

Merewin Soothsay

CHARACTER NAME

Cleric 7, Harper Priest 3

CLASS

10 / 10

45000 / 55000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	16		+3		
CON Constitution	17		+3		
INT Intelligence	16		+3		
WIS Wisdom	18	22	+6		
CHA Charisma	12		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+10	= +6	+3	+1	+0	+0		
REFLEX (dexterity)	+9	= +5	+3	+1	+0	+0		
WILL (wisdom)	+17	= +8	+6	+1	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10/+5	= +7/+2	+3	+0	+0	+0	
RANGED attack bonus	+10/+5	= +7/+2	+3	+0	+0	+0	
GRAPPLE attack bonus	+10/+5	= +7/+2	+3	+0	+0	+0	

Crossbow, Heavy		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 30 ft.		Carried	P	M	19-20/x2	5 ft.
To Hit: +10/+5		Damage: 1d10				
120 ft.		240 ft.		360 ft.		480 ft.
+10/+5		+8/+3		+6/+1		+4/-1
+2/-3		1d10		1d10		1d10
720 ft.		840 ft.		960 ft.		1080 ft.
+0/-5		-2/-7		-4/-9		-6/-11
-8/-13		1d10		1d10		1d10

*Mace +1 (Heavy)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+11/+6	1d8+4		2W-P-(OH)		+5/+0
1H-O	+7/+2	1d8+2		2W-P-(OL)		+7/+2
2H	+11/+6	1d8+5		2W-OH		+1

\*: 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
*Chain Shirt +2		Light	+6	+4	-1	20
*Shield, Heavy Metal		Heavy	+2		-2	15

Skylar

PLAYER NAME

Human

Medium / 5 ft.

RACE

SIZE / FACE

22

Female

AGE

GENDER

WOUNDS/CURRENT HP

HP

95

hit points

AC

21

armor class

FLAT

18

TOUCH

13

BASE

10

ARMOR BONUS

6

SHIELD BONUS

2

STAT

3

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

DODGE

0

MISC

0

INITIATIVE

+3

modifier

DEX MODIFIER

+3

MISC MODIFIER

+0

BASE ATTACK

+7/+2

bonus

Tymora

DEITY

None

REGION

145 lbs.

WEIGHT

Blonde, Long Braid

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

SPEED

Walk 40 ft.

MISS CHANCE

35

ARCANE SPELL FAILURE

-3

ARMOR CHECK PENALTY

0

SPELL RESIST

0

TOTAL SKILLPOINTS: 100 (UNUSED: 6)		SKILLS		MAX RANKS: 13/6.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise	INT	3	=	3	
✓ Balance	DEX	0	=	3	+ -3
✓ Bluff	CHA	2	=	1	+ 1
✓ Climb	STR	0	=	3	+ -3
✓ Concentration	CON	16	=	3	+ 13
Craft (Alchemy)	INT	6	=	3	+ 3
Craft (Gemcutting)	INT	5	=	3	+ 2
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	10	=	1	+ 8
✓ Disguise	CHA	2	=	1	+ 1
✓ Escape Artist	DEX	0	=	3	+ -3
✓ Forgery	INT	3	=	3	
✓ Gather Information	CHA	2	=	1	+ 1
Handle Animal	CHA	3	=	1	+ 1
✓ Heal	WIS	15	=	6	+ 9
✓ Hide	DEX	0	=	3	+ -3
✓ Intimidate	CHA	2	=	1	+ 1
✓ Jump	STR	4	=	3	+ 1
Knowledge (Arcana)	INT	8	=	3	+ 5
Knowledge (History)	INT	6	=	3	+ 3
Knowledge (Local)	INT	4	=	3	+ 1
Knowledge (Nobility and Royalty)	INT	5	=	3	+ 2
Knowledge (Religion)	INT	16	=	3	+ 13
Knowledge (The Planes)	INT	5	=	3	+ 2
✓ Listen	WIS	11	=	6	+ 3
✓ Move Silently	DEX	0	=	3	+ -3
Perform (Wind Instruments)	CHA	5	=	1	+ 3
✓ Ride	DEX	4	=	3	+ 1
✓ Search	INT	3	=	3	
✓ Sense Motive	WIS	6	=	6	
Speak Language(Draconic)		1	=	0	+ 1
Spellcraft	INT	18	=	3	+ 13
✓ Spot	WIS	11	=	6	+ 3
✓ Survival	WIS	8	=	6	+ 2
✓ Swim	STR	-2	=	3	+ 1
Tumble	DEX	1	=	3	+ 1
✓ Use Rope	DEX	3	=	3	
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

TURN UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3
Up to 0	3	Turn level	7
1 - 3	4	Turn damage	2d6+8
4 - 6	5	You destroy Undead creatures with total hit dice up to 3.	
7 - 9	6		
10 - 12	7		
13 - 15	8		
16 - 18	9		
19 - 21	10		
22+	11		
TURN/DAY		□□□□	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Bag of Holding (Type 1)	1	2.0	2.0	
0 lbs., 1 Inkpen, 1 Ink (1 Oz. Vial)					
Bag of Holding (Type 1)	Equipped	1	15.0	2500.0	
42.9 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					
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 (Type 1)	1	3.0	0.5	
Bolts, Crossbow (10)	Bag of Holding (Type 1)	1	1.0	1.0	
□□□□□ □□□□□					
Bolts, Crossbow (10)	Equipped	1	1.0	1.0	
□□□□□ □□□□□					
Case (Map or Scroll)	Bag of Holding (Type 1)	1	0.5	1.0	
0 lbs., 5 Parchment (Sheet)					
Chain Shirt +2	Equipped	1	25.0	4250.0	
Chest	Bag of Holding (Type 1)	1	25.0	2.0	
0 lbs., 1 Ring of Communication					
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Crossbow, Heavy	Warhorse (Light)	1	8.0	50.0	
0 lbs.					
Everburning Torch	Warhorse (Light)	1	1.0	110.0	
Bright Illumination: 20 ft., Duration: Permanent, Shadowy Illumination: 40 ft.					
Flask (Empty)	Pouch (Belt)	1	1.5	0.03	
0 lbs.					
Flask (Empty)	Pouch (Belt)	1	1.5	0.03	
0 lbs.					
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 (Type 1)	1	1.0	50.0	
□□□□□ □□□□□					
Holy Symbol (Silver)	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	
Inkpen	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 Scroll)	5	0.0 (0.0)	0.2 (1.0)	
Periapt of Wisdom +4	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)	Equipped	1	0.5	1.0	
3.58 lbs., 1 Flint and Steel, 1 Flask (Empty), 1 Flask (Empty), 25 Coin (Gold), 4 Coin (Copper)					
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 either end make no difference; whispers are audible above even the sounds of combat. Any two or more ring wearers need only touch their rings together and speak the command word in unison 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 touched together at the same time. A ring remains attuned to the others until you attune it to a different ring.					
Ring of Communication	Equipped	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 either end make no difference; whispers are audible above even the sounds of combat. Any two or more ring wearers need only touch their rings together and speak the command word in unison 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 touched together at the same time. A ring remains attuned to the others until you attune it to a different ring.					
Ring of Mystic Healing	Equipped	1	0.0	3500.0	
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 each day at dawn. Spending charges grants a bonus to the damage healed by the next cure spell you cast before the end of your turn. 1 charge:+2d6. 2 charges:+3d6 3 charges:+4d6.					
Rope (Silk/50 Ft.)	Bag of Holding (Type 1)	1	5.0	10.0	
Saddle (Riding)	Warhorse (Light)	1	25.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			73.08 lbs.	37731.96 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Saddlebags	Warhorse (Light)	1	8.0	4.0	
20 lbs., 5 Waterskin (Filled)					
Shield, Heavy Metal	Equipped	1	15.0	20.0	
Spell Component Pouch	Equipped	1	2.0	5.0	
Tymora's Shuriken	Equipped	1	0.0	646.2	
when thrown will return just before thrower's next turn, good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder					
Vial	Bag of Holding (Type 1)	1	0.1	1.0	
0 lbs.					
Vial	Bag of Holding (Type 1)	3	0.1 (0.3)	1.0 (3.0)	
0 lbs.					
Warhorse (Light)	Equipped	1	0.0	150.0	
75 lbs., 1 Saddle (Riding), 1 Saddlebags, 1 Horseshoes of Speed, 1 Bit and Bridle, 1 Everburning Torch, 1 Crossbow, Heavy					
Waterskin (Filled)	Saddlebags	5	4.0 (20.0)	1.0 (5.0)	
TOTAL WEIGHT CARRIED/VALUE			73.08 lbs.	37731.96 gp	

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)]					
Total = 25.04 gp					

LANGUAGES					
Celestial, Common, Draconic, Elven, Infernal					

SPECIAL ABILITIES					
+1 holy bonus on all Charisma-based skill checks					

Special Attacks					
Turn Undead	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]				
4/day (turn level 7) (turn damage 2d6+8)					

Special Qualities					
Aura of Chaos (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, SpellsD-E.rtf]				
Strong					
Aura of Good (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, SpellsD-E.rtf]				
Strong					
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]				
Humanoids eat/sleep/breathe					
Human Skill Bonus	[Wizards of the Coast - Revised (v.3.5) System Reference Document]				
Humans gain 1 extra skill point per level.					
Meilikki's Step	[Skylar's Homebrew - WOTC Various]				
Add +10 ft. to speed in light or medium armor					
Milil's Voice	[Skylar's Homebrew - WOTC Various]				
+1 holy bonus on all Charisma-based skill checks					
Selune's Radiance	[Skylar's Homebrew - WOTC Various]				
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, ClassesI.rtf]				
Wild Empathy (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]				
+4 (+0 on Magical Beasts)					

Feats		PROFICIENCIES	
<b>Craft Wand</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]	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	
You can create a wand of any 4th-level or lower spell that you know.			
<b>Craft Wondrous Item</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]		
You can create any wondrous item whose prerequisites you meet.			
<b>Dodge</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]		
During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.			
<b>Reach Spell</b>	[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.			
<b>Scribe Scroll</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]		
You can create a scroll of any spell that you know.			
<b>Alertness</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]		
You get a +2 bonus on all Listen checks and Spot checks.			
<b>Armor Proficiency (Heavy)</b>	[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.			
<b>Armor Proficiency (Light)</b>	[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.			
<b>Armor Proficiency (Medium)</b>	[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.			
<b>Harper Priest Blessing</b>	[Custom - Skylar's Homebrew - WOTC Various]		
At each level, a Harper Priest may choose one blessing.			
<b>Iron Will</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]		
You get a +2 bonus on all Will saving throws.			
<b>Shield Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]		
You can use a shield and take only the standard penalties.			
<b>Simple Weapon Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]		
You make attack rolls with simple weapons normally.			
DOMAINS			
<b>Luck</b> 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.			
<b>Travel</b> 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.			

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	Duration	Range	Comp.	Source
<div><div>□□□□□</div>Create Water</div> <div>School: Conjuration (Creation) [Water] Effect: Creates 14 gallons of pure water.</div>	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S Caster Level:7	RSRD: SpellsC.rtf
<div><div>□□□□□</div>Cure Minor Wounds</div> <div>School: Conjuration (Healing) Effect: Cures 1 point of damage.</div>	DC: 16, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S Caster Level:7	RSRD: SpellsC.rtf
<div><div>□□□□□</div>Detect Magic</div> <div>School: Divination Effect: Detects spells and magic items within 60 ft.</div>	SR: No	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>Detect Poison</div> <div>School: Divination Effect: Detects poison in one creature or small object.</div>	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>Guidance</div> <div>School: Divination Effect: +1 on one attack roll, saving throw, or skill check.</div>	DC: 16, Will negates (harmless) SR: Yes	1 standard action	1 minute or until discharged	Touch	V, S Caster Level:7	RSRD: SpellsF-G.rtf
<div><div>□□□□□</div>Inflict Minor Wounds</div> <div>School: Necromancy Effect: Touch attack, 1 point of damage.</div>	DC: 16, Will negates SR: Yes	1 standard action	Instantaneous	Touch	V, S Caster Level:7	RSRD: SpellsH-L.rtf
<div><div>□□□□□</div>Light</div> <div>School: Evocation [Light] Effect: Object shines like a torch.</div>	SR: No	1 standard action	70 minutes [D]	Touch	V, M/DF Caster Level:7	RSRD: SpellsH-L.rtf
<div><div>□□□□□</div>Mending</div> <div>School: Transmutation Effect: Makes minor repairs on an object.</div>	DC: 16, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S Caster Level:7	RSRD: SpellsM-O.rtf
<div><div>□□□□□</div>Purify Food and Drink</div> <div>School: Transmutation Effect: Purifies 7 cu. ft of food or water.</div>	DC: 16, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	10 ft.	V, S Caster Level:7	RSRD: SpellsP-R.rtf
<div><div>□□□□□</div>Read Magic</div> <div>School: Divination Effect: Read scrolls and spellbooks.</div>	SR: No	1 standard action	70 minutes	Personal	V, S, F Caster Level:7	RSRD: SpellsP-R.rtf
<div><div>□□□□□</div>Resistance</div> <div>School: Abjuration Effect: Subject gains +1 on saving throws.</div>	DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF Caster Level:7	RSRD: SpellsP-R.rtf
<div><div>□□□□□</div>Virtue</div> <div>School: Transmutation Effect: Subject gains 1 temporary hp.</div>	DC: 16, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF Caster Level:7	RSRD: SpellsT-Z.rtf
LEVEL 1						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div><div>□□□□□</div>Bane</div> <div>School: Enchantment (Compulsion) [Fear, Mind-Affecting] Effect: Enemies take -1 on attack rolls and saves against fear.</div>	DC: 17, Will negates SR: Yes	1 standard action	7 minutes	50 ft.	V, S, DF Caster Level:7	RSRD: SpellsA-B.rtf
<div><div>□□□□□</div>Bless</div> <div>School: Enchantment (Compulsion) [Mind-Affecting] Effect: Allies gain +1 on attack rolls and +1 on saves against fear.</div>	SR: Yes (harmless)	1 standard action	7 minutes	50 ft.	V, S, DF Caster Level:7	RSRD: SpellsA-B.rtf
<div><div>□□□□□</div>Bless Water</div> <div>School: Transmutation [Good] Effect: Makes holy water.</div>	DC: 17, Will negates (object) SR: Yes (object)	1 minute	Instantaneous	Touch	V, S, M Caster Level:7	RSRD: SpellsA-B.rtf
<div><div>□□□□□</div>Cause Fear</div> <div>School: Necromancy [Fear, Mind-Affecting] Effect: One creature of 5 HD or less flees for 1d4 rounds.</div>	DC: 17, Will partial SR: Yes	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	V, S Caster Level:7	RSRD: SpellsC.rtf
<div><div>□□□□□</div>Command</div> <div>School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: One subject obeys selected command for 1 round.</div>	DC: 17, Will negates SR: Yes	1 standard action	1 round	Close (40 ft.)	V Caster Level:7	RSRD: SpellsC.rtf
<div><div>□□□□□</div>Comprehend Languages</div> <div>School: Divination Effect: You understand all spoken and written languages.</div>	SR: No	1 standard action	70 minutes	Personal	V, S, M/DF Caster Level:7	RSRD: SpellsC.rtf
<div><div>□□□□□</div>Cure Light Wounds</div> <div>School: Conjuration (Healing) Effect: Cures 1d8+5 damage.</div>	DC: 17, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S Caster Level:7	RSRD: SpellsC.rtf
<div><div>□□□□□</div>Detect Chaos</div> <div>School: Divination Effect: Reveals creatures, spells, or objects of selected alignment.</div>	SR: No	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>Detect Evil</div> <div>School: Divination Effect: Reveals creatures, spells, or objects of selected alignment.</div>	SR: No	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>Detect Good</div> <div>School: Divination Effect: Reveals creatures, spells, or objects of selected alignment.</div>	SR: No	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>Detect Law</div> <div>School: Divination Effect: Reveals creatures, spells, or objects of selected alignment.</div>	SR: No	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>Detect Undead</div> <div>School: Divination Effect: Reveals undead within 60 ft.</div>	SR: No	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S, M/DF Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>Divine Favor</div> <div>School: Evocation Effect: You gain +2 on attack and damage rolls.</div>	SR: No	1 standard action	1 minute	Personal	V, S, DF Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>Doom</div> <div>School: Necromancy [Fear, Mind-Affecting] Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks.</div>	DC: 17, Will negates SR: Yes	1 standard action	7 minutes	Medium (170 ft.)	V, S, DF Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>Endure Elements</div> <div>School: Abjuration Effect: Exist comfortably in hot or cold environments.</div>	DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>**Entropic Shield</div> <div>School: Abjuration Effect: Ranged attacks against you have 20% miss chance.</div>	SR: No	1 standard action	7 minutes [D]	Personal	V, S Caster Level:7	RSRD: SpellsD-E.rtf
<div><div>□□□□□</div>Entropic Shield</div> <div>School: Abjuration Effect: Ranged attacks against you have 20% miss chance.</div>	SR: No	1 standard action	7 minutes [D]	Personal	V, S Caster Level:7	RSRD: SpellsD-E.rtf
* =Domain/Specialty Spell						

## Cleric Spells

<p><b>Hide from Undead</b></p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Undead can't perceive 7 subjects.</p>	<p><b>DC: 17, Will negates (harmless); see text</b></p> <p><i>SR:</i> Yes</p>	<p>1 standard action</p> <p><i>Target:</i> 7 touched creatures</p>	<p>70 minutes [D]</p>	<p>Touch</p>	<p>V, S, DF</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsH-L.rtf</p>
<p><b>Inflict Light Wounds</b></p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Touch deals 1d8+5 damage.</p>	<p><b>DC: 17, Will half</b></p> <p><i>SR:</i> Yes</p>	<p>1 standard action</p> <p><i>Target:</i> Creature touched</p>	<p>Instantaneous</p>	<p>Touch</p>	<p>V, S</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsH-L.rtf</p>
<p><b>*Longstrider</b></p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Increases your speed.</p>	<p><i>SR:</i> No</p>	<p>1 standard action</p> <p><i>Target:</i> You</p>	<p>7 hours [D]</p>	<p>Personal</p>	<p>V, S, M</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsH-L.rtf</p>
<p><b>Magic Stone</b></p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.</p>	<p><b>DC: 17, Will negates (harmless, object)</b></p> <p><i>SR:</i> Yes (harmless, object)</p>	<p>1 standard action</p> <p><i>Target:</i> Up to three pebbles touched</p>	<p>30 minutes or until discharged</p>	<p>Touch</p>	<p>V, S, DF</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsM-O.rtf</p>
<p><b>Magic Weapon</b></p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Weapon gains +1 bonus.</p>	<p><b>DC: 17, Will negates (harmless, object)</b></p> <p><i>SR:</i> Yes (harmless, object)</p>	<p>1 standard action</p> <p><i>Target:</i> Weapon touched</p>	<p>7 minutes</p>	<p>Touch</p>	<p>V, S, DF</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsM-O.rtf</p>
<p><b>Obscuring Mist</b></p> <p><i>School:</i> Conjuration (Creation)</p> <p><i>Effect:</i> Fog surrounds you.</p>	<p><i>SR:</i> No</p>	<p>1 standard action</p> <p><i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high</p>	<p>7 minutes</p>	<p>20 ft.</p>	<p>V, S</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsM-O.rtf</p>
<p><b>Protection from Evil</b></p> <p><i>School:</i> Abjuration [Good]</p> <p><i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</p>	<p><b>DC: 17, Will negates (harmless)</b></p> <p><i>SR:</i> No; see text</p>	<p>1 standard action</p> <p><i>Target:</i> Creature touched</p>	<p>7 minutes [D]</p>	<p>Touch</p>	<p>V, S, M/DF</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsP-R.rtf</p>
<p><b>Protection from Law</b></p> <p><i>School:</i> Abjuration [Chaotic]</p> <p><i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</p>	<p><b>DC: 17, Will negates (harmless)</b></p> <p><i>SR:</i> No; see text</p>	<p>1 standard action</p> <p><i>Target:</i> Creature touched</p>	<p>7 minutes [D]</p>	<p>Touch</p>	<p>V, S, M/DF</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsP-R.rtf</p>
<p><b>Remove Fear</b></p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 2 subjects.</p>	<p><b>DC: 17, Will negates (harmless)</b></p> <p><i>SR:</i> Yes (harmless)</p>	<p>1 standard action</p> <p><i>Target:</i> 2 creatures, no two of which can be more than 30 ft. apart</p>	<p>10 minutes; see text</p>	<p>Close (40 ft.)</p>	<p>V, S</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsP-R.rtf</p>
<p><b>Sanctuary</b></p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Opponents can't attack you, and you can't attack.</p>	<p><b>DC: 17, Will negates</b></p> <p><i>SR:</i> No</p>	<p>1 standard action</p> <p><i>Target:</i> Creature touched</p>	<p>7 rounds</p>	<p>Touch</p>	<p>V, S, DF</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsS.rtf</p>
<p><b>Shield of Faith</b></p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Aura grants +3 deflection bonus.</p>	<p><b>DC: 17, Will negates (harmless)</b></p> <p><i>SR:</i> Yes (harmless)</p>	<p>1 standard action</p> <p><i>Target:</i> Creature touched</p>	<p>7 minutes</p>	<p>Touch</p>	<p>V, S, M</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsS.rtf</p>
<p><b>Summon Monster I</b></p> <p><i>School:</i> Conjuration (Summoning)</p> <p><i>Effect:</i> Calls extraplanar creature to fight for you.</p>	<p><i>SR:</i> No</p>	<p>1 round</p> <p><i>Target:</i> One summoned creature</p>	<p>7 rounds [D]</p>	<p>Close (40 ft.)</p>	<p>V, S, F/DF</p> <p><i>Caster Level:</i> 7</p>	<p>RSRD: SpellsS.rtf</p>

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]	SR: Yes (harmless)	Target: Living creature touched			Caster Level:7	
Effect: +1 on attack rolls, +1 against fear, 1d8+7 temporary hp.						
☐☐☐☐☐ Aid		1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes (harmless)	Target: Living creature touched			Caster Level:7	
Effect: +1 on attack rolls, +1 against fear, 1d8+7 temporary hp.						
☐☐☐☐☐ Align Weapon	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)	Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]			Caster Level:7	
Effect: Weapon becomes good, evil, lawful, or chaotic.						
☐☐☐☐☐ Augury		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 touched			Caster Level:7	
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	SR: Yes (harmless)	Target: Creature touched			Caster Level:7	
Effect: Subject gains +4 to Str for 7 minutes.						
☐☐☐☐☐ 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]	SR: Yes	Target: Creatures in a 20-ft.-radius spread			Caster Level:7	
Effect: Calms creatures, negating emotion effects.						
☐☐☐☐☐ Consecrate		1 standard action	14 hours	Close (40 ft.)	V, S, M, DF	RSRD: SpellsC.rtf
School: Evocation [Good]	SR: No	Target: 20-ft.-radius emanation			Caster Level:7	
Effect: Fills area with positive energy, making undead weaker.						
☐☐☐☐☐ Cure Moderate Wounds	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 touched			Caster Level:7	
Effect: Cures 2d8+7 damage.						
☐☐☐☐☐ Darkness		1 standard action	70 minutes [D]	Touch	V, M/DF	RSRD: SpellsD-E.rtf
School: Evocation [Darkness]	SR: No	Target: Object touched			Caster Level:7	
Effect: 20-ft. radius of supernatural shadow.						
☐☐☐☐☐ Delay Poison	DC: 18, Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	RSRD: SpellsD-E.rtf
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touched			Caster Level:7	
Effect: Stops poison from harming subject for 7 hours.						
☐☐☐☐☐ 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 touched			Caster Level:7	
Effect: Subject gains +4 to Cha for 7 minutes.						
☐☐☐☐☐ Enthral	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 of creatures			Caster Level:7	
Effect: Captivates all within 170 ft.						
☐☐☐☐☐ Find Traps		1 standard action	7 minutes	Personal	V, S	RSRD: SpellsF-G.rtf
School: Divination	SR: No	Target: You			Caster Level:7	
Effect: Notice traps as a rogue does.						
☐☐☐☐☐ 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 touched			Caster Level:7	
Effect: Preserves one corpse.						
☐☐☐☐☐ 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 humanoid creature			Caster Level:7	
Effect: Paralyzes one humanoid for 7 rounds.						
☐☐☐☐☐ Inflict Moderate Wounds	DC: 18, Will half	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsH-L.rtf
School: Necromancy	SR: Yes	Target: Creature touched			Caster Level:7	
Effect: Touch attack, 2d8+7 damage.						
☐☐☐☐☐ *Locate Object		1 standard action	7 minutes	Long (680 ft.)	V, S, F/DF	RSRD: SpellsH-L.rtf
School: Divination	SR: No	Target: Circle, centered on you, with a radius of 680 ft.			Caster Level:7	
Effect: Senses direction toward object [specific or type].						
☐☐☐☐☐ 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 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 touched			Caster Level:7	
		* =Domain/Specialty Spell				



Cleric Spells

<i>Effect:</i> Subject gains +4 to Wis for 7 minutes.						
☐☐☐☐☐ Remove Paralysis	DC: 18, Will negates (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsP-R.rtf
<i>School:</i> Conjuration (Healing) <i>Effect:</i> Frees one or more creatures from paralysis or slow effect.	SR: Yes (harmless)	<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7		
☐☐☐☐☐ Resist Energy	DC: 18, Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	RSRD: SpellsP-R.rtf
<i>School:</i> Abjuration <i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.	SR: Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Restoration, Lesser	DC: 18, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
<i>School:</i> Conjuration (Healing) <i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.	SR: Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Shatter	DC: 18, Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (40 ft.)	V, S, M/DF	RSRD: SpellsS.rtf
<i>School:</i> Evocation [Sonic] <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	SR: Yes (object)	<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature		<i>Caster Level:</i> 7		
☐☐☐☐☐ Shield Other	DC: 18, Will negates (harmless)	1 standard action	7 hours [D]	Close (40 ft.)	V, S, F	RSRD: SpellsS.rtf
<i>School:</i> Abjuration <i>Effect:</i> You take half of subject's damage.	SR: Yes (harmless)	<i>Target:</i> One creature		<i>Caster Level:</i> 7		
☐☐☐☐☐ Silence	DC: 18, Will negates; see text or none (object)	1 standard action	7 minutes [D]	Long (680 ft.)	V, S	RSRD: SpellsS.rtf
<i>School:</i> Illusion (Glamour) <i>Effect:</i> Negates sound in 15-ft. radius.	SR: Yes; see text or no (object)	<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 7		
☐☐☐☐☐ Sound Burst	DC: 18, Fortitude partial	1 standard action	Instantaneous	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
<i>School:</i> Evocation [Sonic] <i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.	SR: Yes	<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 7		
☐☐☐☐☐ Spiritual Weapon		1 standard action	7 rounds [D]	Medium (170 ft.)	V, S, DF	RSRD: SpellsS.rtf
<i>School:</i> Evocation [Force] <i>Effect:</i> Magical weapon attacks on its own.	SR: Yes	<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 7		
☐☐☐☐☐ Status	DC: 18, Will negates (harmless)	1 standard action	7 hours	Touch	V, S	RSRD: SpellsS.rtf
<i>School:</i> Divination <i>Effect:</i> Monitors condition, position of allies.	SR: Yes (harmless)	<i>Target:</i> 2 living creatures touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Summon Monster II		1 round	7 rounds [D]	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
<i>School:</i> Conjuration (Summoning) <i>Effect:</i> Calls extraplanar creature to fight for you.	SR: No	<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7		
☐☐☐☐☐ Undetectable Alignment	DC: 18, Will negates (object)	1 standard action	24 hours	Close (40 ft.)	V, S	RSRD: SpellsT-Z.rtf
<i>School:</i> Abjuration <i>Effect:</i> Conceals alignment for 24 hours.	SR: Yes (object)	<i>Target:</i> One creature or object		<i>Caster Level:</i> 7		
☐☐☐☐☐ Zone of Truth	DC: 18, Will negates	1 standard action	7 minutes	Close (40 ft.)	V, S, DF	RSRD: SpellsT-Z.rtf
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Subjects within range cannot lie.	SR: Yes	<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 7		

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Bestow Curse <i>School:</i> Necromancy <i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	DC: 19, Will negates SR: Yes	1 standard action	Permanent	Touch	V, S <i>Caster Level:</i> 7	RSRD: SpellsA-B.rtf
☐☐☐☐☐ Blindness/Deafness <i>School:</i> Necromancy <i>Effect:</i> Makes subject blinded or deafened.	DC: 19, Fortitude negates SR: Yes	1 standard action	Permanent [D]	Medium (170 ft.)	V <i>Caster Level:</i> 7	RSRD: SpellsA-B.rtf
☐☐☐☐☐ Continual Flame <i>School:</i> Evocation [Light] <i>Effect:</i> Makes a permanent, heatless torch.	SR: No	1 standard action	Permanent	Touch	V, S, M <i>Caster Level:</i> 7	RSRD: SpellsC.rtf
☐☐☐☐☐ Create Food and Water <i>School:</i> Conjuration (Creation) <i>Effect:</i> Feeds 21 humans or 7 horses.	SR: No	10 minutes	24 hours; see text	Close (40 ft.)	V, S <i>Caster Level:</i> 7	RSRD: SpellsC.rtf
☐☐☐☐☐ Cure Serious Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures 3d8+7 damage.	DC: 19, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 7	RSRD: SpellsC.rtf
☐☐☐☐☐ Daylight <i>School:</i> Evocation [Light] <i>Effect:</i> 60-ft. radius of bright light.	SR: No	1 standard action	70 minutes [D]	Touch	V, S <i>Caster Level:</i> 7	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Deeper Darkness <i>School:</i> Evocation [Darkness] <i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.	SR: No	1 standard action	7 days [D]	Touch	V, M/DF <i>Caster Level:</i> 7	RSRD: SpellsD-E.rtf
☐☐☐☐☐ Dispel Magic <i>School:</i> Abjuration <i>Effect:</i> Cancels magical spells and effects.	SR: No	1 standard action	Instantaneous	Medium (170 ft.)	V, S <i>Caster Level:</i> 7	RSRD: SpellsD-E.rtf
☐☐☐☐☐ *Fly <i>School:</i> Transmutation <i>Effect:</i> Subject flies at speed of 60 ft.	DC: 19, Will negates (harmless) SR: Yes (harmless)	1 standard action	7 minutes	Touch	V, S, F/DF <i>Caster Level:</i> 7	RSRD: SpellsF-G.rtf
☐☐☐☐☐ Glyph of Warding <i>School:</i> Abjuration <i>Effect:</i> Inscription harms those who pass it.	DC: 19, See text SR: No (object) and Yes; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M <i>Caster Level:</i> 7	RSRD: SpellsF-G.rtf
☐☐☐☐☐ Helping Hand <i>School:</i> Evocation <i>Effect:</i> Ghostly hand leads subject to you.	SR: No	1 standard action	7 hours	5 miles	V, S, DF <i>Caster Level:</i> 7	RSRD: SpellsH-L.rtf
☐☐☐☐☐ Inflict Serious Wounds <i>School:</i> Necromancy <i>Effect:</i> Touch attack, 3d8+7 damage.	DC: 19, Will half SR: Yes	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 7	RSRD: SpellsH-L.rtf
☐☐☐☐☐ Invisibility Purge <i>School:</i> Evocation <i>Effect:</i> Dispel invisibility within 35 ft	SR: No	1 standard action	7 minutes [D]	Personal	V, S <i>Caster Level:</i> 7	RSRD: SpellsH-L.rtf
☐☐☐☐☐ Locate Object <i>School:</i> Divination <i>Effect:</i> Senses direction toward object [specific or type].	SR: No	1 standard action	7 minutes	Long (680 ft.)	V, S, F/DF <i>Caster Level:</i> 7	RSRD: SpellsH-L.rtf
☐☐☐☐☐ Magic Circle against Evil <i>School:</i> Abjuration [Good] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 70 minutes.	DC: 19, Will negates (harmless) SR: No; see text	1 standard action	70 minutes	Touch	V, S, M/DF <i>Caster Level:</i> 7	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Magic Circle against Law <i>School:</i> Abjuration [Chaotic] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 70 minutes.	DC: 19, Will negates (harmless) SR: No; see text	1 standard action	70 minutes	Touch	V, S, M/DF <i>Caster Level:</i> 7	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Magic Vestment <i>School:</i> Transmutation <i>Effect:</i> Armor or shield gains 1 enhancement	DC: 19, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	7 hours	Touch	V, S, DF <i>Caster Level:</i> 7	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Meld into Stone <i>School:</i> Transmutation [Earth] <i>Effect:</i> You and your gear merge with stone.	SR: No	1 standard action	70 minutes	Personal	V, S, DF <i>Caster Level:</i> 7	RSRD: SpellsM-O.rtf
☐☐☐☐☐ Obscure Object <i>School:</i> Abjuration <i>Effect:</i> Masks object against scrying.	DC: 19, Will negates (object) SR: Yes (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF <i>Caster Level:</i> 7	RSRD: SpellsM-O.rtf
* =Domain/Specialty Spell						

## Cleric Spells

<b>Prayer</b>		1 standard action	7 rounds	40 ft.	V, S, DF	RSRD: SpellsP-R.rtf
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you			<i>Caster Level:</i> 7	
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.						
<b>Protection from Energy</b>	<b>DC: 19, Fortitude negates (harmless)</b>	1 standard action	70 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsP-R.rtf
<i>School:</i> Abjuration	SR: Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Absorb 84 points of damage from one kind of energy.						
<b>Protection from Energy</b>	<b>DC: 19, Fortitude negates (harmless)</b>	1 standard action	70 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsP-R.rtf
<i>School:</i> Abjuration	SR: Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Absorb 84 points of damage from one kind of energy.						
<b>Remove Blindness/Deafness</b>	<b>DC: 19, Fortitude negates (harmless)</b>	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
<i>School:</i> Conjunction (Healing)	SR: Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Cures normal or magical conditions.						
<b>Remove Curse</b>	<b>DC: 19, Will negates (harmless)</b>	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
<i>School:</i> Abjuration	SR: Yes (harmless)	<i>Target:</i> Creature or item touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Frees object or person from curse.						
<b>Remove Disease</b>	<b>DC: 19, Fortitude negates (harmless)</b>	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsP-R.rtf
<i>School:</i> Conjunction (Healing)	SR: Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Cures all diseases affecting subject.						
<b>Searing Light</b>		1 standard action	Instantaneous	Medium (170 ft.)	V, S	RSRD: SpellsS.rtf
<i>School:</i> Evocation	SR: Yes	<i>Target:</i> Ray			<i>Caster Level:</i> 7	
<i>Effect:</i> Ranged touch attack deals 3d8 damage; 7d6 against undead; 7d8 to undead vulnerable to bright light; construct or inanimate object only takes 3d6 damage.						
<b>Speak with Dead</b>	<b>DC: 19, Will negates; see text</b>	10 minutes	7 minutes	10 ft.	V, S, DF	RSRD: SpellsS.rtf
<i>School:</i> Necromancy [Language-Dependent]	SR: No	<i>Target:</i> One dead creature			<i>Caster Level:</i> 7	
<i>Effect:</i> Corpse answers 3 questions.						
<b>Stone Shape</b>		1 standard action	Instantaneous	Touch	V, S, M/DF	RSRD: SpellsS.rtf
<i>School:</i> Transmutation [Earth]	SR: No	<i>Target:</i> Stone or stone object touched, up to 17 cu. ft.			<i>Caster Level:</i> 7	
<i>Effect:</i> Sculpts stone into any shape.						
<b>Summon Monster III</b>		1 round	7 rounds [D]	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
<i>School:</i> Conjunction (Summoning)	SR: No	<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
<i>Effect:</i> Calls extraplanar creature to fight for you.						
<b>Telepathic Bond, Lesser</b>		1 standard action	70 minutes	30 feet	V, S	RSRD: PsionicSpells.rtf
<i>School:</i> Divination [Mind-Affecting]	SR: No	<i>Target:</i> You and One willing creature within 30'			<i>Caster Level:</i> 7	
<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.						
<b>Water Breathing</b>	<b>DC: 19, Will negates (harmless)</b>	1 standard action	14 hours; see text	Touch	V, S, M/DF	RSRD: SpellsT-Z.rtf
<i>School:</i> Transmutation	SR: Yes (harmless)	<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 7	
<i>Effect:</i> Subjects can breathe underwater.						
<b>Water Walk</b>	<b>DC: 19, Will negates (harmless)</b>	1 standard action	70 minutes [D]	Touch	V, S, DF	RSRD: SpellsT-Z.rtf
<i>School:</i> Transmutation [Water]	SR: Yes (harmless)	<i>Target:</i> 7 touched creatures			<i>Caster Level:</i> 7	
<i>Effect:</i> Subject treads on water as if solid.						
<b>Wind Wall</b>	<b>DC: 19, None; see text</b>	1 standard action	7 rounds	Medium (170 ft.)	V, S, M/DF	RSRD: SpellsT-Z.rtf
<i>School:</i> Evocation [Air]	SR: Yes	<i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S]			<i>Caster Level:</i> 7	
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.						

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
<div><div>□□□□□</div><div>Air Walk</div></div> <div><i>School:</i> Transmutation [Air] <i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].</div>	SR: Yes (harmless)	1 standard action	70 minutes	Touch	V, S, DF	RSRD: SpellsA-B.rtf
		<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Control Water</div></div> <div><i>School:</i> Transmutation [Water] <i>Effect:</i> Raises or lowers bodies of water.</div>	<b>DC: 20, None; see text</b> SR: No	1 standard action	70 minutes [D]	Long (680 ft.)	V, S, M/DF	RSRD: SpellsC.rtf
		<i>Target:</i> Water in a volume of 70 ft by 70 ft by 14 ft [S]			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Cure Critical Wounds</div></div> <div><i>School:</i> Conjunction (Healing) <i>Effect:</i> Cures 4d8+7 damage.</div>	<b>DC: 20, Will half (harmless); see text</b> SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsC.rtf
		<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Death Ward</div></div> <div><i>School:</i> Necromancy <i>Effect:</i> Grants immunity to death spells and negative energy effects.</div>	<b>DC: 20, Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsD-E.rtf
		<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Dimensional Anchor</div></div> <div><i>School:</i> Abjuration <i>Effect:</i> Bars extradimensional movement.</div>	SR: Yes (object)	1 standard action	7 minutes	Medium (170 ft.)	V, S	RSRD: SpellsD-E.rtf
		<i>Target:</i> Ray			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>*Dimension Door</div></div> <div><i>School:</i> Conjunction (Teleportation) <i>Effect:</i> Teleports you short distance.</div>	<b>DC: 20, None and Will negates (object)</b> SR: No and Yes (object)	1 standard action	Instantaneous	Long (680 ft.)	V	RSRD: SpellsD-E.rtf
		<i>Target:</i> You and touched objects or other touched willing creatures			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Discern Lies</div></div> <div><i>School:</i> Divination <i>Effect:</i> Reveals deliberate falsehoods.</div>	<b>DC: 20, Will negates</b> SR: No	1 standard action	Concentration, up to 7 rounds	Close (40 ft.)	V, S, DF	RSRD: SpellsD-E.rtf
		<i>Target:</i> 7 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Dismissal</div></div> <div><i>School:</i> Abjuration <i>Effect:</i> Forces a creature to return to native plane.</div>	<b>DC: 20, Will negates; see text</b> SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S, DF	RSRD: SpellsD-E.rtf
		<i>Target:</i> One extraplanar creature			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Divination</div></div> <div><i>School:</i> Divination <i>Effect:</i> Provides useful advice for specific proposed actions.</div>	SR: No	10 minutes	Instantaneous	Personal	V, S, M	RSRD: SpellsD-E.rtf
		<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Divine Power</div></div> <div><i>School:</i> Evocation <i>Effect:</i> You gain attack bonus, +6 to Str, and 7 hps.</div>	SR: No	1 standard action	7 rounds	Personal	V, S, DF	RSRD: SpellsD-E.rtf
		<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Dweomer of Transference</div></div> <div><i>School:</i> Evocation <i>Effect:</i> You form a radiating corona around the head of a psionic ally, then convert some of your spells into power points [see text].</div>	<b>DC: 20, Will Negates (Harmless)</b> SR: Yes (Harmless)	1 minute	7 rounds	Close (40 ft.)	V, S	RSRD: Psionic:Spells.rtf
		<i>Target:</i> One willing psionic creature			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>**Freedom of Movement</div></div> <div><i>School:</i> Abjuration <i>Effect:</i> Subject moves normally despite impediments.</div>	<b>DC: 20, Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	RSRD: SpellsF-G.rtf
		<i>Target:</i> You or creature touched			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Freedom of Movement</div></div> <div><i>School:</i> Abjuration <i>Effect:</i> Subject moves normally despite impediments.</div>	<b>DC: 20, Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	RSRD: SpellsF-G.rtf
		<i>Target:</i> You or creature touched			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Giant Vermin</div></div> <div><i>School:</i> Transmutation <i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.</div>	SR: Yes	1 standard action	7 minutes	Close (40 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
		<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Imbue with Spell Ability</div></div> <div><i>School:</i> Evocation <i>Effect:</i> Transfer spells to subject.</div>	<b>DC: 20, Will negates (harmless)</b> SR: Yes (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	RSRD: SpellsH-L.rtf
		<i>Target:</i> Creature touched; see text			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Inflict Critical Wounds</div></div> <div><i>School:</i> Necromancy <i>Effect:</i> Touch attack, 4d8+7 damage</div>	<b>DC: 20, Will half</b> SR: Yes	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsH-L.rtf
		<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Magic Weapon, Greater</div></div> <div><i>School:</i> Transmutation <i>Effect:</i> Weapon gains +1 bonus.</div>	<b>DC: 20, Will negates (harmless, object)</b> SR: Yes (harmless, object)	1 standard action	7 hours	Close (40 ft.)	V, S, M/DF	RSRD: SpellsM-O.rtf
		<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]			<i>Caster Level:</i> 7	
<div><div>□□□□□</div><div>Neutralize Poison</div></div> <div><i>School:</i> Conjunction (Healing)</div>	<b>DC: 20, Will negates (harmless, object)</b> SR: Yes (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF	RSRD: SpellsM-O.rtf
		<i>Target:</i> Creature or object of up to 7 cu. ft. touched			<i>Caster Level:</i> 7	
* =Domain/Speciality Spell						

Cleric Spells						
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.						
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Planar Ally, Lesser</b> <i>School:</i> Conjuration (Calling) [See Text] <i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.	SR: No	10 minutes	Instantaneous	Close (40 ft.)	V, S, DF, XP	RSRD: SpellsP-R.rtf
			<i>Target:</i> One called elemental or outsider of 6 HD or less		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Poison</b> <i>School:</i> Necromancy <i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	DC: 20, <b>Fortitude negates; see text</b> SR: Yes	1 standard action	Instantaneous; see text	Touch	V, S, DF	RSRD: SpellsP-R.rtf
			<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Repel Vermin</b> <i>School:</i> Abjuration <i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.	DC: 20, <b>None or Will negates; see text</b> SR: Yes	1 standard action	70 minutes [D]	10 ft.	V, S, DF	RSRD: SpellsP-R.rtf
			<i>Target:</i> 10 ft. radius emanation centered on you		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Restoration</b> <i>School:</i> Conjuration (Healing) <i>Effect:</i> Restores level and ability score drains.	DC: 20, <b>Will negates (harmless)</b> SR: Yes (harmless)	3 rounds	Instantaneous	Touch	V, S, M	RSRD: SpellsP-R.rtf
			<i>Target:</i> Creature touched		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Sending</b> <i>School:</i> Evocation <i>Effect:</i> Delivers short message anywhere, instantly.	SR: No	10 minutes	7 round; see text	See text	V, S, M/DF	RSRD: SpellsS.rtf
			<i>Target:</i> One creature		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Spell Immunity</b> <i>School:</i> Abjuration <i>Effect:</i> Subject is immune to 1 spells, up to 4th-level spells.	DC: 20, <b>Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	70 minutes	Touch	V, S, DF	RSRD: SpellsS.rtf
			<i>Target:</i> Creature touched		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Summon Monster IV</b> <i>School:</i> Conjuration (Summoning) <i>Effect:</i> Calls extraplanar creature to fight for you.	SR: No	1 round	7 rounds [D]	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
			<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Tongues</b> <i>School:</i> Divination <i>Effect:</i> Speak any language.	DC: 20, <b>Will negates (harmless)</b> SR: No	1 standard action	70 minutes	Touch	V, M/DF	RSRD: SpellsT-Z.rtf
			<i>Target:</i> Creature touched		<i>Caster Level:</i> 7	
LEVEL 5						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Atonement</b> <i>School:</i> Abjuration <i>Effect:</i> Removes burden of misdeeds from subject.	SR: Yes	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	RSRD: SpellsA-B.rtf
			<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>**Break Enchantment</b> <i>School:</i> Abjuration <i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.	DC: 21, <b>See text</b> SR: No	1 minute	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsA-B.rtf
			<i>Target:</i> Up to 7 creatures, all within 30 ft. of each other		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Break Enchantment</b> <i>School:</i> Abjuration <i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.	DC: 21, <b>See text</b> SR: No	1 minute	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsA-B.rtf
			<i>Target:</i> Up to 7 creatures, all within 30 ft. of each other		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Command, Greater</b> <i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> As command, but affects 7 subjects.	DC: 21, <b>Will negates</b> SR: Yes	1 standard action	7 rounds	Close (40 ft.)	V	RSRD: SpellsC.rtf
			<i>Target:</i> 7 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Commune</b> <i>School:</i> Divination <i>Effect:</i> Deity answers 7 yes-or-no questions.	SR: No	10 minutes	7 rounds	Personal	V, S, M, DF, XP	RSRD: SpellsC.rtf
			<i>Target:</i> You		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cure Light Wounds, Mass</b> <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures 1d8+7 damage for many creatures.	DC: 21, <b>Will half (harmless) or Will half; see text</b> SR: Yes (harmless) or Yes; see text	1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsC.rtf
			<i>Target:</i> 7 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dispel Evil</b> <i>School:</i> Abjuration [Good]	DC: 21, <b>See text</b> SR: See text	1 standard action	7 rounds or until discharged, whichever comes first	Touch	V, S, DF	RSRD: SpellsD-E.rtf
			<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object		<i>Caster Level:</i> 7	
<i>Effect:</i> +4 bonus against attacks.						
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dispel Law</b> <i>School:</i> Abjuration [Chaotic]	DC: 21, <b>See text</b> SR: See text	1 standard action	7 rounds or until discharged, whichever comes first	Touch	V, S, DF	RSRD: SpellsD-E.rtf
			<i>Target:</i> You and a touched lawful creature from another plane; or you and an enchantment or lawful spell on a touched creature or object		<i>Caster Level:</i> 7	
<i>Effect:</i> +4 bonus against attacks.						
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Disrupting Weapon</b> <i>School:</i> Transmutation <i>Effect:</i> Melee weapon destroys undead.	DC: 21, <b>Will negates (harmless, object); see text</b> SR: Yes (harmless, object)	1 standard action	7 rounds	Touch	V, S	RSRD: SpellsD-E.rtf
			<i>Target:</i> One melee weapon		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Flame Strike</b> <i>School:</i> Evocation [Fire] <i>Effect:</i> Smite foes with divine fire for 7d6 damage.	DC: 21, <b>Reflex half</b> SR: Yes	1 standard action	Instantaneous	Medium (170 ft.)	V, S, DF	RSRD: SpellsF-G.rtf
			<i>Target:</i> Cylinder 10		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Hallow</b> <i>School:</i> Evocation [Good] <i>Effect:</i> Designates location as holy.	DC: 21, <b>See text</b> SR: See text	24 hours	Instantaneous	Touch	V, S, M, DF	RSRD: SpellsH-L.rtf
			<i>Target:</i> 40-ft. radius emanating from the touched point		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Inflict Light Wounds, Mass</b> <i>School:</i> Necromancy <i>Effect:</i> Deals 1d8+7 damage to many creatures.	DC: 21, <b>Will half</b> SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsH-L.rtf
			<i>Target:</i> 7 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Insect Plague</b> <i>School:</i> Conjuration (Summoning) <i>Effect:</i> Locust swarms attack creatures.	SR: No	1 round	7 minutes	Long (680 ft.)	V, S, DF	RSRD: SpellsH-L.rtf
			<i>Target:</i> 2 swarms of locust, each of which must be adjacent to at least one other swarm		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mark of Justice</b> <i>School:</i> Necromancy <i>Effect:</i> Designates action that will trigger curse on subject.	SR: Yes	10 minutes	Permanent;see text	Touch	V, S, DF	RSRD: SpellsM-O.rtf
			<i>Target:</i> Creature touched		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Plane Shift</b> <i>School:</i> Conjuration (Teleportation) <i>Effect:</i> As many as eight subjects travel to another plane.	DC: 21, <b>Will negates</b> SR: Yes	1 standard action	Instantaneous	Touch	V, S, F	RSRD: SpellsP-R.rtf
			<i>Target:</i> Creature touched, or up to eight willing creatures joining hands		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Psychic Turmoil</b> <i>School:</i> Abjuration <i>Effect:</i> [see text]	DC: 21, <b>Will partial; see text</b> SR: Yes	1 standard action	7 rounds	Close (40 ft.)	V, S, M	RSRD: PsionicSpells.rtf
			<i>Target:</i> 40-ft-radius emanation centered on point in space		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Raise Dead</b> <i>School:</i> Conjuration (Healing) <i>Effect:</i> Restores life to subject who died as long as 7 days ago.	DC: 21, <b>None; see text</b> SR: Yes (harmless)	1 minute	Instantaneous	Touch	V, S, M, DF	RSRD: SpellsP-R.rtf
			<i>Target:</i> Dead creature touched		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Righteous Might</b> <i>School:</i> Transmutation <i>Effect:</i> Your size increases, and you gain combat bonuses.	SR: No	1 standard action	7 rounds [D]	Personal	V, S, DF	RSRD: SpellsP-R.rtf
			<i>Target:</i> You		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Scrying</b> <i>School:</i> Divination (Scrying) <i>Effect:</i> Spies on subject from a distance.	DC: 21, <b>Will negates</b> SR: Yes	1 hour	7 minutes	See text	V, S, M/DF, F	RSRD: SpellsS.rtf
			<i>Target:</i> Magical sensor		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Slay Living</b> <i>School:</i> Necromancy [Death] <i>Effect:</i> Touch attack kills subject.	DC: 21, <b>Fortitude partial</b> SR: Yes	1 standard action	Instantaneous	Touch	V, S	RSRD: SpellsS.rtf
			<i>Target:</i> Living creature touched		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Spell Resistance</b> <i>School:</i> Abjuration <i>Effect:</i> Subject gains SR 19.	DC: 21, <b>Will negates (harmless)</b> SR: Yes (harmless)	1 standard action	7 minutes	Touch	V, S, DF	RSRD: SpellsS.rtf
			<i>Target:</i> Creature touched		<i>Caster Level:</i> 7	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Summon Monster V</b> <i>School:</i> Conjuration (Summoning) <i>Effect:</i> Calls extraplanar creature to fight for you.	SR: No	1 round	7 rounds [D]	Close (40 ft.)	V, S, F/DF	RSRD: SpellsS.rtf
			<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 7	
* =Domain/Specialty Spell						



Cleric Spells

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

## Spellbook: Prepared Spells

Cleric

### Level 0

- ☐ Create Water (DC:)
- ☐☐☐ Detect 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	
,	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	

## 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 Wondrous 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: