: Deals 1d8 sonic damage to subjects; may stun them.						
⊒□□□□ Spiritual Weapon			7 rounds [D]	Medium (170 ft.)	V, S, DF	RSRD: SpellsS.rtf
School: Evocation [Force] Effect: Magical weapon attacks on its own.	SR: Yes	Target: Magic weapon	of force		Caster Level:7	
☐☐☐☐☐ Status	DC: 18, Will negates (harmless)	1 standard action	7 hours	Touch	V, S	RSRD: SpellsS.rtf
School: Divination	SR: Yes (harmless)	Target: 2 living creature			Caster Level:7	•
Effect: Monitors condition, position of allies.	*			01		DODD 2
□□□□□ Summon Monster II			7 rounds [D]	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning) Effect: Calls extraplanar creature to fight for you.	SR: No	rarget: One or more su	ımmoned creatures, no two of which can be	e more than 30 ft. apart	Caster Level:7	
Undetectable Alignment	DC: 18, Will negates (object)	1 standard action	24 hours	Close (40 ft.)	V, S	RSRD: SpellsT-Z.rl
School: Abjuration	SR: Yes (object)	Target: One creature of	r object		Caster Level:7	
Effect: Conceals alignment for 24 hours.		_	7 minutes	Close (40 th)	V C DE	DODD: C"TT
Zone of Truth	DC: 18, Will negates			Close (40 ft.)	V, S, DF	RSRD: SpellsT-Z.r
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Subjects within range cannot lie.	SR: Yes	Target: 20-ftradius em	ianation		Caster Level:7	
		LEVEL 3	5			
Name	Save Information		Duration	Range	Comp.	Source
Bestow Curse	DC: 19, Will negates		Permanent	Touch	V, S	RSRD: SpellsA-B.r
School: Necromancy Effect: -6 to an ability score; -4 on attack rolls, saves, and ch	SR: Yes	Target: Creature touche	ed		Caster Level:7	
Blindness/Deafness	DC: 19, Fortitude negates	1 standard action	Permanent [D]	Medium (170 ft.)	V	RSRD: SpellsA-B.r
School: Necromancy	SR: Yes	Target: One living creat	ture		Caster Level:7	
Effect: Makes subject blinded or deafened.			_			
Continual Flame			Permanent	Touch	V, S, M	RSRD: SpellsC.rtf
School: Evocation [Light] Effect: Makes a permanent, heatless torch.	SR: No	Target: Object touched	Magical, heatless flame		Caster Level:7	
Create Food and Water		10 minutes	24 hours; see text	Close (40 ft.)	V, S	RSRD: SpellsC.rtf
School: Conjuration (Creation)	SR: No	Target: Food and water	r to sustain 21 humans or 7 horses for 24 h	ours	Caster Level:7	
Effect: Feeds 21 humans or 7 horses.	DO 40 WELL SKILL STATE OF THE S	A star last sales	Last de la companya d	T	V 0	DODD 0
Cure Serious Wounds	DC: 19, Will half (harmless); see text		Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
					Caster Level:7	
School: Conjuration (Healing) Effect: Cures 3d8+7 damage.	SR: Yes (harmless); see text	Target: Creature touche	eu			
Effect: Cures 3d8+7 damage.	SK: Yes (narmiess); see text	1 standard action		Touch	V, S	RSRD: SpellsD-E.r
Effect: Cures 3d8+7 damage. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SR: Yes (narmiess); see text	_	70 minutes [D]	Touch		RSRD: SpellsD-E.r
Effect: Cures 3d9+7 damage.	, ,	1 standard action Target: Object touched	70 minutes [D]		V, S Caster Level:7	·
Effect: Cures 3d8+7 damage.	SR: No	1 standard action Target: Object touched 1 standard action	70 minutes [D] 7 days [D]	Touch	V, S Caster Level:7 V, M/DF	·
Effect: Cures 3d8+7 damage.	, ,	1 standard action Target: Object touched	70 minutes [D] 7 days [D]		V, S Caster Level:7	·
Effect: Cures 3d8+7 damage. Daylight School: Evocation [Light] Effect: 60-ft. radius of bright light. Deper Darkness School: Evocation [Darkness] Effect: Object sheds supernatural shadow in 60-ft. radius.	SR: No	1 standard action Target: Object touched 1 standard action Target: Object touched	70 minutes [D] 7 days [D]		V, S Caster Level:7 V, M/DF	RSRD: SpellsD-E.r
Effect: Cures 3d8+7 damage. Daylight School: Evocation [Light] Effect: 60-ft. radius of bright light. Deper Darkness School: Evocation [Darkness] Effect: Object sheds supernatural shadow in 60-ft. radius. Dispel Magic School: Abjuration	SR: No	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action	70 minutes [D] 7 days [D]	Touch	V, S Caster Level:7 V, M/DF Caster Level:7	RSRD: SpellsD-E.r
Effect: Cures 3d8+7 damage. Daylight School: Evocation [Light] Effect: 60-ft. radius of bright light. Deeper Darkness School: Evocation [Darkness] Effect: Object sheds supernatural shadow in 60-ft. radius. Dispel Magic School: Abjuration Effect: Cancels magical spells and effects.	SR: No SR: No	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster	70 minutes [D] 7 days [D] Instantaneous 1, creature, or object; or 20-ftradius burst	Touch Medium (170 ft.)	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7	RSRD: SpellsD-E.I
Effect: Cures 3d8+7 damage. Daylight School: Evocation [Light] Effect: 60-ft. radius of bright light. Deeper Darkness School: Evocation [Darkness] Effect: Object sheds supernatural shadow in 60-ft. radius. Dispel Magic School: Abjuration Effect: Cancels magical spells and effects.	SR: No SR: No DC: 19, Will negates (harmless)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes	Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF	RSRD: SpellsD-E.r
Effect: Cures 3d8+7 damage. Daylight School: Evocation [Light] Effect: 60-ft. radius of bright light. Deeper Darkness Echool: Evocation [Darkness] Effect: Object sheds supernatural shadow in 60-ft. radius. Dispel Magic Effect: Cancels magical spells and effects.	SR: No SR: No	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes	Touch Medium (170 ft.)	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7	RSRD: SpellsD-E.I
Effect: Cures 3d8+7 damage. Daylight School: Evocation [Light] Effect: 60-ft. radius of bright light. Deper Darkness School: Evocation [Darkness] Effect: Object sheds supernatural shadow in 60-ft. radius. Dispel Magic School: Abjuration Effect: Cancels magical spells and effects.	SR: No SR: No DC: 19, Will negates (harmless)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes	Touch Medium (170 ft.)	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF	RSRD: SpellsD-E.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D]	Touch Medium (170 ft.) Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7	RSRD: SpellsD-E.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft	Touch Medium (170 ft.) Touch Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I
Effect: Cures 3d8+7 damage. Daylight School: Evocation [Light] Effect: 60-ft. radius of bright light. Deeper Darkness School: Evocation [Darkness] Effect: Object sheds supernatural shadow in 60-ft. radius. Dispel Magic School: Abjuration Effect: Cancels magical spells and effects. Chool: Transmutation Effect: Subject files at speed of 60 ft. Chool: Abjuration Effect: Subject files at speed of 60 ft. Dispel Magic Effect: Subject files at speed of 60 ft. Dispel Magic Effect: Subject files at speed of 60 ft. Dispel Magic Effect: Subject files at speed of 60 ft. Dispel Magic Effect: Subject files at speed of 60 ft. Dispel Magic Effect: Subject files at speed of 60 ft.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D]	Touch Medium (170 ft.) Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft	Touch Medium (170 ft.) Touch Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I
Effect: Cures 3d8+7 damage. Daylight School: Evocation [Light] Effect: 60-ft. radius of bright light. Deeper Darkness Echool: Evocation [Darkness] Dispel Magic Echool: Abjuration Effect: Object Ancels magical spells and effects. Dispel Magic Effect: Cancels magical spells and effects. Dispel Magic Effect: Cancels for the Magic Effect: Cancels magical spells and effects. Dispel Magic Effect: Subject files at speed of 60 ft. Effect: Inscription harms those who pass it. Dispel Magic Effect: Ghostly hand leads subject to you.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Ghostly hand	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft	Touch Medium (170 ft.) Touch Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I RSRD: SpellsF-G.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Ghostly hand	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous	Touch Medium (170 ft.) Touch Touch 5 miles	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 Caster Level:7	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I RSRD: SpellsF-G.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Ghostly hand 1 standard action Target: Creature touched	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed	Touch Medium (170 ft.) Touch Touch 5 miles Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, Caster Level:7 V, S Caster Level:7	RSRD: SpellsD-E.r RSRD: SpellsF-G.r RSRD: SpellsF-G.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r
Effect: Cures 3d8+7 damage. Daylight School: Evocation [Light] Effect: 60-ft. radius of bright light. Deeper Darkness School: Evocation [Darkness] Effect: Object sheds supernatural shadow in 60-ft. radius. Dispel Magic School: Abjuration Effect: Check sheds supernatural shadow in 60-ft. radius. Dispel Magic School: Abjuration Effect: Cancels magical spells and effects. Dispel Magic School: Transmutation Effect: Subject flies at speed of 60 ft. Dispel Magic School: Abjuration Effect: Inscription harms those who pass it. Dispel Magic School: Polyph of Warding School: Abjuration Effect: Ghostly hand leads subject to you. Dispel Magic School: Necromancy Effect: Ghostly hand leads subject to you. Dispel Magic School: Necromancy Invisibility Purge	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Ghostly hand 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous	Touch Medium (170 ft.) Touch Touch 5 miles	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, Caster Level:7 V, S, Caster Level:7 V, S	RSRD: SpellsD-E RSRD: SpellsF-G RSRD: SpellsF-G RSRD: SpellsF-G RSRD: SpellsH-L RSRD: SpellsH-L
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Chostly hand 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: You	70 minutes [D] 7 days [D] Instantaneous 7, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D]	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 Caster Level:7 Caster Level:7 Caster Level:7	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I RSRD: SpellsF-G.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Ghostly hand 1 standard action Target: Creature touched 1 standard action Target: You 1 standard action Target: You 1 standard action	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes	Touch Medium (170 ft.) Touch Touch 5 miles Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, F/DF	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I RSRD: SpellsF-G.I RSRD: SpellsH-L.r RSRD: SpellsH-L.r
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Ghostly hand 1 standard action Target: Creature touched 1 standard action Target: You 1 standard action Target: You 1 standard action	70 minutes [D] 7 days [D] Instantaneous 7, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D]	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 Caster Level:7 Caster Level:7 Caster Level:7	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I RSRD: SpellsF-G.I RSRD: SpellsH-L.r RSRD: SpellsH-L.r
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Ghostly hand 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Vou 1 standard action Target: You 1 standard action Target: Circle, centered	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, F/DF	RSRD: SpellsD-E.r RSRD: SpellsF-G.r RSRD: SpellsF-G.r RSRD: SpellsF-G.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 1 standard action 10 minutes Target: Object touched 1 standard action Target: Chostly hand 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Circle, centerect 1 standard action	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.)	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 Caster Level:7 Caster Level:7 Caster Level:7	RSRD: SpellsD-E.r RSRD: SpellsF-G.r RSRD: SpellsF-G.r RSRD: SpellsF-G.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No SR: No	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcastet 1 standard action Target: Creature touched 1 minutes Target: Object touched 1 standard action Target: Ghostly hand 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Object touched 1 standard action	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes nanation from touched creature	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.) Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, F/DF Caster Level:7 V, S, M/DF Caster Level:7 Caster Level:7	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I RSRD: SpellsF-G.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No DC: 19, Will negates (harmless) SR: No; see text	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcastet 1 standard action Target: Object touched 1 minutes Target: Object touched 1 standard action Target: Ghostly hand 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Oticle, centered 1 standard action Target: Oircle, centered 1 standard action Target: 10-ftradius emininutes.	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.)	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M/DF	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I RSRD: SpellsF-G.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 r DC: 19, Will negates (harmless) SR: No; see text	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 1 standard action Target: Object touched 1 standard action Target: Ghostly hand 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Cricle, centered 1 standard action Target: 10-ftradius err ininutes. 1 standard action Target: 10-ftradius err 1 standard action	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes nanation from touched creature	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.) Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, F/DF Caster Level:7 V, S, M/DF Caster Level:7 Caster Level:7 Caster Level:7	RSRD: SpellsD-E. RSRD: SpellsD-E. RSRD: SpellsF-G. RSRD: SpellsF-G. RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No SR: No SR: No SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. To. 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. To. 19, Will negates (harmless)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Circle, centered 1 standard action Target: 10-ftradius eminiutes. 1 standard action Target: 10-ftradius eminiutes.	70 minutes [D] 7 days [D] Instantaneous 7, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes nanation from touched creature 70 minutes nanation from touched creature	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.) Touch Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7	RSRD: SpellsD-E. RSRD: SpellsP-G. RSRD: SpellsF-G. RSRD: SpellsH-L.
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No SR: No DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. To. 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. To. 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. 19, Will negates (harmless, object)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Circle, centered 1 standard action Target: 10-ftradius eminiutes. 1 standard action Target: 10-ftradius eminiutes. 1 standard action	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes nanation from touched creature 70 minutes nanation from touched creature 7 hours	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.) Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I RSRD: SpellsF-G.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I RSRD: SpellsH-L.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No SR: No SR: No SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. To. 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. To. 19, Will negates (harmless)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Circle, centered 1 standard action Target: 10-ftradius eminiutes. 1 standard action Target: 10-ftradius eminiutes.	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes nanation from touched creature 70 minutes nanation from touched creature 7 hours	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.) Touch Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I RSRD: SpellsF-G.I RSRD: SpellsH-L.I
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No SR: No DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. To. 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. To. 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. 19, Will negates (harmless, object)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcasted 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Ghostly hand 1 standard action Target: Greature touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: 10-ft-radius eminutes 1 standard action Target: 10-ft-radius eminutes 1 standard action Target: 10-ft-radius eminutes 1 standard action Target: 10-ft-radius eminutes. 1 standard action Target: Armor or shield	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes nanation from touched creature 70 minutes nanation from touched creature 7 hours	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.) Touch Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF	RSRD: SpellsD-E.r RSRD: SpellsD-E.r RSRD: SpellsF-G.r RSRD: SpellsF-G.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-C.r RSRD: SpellsH-C.r
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No SR: No DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. To. 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. To. 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd. 19, Will negates (harmless, object)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Object touched 1 standard action Target: Creature touched 1 standard action Target: Oil-1 creature touched 1 standard action Target: 10-ftradius eminutes 1 standard action Target: 10-ftradius eminutes. 1 standard action Target: 10-ftradius eminutes. 1 standard action Target: Armor or shield	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes nanation from touched creature 70 minutes nanation from touched creature 7 hours Instantaneous ed 7 hours Instantaneous ed 7 minutes Instantaneous ed 7 minutes Instantaneous ed 7 minutes Instantaneous ed 8 or you, with a radius of 680 ft. 9 minutes Instantaneous ed 9 minutes Instantaneous	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.) Touch Touch Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 Caster Level:7 Caster Level:7 Caster Level:7	RSRD: SpellsD-E.r. RSRD: SpellsD-E.r. RSRD: SpellsD-E.r. RSRD: SpellsF-G.r. RSRD: SpellsF-G.r. RSRD: SpellsH-L.r. RSRD: SpellsH-L.r. RSRD: SpellsH-L.r. RSRD: SpellsH-L.r. RSRD: SpellsH-L.r. RSRD: SpellsH-C.r. RSRD: SpellsH-O.I. RSRD: SpellsM-O.I. RSRD: SpellsM-O.I.
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd DC: 19, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Chostly hand 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Circle, centered 1 standard action Target: 10-ftradius eminutes. 1 standard action Target: 4 standard action Target: 11-ftradius eminutes. 1 standard action Target: Armor or shield 1 standard action Target: You	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes nanation from touched creature 70 minutes nanation from touched creature 7 hours Itouched 70 minutes	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.) Touch Touch Touch Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, F/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7	RSRD: SpellsD-E.I RSRD: SpellsD-E.I RSRD: SpellsF-G.I RSRD: SpellsF-G.I RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-C. RSRD: SpellsH-C. RSRD: SpellsM-O. RSRD: SpellsM-O.
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd DC: 19, Will negates (harmless, object) SR: Yes (harmless, object) SR: No DC: 19, Will negates (object)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcasted 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Ghostly hand 1 standard action Target: Greature touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Circle, centered 1 standard action Target: 10-ft-radius eminutes 1 standard action Target: 10-ft-radius eminutes 1 standard action Target: Armor or shield 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You 1 standard action	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes nanation from touched creature 70 minutes nanation from touched creature 7 hours touched 70 minutes 8 hours [D]	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.) Touch Touch Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S Caster Level:7 V, S Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, M/DF	RSRD: SpellsD-E.r RSRD: SpellsD-E.r RSRD: SpellsF-G.r RSRD: SpellsF-G.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-C.r RSRD: SpellsH-C.r RSRD: SpellsH-C.r RSRD: SpellsH-C.r
Effect: Cures 3d8+7 damage.	SR: No SR: No DC: 19, Will negates (harmless) SR: Yes (harmless) DC: 19, See text SR: No (object) and Yes; see text SR: No DC: 19, Will half SR: Yes SR: No DC: 19, Will negates (harmless) SR: No DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd DC: 19, Will negates (harmless) SR: No; see text elementals and outsiders in 10-ft. radius and 70 rd DC: 19, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action Target: Object touched 1 standard action Target: Object touched 1 standard action Target: One spellcaster 1 standard action Target: Creature touched 10 minutes Target: Object touched 1 standard action Target: Chostly hand 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Creature touched 1 standard action Target: Circle, centered 1 standard action Target: 10-ftradius eminutes. 1 standard action Target: 4 standard action Target: 11-ftradius eminutes. 1 standard action Target: Armor or shield 1 standard action Target: You	70 minutes [D] 7 days [D] Instantaneous r, creature, or object; or 20-ftradius burst 7 minutes ed Permanent until discharged [D] or up to 35 sq. ft 7 hours Instantaneous ed 7 minutes [D] 7 minutes d on you, with a radius of 680 ft. 70 minutes nanation from touched creature 70 minutes nanation from touched creature 7 hours touched 70 minutes 8 hours [D]	Touch Medium (170 ft.) Touch Touch 5 miles Touch Personal Long (680 ft.) Touch Touch Touch Touch	V, S Caster Level:7 V, M/DF Caster Level:7 V, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, M Caster Level:7 V, S, DF Caster Level:7 V, S, S Caster Level:7 V, S, F/DF Caster Level:7 V, S, F/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, M/DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7 V, S, DF Caster Level:7	RSRD: SpellsD-E.r RSRD: SpellsD-E.r RSRD: SpellsF-G.r RSRD: SpellsF-G.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-L.r RSRD: SpellsH-C.r RSRD: SpellsH-C.r RSRD: SpellsH-C.r

		Cleric Spe	ells			
□□□□□ Prayer		1 standard action	7 rounds	40 ft.	V, S, DF	RSRD: SpellsP-R.rtf
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Allies +1 bonus on most rolls, enemies -1 penalty.	SR: Yes	Target: All allies and f	foes within a 40-ftradius burst centered on	you	Caster Level:7	
□□□□□ **Protection from Energy	DC: 19, Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsP-R.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature touc	hed		Caster Level:7	
Effect: Absorb 84 points of damage from one kind of energy Protection from Energy	DC: 19, Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsP-R.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature touc	hed		Caster Level:7	
Effect: Absorb 84 points of damage from one kind of energy Remove Blindness/Deafness	DC: 19, Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touc			Caster Level:7	.,
Effect: Cures normal or magical conditions.	DC: 19, Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
School: Abjuration	SR: Yes (harmless)	Target: Creature or ite		rouch	Caster Level:7	NOND. Opensr -N.ru
Effect: Frees object or person from curse.						
Remove Disease	DC: 19, Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S Caster Level:7	RSRD: SpellsP-R.rtf
School: Conjuration (Healing) Effect: Cures all diseases affecting subject.	SR: Yes (harmless)	Target: Creature touc	nea		Caster Lever:1	
□□□□□ Searing Light		1 standard action	Instantaneous	Medium (170 ft.)	V, S	RSRD: SpellsS.rtf
School: Evocation Effect: Ranged touch attack deals 3d8 damage; 7d6 against	SR: Yes t undead: 7d8 to undead vulnerable to bright light:	Target: Ray construct or inanimate	object only takes 3d6 damage.		Caster Level:7	
□□□□□ Speak with Dead	DC: 19, Will negates; see text	10 minutes	7 minutes	10 ft.	V, S, DF	RSRD: SpellsS.rtf
School: Necromancy [Language-Dependent] Effect: Corpse answers 3 questions.	SR: No	Target: One dead cre	ature		Caster Level:7	
Stone Shape		1 standard action	Instantaneous	Touch	V, S, M/DF	RSRD: SpellsS.rtf
School: Transmutation [Earth]	SR: No	Target: Stone or stone	e object touched, up to 17 cu. ft.		Caster Level:7	
Effect: Sculpts stone into any shape.		1 round	7 rounds [D]	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning)	SR: No		summoned creatures, no two of which can b			- ×L>
Effect: Calls extraplanar creature to fight for you.		-				PSPD: PoionigCastle of
Telepathic Bond, Lesser School: Divination [Mind-Affecting]	SR: No	1 standard action Target: You and One	70 minutes willing creature within 30'	30 feet	V, S Caster Level:7	RSRD: PsionicSpells.rtf
Effect: You forge a telepathic bond with another willing creat	ture with an Intelligence score of 6 or higher.					
Water Breathing	DC: 19, Will negates (harmless)	1 standard action	14 hours; see text	Touch	V, S, M/DF	RSRD: SpellsT-Z.rtf
School: Transmutation Effect: Subjects can breathe underwater.	SR: Yes (harmless)	Target: Living creature	es touched		Caster Level:7	
□□□□ Water Walk	DC: 19, Will negates (harmless)	1 standard action	70 minutes [D]	Touch	V, S, DF	RSRD: SpellsT-Z.rtf
School: Transmutation [Water] Effect: Subject treads on water as if solid.	SR: Yes (harmless)	Target: 7 touched cre	atures		Caster Level:7	
□□□□□ Wind Wall	DC: 19, None; see text	1 standard action	7 rounds	Medium (170 ft.)	V, S, M/DF	RSRD: SpellsT-Z.rtf
School: Evocation [Air]	SR: Yes	Target: Wall up to 70	ft. long and 35 ft. high [S]		Caster Level:7	
Effect: Deflects arrows, smaller creatures, and gases.		. => /=+				
		LEVEL	4			
Name	Save Information	Time 1 standard action	Duration 70 minutes	Range Touch	Comp. V, S, DF	Source RSRD: SpellsA-B.rtf
School: Transmutation [Air]	SR: Yes (harmless)		gantuan or smaller] touched	rouch	Caster Level:7	KSKD. SpellsA-B.Iti
Effect: Subject treads on air as if solid [climb at 45-degree a	ingle].	-				
Control Water	DC: 20, None; see text	1 standard action	70 minutes [D]	Long (680 ft.)	V, S, M/DF	RSRD: SpellsC.rtf
School: Transmutation [Water] Effect: Raises or lowers bodies of water.	SR: No	rarget: water in a voi	ume of 70 ft by 70 ft by 14 ft [S]		Caster Level:7	
Cure Critical Wounds	DC: 20, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
School: Conjuration (Healing) Effect: Cures 4d8+7 damage.	SR: Yes (harmless); see text	Target: Creature touc	hed		Caster Level:7	
Death Ward	DC: 20, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsD-E.rtf
School: Necromancy Effect: Grants immunity to death spells and negative energy	SR: Yes (harmless)	Target: Living creature	e touched		Caster Level:7	
Dimensional Anchor	venecis.	1 standard action	7 minutes	Medium (170 ft.)	V, S	RSRD: SpellsD-E.rtf
School: Abjuration	SR: Yes (object)	Target: Ray			Caster Level:7	
Effect: Bars extradimensional movement. DDDD *Dimension Door	DC: 20, None and Will negates (object)	1 standard action	Instantaneous	Long (680 ft.)	V	RSRD: SpellsD-E.rtf
School: Conjuration (Teleportation)	SR: No and Yes (object)		hed objects or other touched willing creature	= :	Caster Level:7	
Effect: Teleports you short distance.	DO: 00 Will manufact	4	Consentation was to 7 and a	Class (40 ft)	V C DE	DCDD: CII-D F -#
School: Divination	DC: 20, Will negates SR: No	1 standard action Target: 7 creatures, n	Concentration, up to 7 rounds o two of which can be more than 30 ft. apart	Close (40 ft.)	V, S, DF Caster Level:7	RSRD: SpellsD-E.rtf
Effect: Reveals deliberate falsehoods.			·			
Dismissal	DC: 20, Will negates; see text	1 standard action	Instantaneous	Close (40 ft.)	V, S, DF	RSRD: SpellsD-E.rtf
School: Abjuration Effect: Forces a creature to return to native plane.	SR: Yes	Target: One extraplar	nar creature		Caster Level:7	
Divination		10 minutes	Instantaneous	Personal	V, S, M	RSRD: SpellsD-E.rtf
School: Divination Effect: Provides useful advice for specific proposed actions.	SR: No	Target: You			Caster Level:7	
Divine Power		1 standard action	7 rounds	Personal	V, S, DF	RSRD: SpellsD-E.rtf
School: Evocation	SR: No	Target: You			Caster Level:7	
Effect: You gain attack bonus, +6 to Str, and 7 hps. Dweomer of Transference	DC: 20, Will Negates (Harmless)	1 minute	7 rounds	Close (40 ft.)	V, S	RSRD: PsionicSpells.rtf
School: Evocation	SR: Yes (Harmless)	Target: One willing ps		,	Caster Level:7	
Effect: You form a radiating corona around the head of a psi			70 minutes	Personal or touch	V, S, M, DF	RSRD: SpellsF-G.rtf
School: Abjuration	SR: Yes (harmless)	Target: You or creatu		ersonal of louch	V, S, M, DF Caster Level:7	NOND. Opelish-G.III
Effect: Subject moves normally despite impediments.						
Preedom of Movement	DC: 20, Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	RSRD: SpellsF-G.rtf
School: Abjuration Effect: Subject moves normally despite impediments.	SR: Yes (harmless)	Target: You or creatu	re touched		Caster Level:7	
Giant Vermin		1 standard action	7 minutes	Close (40 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
School: Transmutation Effect: Turns centipedes, scorpions, or spiders into giant ver	SR: Yes	Target: Up to three ve	ermin, no two of which can be more than 30	ft. apart	Caster Level:7	
Imbue with Spell Ability	DC: 20, Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	RSRD: SpellsH-L.rtf
School: Evocation	SR: Yes (harmless)	Target: Creature touc	hed; see text		Caster Level:7	
Effect: Transfer spells to subject. In Inflict Critical Wounds	DC: 20, Will half	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsH-L.rtf
School: Necromancy	SR: Yes	Target: Creature touc			Caster Level:7	,
Effect: Touch attack, 4d8+7 damage		1 standard action		Close (40 ft.)	V, S, M/DF	RSRD: SpellsM-O.rtf
School: Transmutation	DC: 20, Will negates (harmless, object) SR: Yes (harmless, object)		7 hours or fifty projectiles [all of which must be in cor			ιτοιτο. οpelisivi-U.ΠΙ
		the time of casting]	, projectico jun or winori must be ili cor	ou out out out at	Jacob Edvol.1	
Effect: Weapon gains +1 horses						
Effect: Weapon gains +1 bonus.	DC: 20, Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF	RSRD: SpellsM-O.rtf
·	DC: 20, Will negates (harmless, object) SR: Yes (harmless, object)		bject of up to 7 cu. ft. touched	Touch	V, S, M/DF Caster Level:7	RSRD: SpellsM-O.rtf

		Cleric Spe	ells			
Effect: Immunizes subject against poison, detoxifies venom i	n or on subject.	10 minutes	Instantaneous	Close (40 ft.)	V, S, DF, XP	RSRD: SpellsP-R.rtf
School: Conjuration (Calling) [See Text]	SR: No		emental or outsider of 6 HD or less	01030 (40 11.)	Caster Level:7	NOND: Openor Nati
Effect: Your deity sends you an elemental or outsider of the	deity's choice of 6 HD or less. DC: 20, Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	RSRD: SpellsP-R.rtf
School: Necromancy	SR: Yes	Target: Living creatur			Caster Level:7	rioris. opolior riini
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.	DC: 20, None or Will negates; see text	1 standard action	70 minutes [D]	10 ft.	V, S, DF	RSRD: SpellsP-R.rtf
ココココ Repel Vermin School: Abjuration	SR: Yes		manation centered on you	1016.	Caster Level:7	NOND. Opensr -N.Iti
Effect: Insects, spiders, and other vermin stay 10 ft. away.		-	•	T		DODD 0 . II D D . (
□□□□□ Restoration School: Conjuration (Healing)	DC: 20, Will negates (harmless) SR: Yes (harmless)	3 rounds Target: Creature touc	Instantaneous	Touch	V, S, M Caster Level:7	RSRD: SpellsP-R.rtf
Effect: Restores level and ability score drains.	Sr. Tes (Halffliess)					
Sending	00 N	10 minutes	7 round; see text	See text	V, S, M/DF	RSRD: SpellsS.rtf
School: Evocation Effect: Delivers short message anywhere, instantly.	SR: No	Target: One creature			Caster Level:7	
Spell Immunity	DC: 20, Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	RSRD: SpellsS.rtf
School: Abjuration Effect: Subject is immune to 1 spells, up to 4th-level spells.	SR: Yes (harmless)	Target: Creature touc	hed		Caster Level:7	
□□□□□ Summon Monster IV		1 round	7 rounds [D]	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning) Effect: Calls extraplanar creature to fight for you.	SR: No	Target: One or more	summoned creatures, no two of which can b	e more than 30 ft. apar	t Caster Level:7	
Tongues	DC: 20, Will negates (harmless)	1 standard action	70 minutes	Touch	V, M/DF	RSRD: SpellsT-Z.rtf
School: Divination Effect: Speak any language.	SR: No	Target: Creature touc	hed		Caster Level:7	
enect. Speak any language.			_			
		LEVEL	5			
Name	Save Information	Time 1 hour	Duration Instantaneous	Range Touch	Comp. V, S, M, F, DF, XP	Source RSRD: SpellsA-B.rtf
JUJUJAtonement School: Abjuration	SR: Yes	Target: Living creatur		. 54011	Caster Level:7	
Effect: Removes burden of misdeeds from subject.	DC: 21, See text	1 minute	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsA-B.rtf
□□□□□**Break Enchantment chool: Abjuration	SR: No		ures, all within 30 ft. of each other	Close (40 It.)	V, S Caster Level:7	RSRD: SpellsA-B.R
fffect: Frees subjects from enchantments, alterations, curse	s, and petrification.			01 (12.5)		DODD 0
DDDD Break Enchantment	DC: 21, See text SR: No	1 minute	Instantaneous	Close (40 ft.)	V, S Caster Level:7	RSRD: SpellsA-B.rti
chool: Abjuration ffect: Frees subjects from enchantments, alterations, curse	s, and petrification.	- '	ures, all within 30 ft. of each other			
Command, Greater	DC: 21, Will negates	1 standard action	7 rounds	Close (40 ft.)	V	RSRD: SpellsC.rtf
chool: Enchantment (Compulsion) [Language-Dependent, lind-Affecting]	SK: Yes	rarget: 7 creatures, n	to two of which can be more than 30 ft. apart		Caster Level:7	
iffect: As command, but affects 7 subjects.		10 minutes	7 rounds	Personal	V, S, M, DF, XP	RSRD: SpellsC.rtf
☐☐☐☐☐ Commune chool: Divination	SR: No	Target: You	7 Tourids	reisonai	Caster Level:7	NOND. openso.ru
ffect: Deity answers 7 yes-or-no questions.						
Cure Light Wounds, Mass	DC: 21, Will half (harmless) or Will half; see text		Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsC.rtf
chool: Conjuration (Healing) ffect: Cures 1d8+7 damage for many creatures.	SR: Yes (harmless) or Yes; see text	Target: 7 creatures, n	to two of which can be more than 30 ft. apart		Caster Level:7	
Dispel Evil	DC: 21, See text	1 standard action	7 rounds or until discharged, whichever comes first	Touch	V, S, DF	RSRD: SpellsD-E.rt
chool: Abjuration [Good] Iffect: +4 bonus against attacks.	SR: See text		uched evil creature from another plane; or you hed creature or object	u and an enchantment	Caster Level:7	
DDDDDispel Law	DC: 21, See text	1 standard action	7 rounds or until discharged, whichever	Touch	V, S, DF	RSRD: SpellsD-E.rtf
chool: Abjuration [Chaotic]	SR: See text		comes first uched lawful creature from another plane; or il spell on a touched creature or object	you and an	Caster Level:7	
ffect: +4 bonus against attacks. DDDDDDDDSrupting Weapon	DC: 21, Will negates (harmless, object); see	1 standard action	7 rounds	Touch	V, S	RSRD: SpellsD-E.rtt
chool: Transmutation	text SR: Yes (harmless, object)	Target: One melee w			Caster Level:7	
Effect: Melee weapon destroys undead.						
☐☐☐ Flame Strike	DC: 21, Reflex half	1 standard action	Instantaneous	Medium (170 ft.)	V, S, DF	RSRD: SpellsF-G.rt
chool: Evocation [Fire] ffect: Smite foes with divine fire for 7d6 damage.	SR: Yes	Target: Cylinder 10			Caster Level:7	
]□□□□ Hallow	DC: 21, See text	24 hours	Instantaneous	Touch	V, S, M, DF	RSRD: SpellsH-L.rtf
chool: Evocation [Good] ffect: Designates location as holy.	SR: See text	Target: 40-ft. radius e	manating from the touched point		Caster Level:7	
☐☐☐☐ Inflict Light Wounds, Mass	DC: 21, Will half	1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsH-L.rt
chool: Necromancy iffect: Deals 1d8+7 damage to many creatures.	SR: Yes	Target: 7 creatures, n	two of which can be more than 30 ft. apart		Caster Level:7	
Trect: Deals 108+7 damage to many creatures.		1 round	7 minutes	Long (680 ft.)	V, S, DF	RSRD: SpellsH-L.rtt
chool: Conjuration (Summoning)	SR: No	Target: 2 swarms of le	ocust, each of which must be adjacent to at	east one other swarm	Caster Level:7	
ffect: Locust swarms attack creatures.		10 minutes	Permanent;see text	Touch	V, S, DF	RSRD: SpellsM-O.r
chool: Necromancy	SR: Yes	Target: Creature touc	hed		Caster Level:7	
iffect: Designates action that will trigger curse on subject. DDDDD Plane Shift	DC: 21, Will negates	1 standard action	Instantaneous	Touch	V, S, F	RSRD: SpellsP-R.rt
chool: Conjuration (Teleportation)	SR: Yes		hed, or up to eight willing creatures joining h		Caster Level:7	.pe 1311
Iffect: As many as eight subjects travel to another plane.	DC: 21, Will partial; see text	1 standard action	7 rounds	Close (40 ft.)	V, S, M	RSRD: PsionicSpel
□□□□□ Psychic Turmoil chool: Abjuration	SR: Yes		manation centered on point in space	C103C (40 IL.)	Caster Level:7	r sionicopei
'ffect: [see text]				Tarret		DCDD 0 5 5
□□□□□ Raise Dead chool: Conjuration (Healing)	DC: 21, None; see text SR: Yes (harmless)	1 minute Target: Dead creature	Instantaneous	Touch	V, S, M, DF Caster Level:7	RSRD: SpellsP-R.rt
ffect: Restores life to subject who died as long as 7 days ag						
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	CD.N.	1 standard action	7 rounds [D]	Personal	V, S, DF	RSRD: SpellsP-R.rt
chool: Transmutation ffect: Your size increases, and you gain combat bonuses.	SR: No	Target: You			Caster Level:7	
Ì□□□□ Scrying	DC: 21, Will negates	1 hour	7 minutes	See text	V, S, M/DF, F	RSRD: SpellsS.rtf
chool: Divination (Scrying) ffect: Spies on subject from a distance.	SR: Yes	Target: Magical sense	or		Caster Level:7	
DDDDSlay Living	DC: 21, Fortitude partial	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsS.rtf
chool: Necromancy [Death]	SR: Yes	Target: Living creatur	e touched		Caster Level:7	
iffect: Touch attack kills subject. Graph Spell Resistance	DC: 21, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsS.rtf
chool: Abjuration	SR: Yes (harmless)	Target: Creature touc			Caster Level:7	
Effect: Subject gains SR 19.		1 round	7 rounds [D]	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
School: Conjuration (Summoning)	SR: No		summoned creatures, no two of which can b			opolioo.id
Effect: Calls extraplanar creature to fight for you.						

		Cleric Sp	olle			
		Cleffic Sp	Ello			
□□□□□ Symbol of Sleep	DC: 21, Will negates	10 minutes	See text	0 ft.; see text	V, S, M	RSRD: SpellsS.rtf
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One symbol			Caster Level:7	
Effect: Triggered rune puts nearby creatures into catator	nic slumber.					
□□□□ *Teleport	DC: 21, None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	RSRD: SpellsT-Z.rtf
School: Conjuration (Teleportation)	SR: No and Yes (object)	Target: You and tou	ched objects or other touched willing crea	tures	Caster Level:7	
Effect: Instantly transports you as far as 700 miles.						
□□□□□True Seeing	DC: 21, Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	RSRD: SpellsT-Z.rtf
School: Divination	SR: Yes (harmless)	Target: Creature tou	iched		Caster Level:7	
Effect: Lets you see all things as they really are.						
□□□□□Wall of Stone	DC: 21, See text	1 standard action	Instantaneous	Medium (170 ft.)	V, S, M/DF	RSRD: SpellsT-Z.rtf
School: Conjuration (Creation) [Earth]	SR: No	Target: Stone wall w	hose area is up to 7 5-ft. squares [S]		Caster Level:7	
Effect: Creates a stone wall that can be shaped.						
		* =Domain/Speciality	y Spell			

Spellbook: Prepared Spells Cleric

Level 0

Create Water (DC:)

DDDetect Poison (DC:)

Level 1 □Protection from Evil (DC:17)

Merewin Soothsay	
•	Human
	RACE
	22
	AGE
	Female
	GENDER
	VISION
	Neutral Good
	ALIGNMENT
	Right
	DOMINANT HAND
	5' 9"
	HEIGHT
	145 lbs.
	WEIGHT
	Blue
	EYE COLOUR
	Tanned
	SKIN COLOUR
	Blonde, Long Braid
	HAIR
	Icky Things
	PHOBIAS
	PERSONALITY TRAITS
	Magic Items
	INTERESTS
	INTERESTS
	SPOKEN STYLE / CATCH PHRASE
	RESIDENCE
	LOCATION
	None
	DECION

Description:

- -40 XP to create healing belt (500gp to make, 750gp value)
- -320 XP to create Periapt of Wisdom
- -60 XP to create Horseshoes of Speed
- -20 XP to create Cloak of Resistance

Interests are in Item creation. She spent much of her time worshipping Tymora through these acts. All wands carry the trait of "Religious" which means that they all bear the symbol of Tymora, incorporating icons and colors for Tymora. Additionally, all Wondorous Items carry the "Clean" trait to them. This does not stop Merewin from adding symbols of Tymora, in appropriate places, to her items. She sought out Derrick because of the deeds that she had heard of him through the Church, most recently his involvement with the events at the docks. She is interested in seeing if she can persuade him to fully devote himself to Tymora and if she could accompany him for a time so that she can spread Tymora's word.

Biography: