

Name	Alongar Nacoro	Race	Human	Alignment	Neutral Good						
Level	4	Classes	Clr 4	XP	8000	Next Level	10000				
Physical	Male, 19 yrs. old, 6ft. 0in., 232 lb.			Size	Medium	Deity	Aezor				
STR	DEX	CON	INT	WIS	CHA	Speed/Run	30 ft./x4	Base Spd/Run	30 ft./x4		
15	16	15	14	17	15	Fortitude	+6	Reflex	+4	Will	+7
+2	+3	+2	+2	+3	+2						

Armor Max DEX: +4

AC	19	Touch	13	Flatfooted	16	Helpless	14	Armor	+4 (Chain Shirt)
								Shield	+2 (Shield, Heavy Wooden)

SR	0	DR Resist		HP	34	Subdual:	
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BAB	+3				Melee	+2	Ranged	+3	Grapple	+2	Initiative	+3
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ATTACKS

Mace, Heavy, One-Handed - Attacks: +5; Damage: 1d8+2 (Bludgeoning); Critical: x2
 Shield, Heavy Wooden

Ammo

SKILLS

Check Penalties: Armor -2, Shield -2

Appraise	+2	Balance	+3	Bluff	+2	Climb	+2
0 Ranks, INT		0 Ranks, DEX, Check Penalty		0 Ranks, CHA		0 Ranks, STR, Check Penalty	
Concentration	+9	Craft (Papermaking)	+5	Craft (Pottery)	+5	Diplomacy	+6
7 Ranks, CON		3 Ranks, INT		3 Ranks, INT		4 Ranks, CHA	
Disguise	+2	Escape Artist	+3	Forgery	+2	Gather Information	+2
0 Ranks, CHA		0 Ranks, DEX, Check Penalty		0 Ranks, INT		0 Ranks, CHA	
Heal	+7	Hide	+3	Intimidate	+2	Jump	+2
4 Ranks, WIS		0 Ranks, DEX, Check Penalty		0 Ranks, CHA		0 Ranks, STR, Check Penalty	
Knowledge (Arcana)	+3	Knowledge (Religion)	+3	Listen	+3	Move Silently	+3
1 Ranks, INT		1 Ranks, INT		0 Ranks, WIS		0 Ranks, DEX, Check Penalty	
Profession (Cartograph)	+6	Ride	+3	Search	+2	Sense Motive	+3
3 Ranks, WIS		0 Ranks, DEX		0 Ranks, INT		0 Ranks, WIS	
Spellcraft	+9	Spot	+3	Survival	+3	Swim	+3
7 Ranks, INT		0 Ranks, WIS		0 Ranks, WIS		1 Ranks, STR, 2xCheck Penalt	
Use Rope	+3						
0 Ranks, DEX							

Languages Common, Damaran, Dwarven

CONDITIONAL MODIFIERS	Type	Source
scrolls	+2 Skill (Use Magic Device)	Spellcraft Synergy
to avoid non-lethal damage from a forced march	+4 Constitution Check	Endurance
to avoid non-lethal damage from hot or cold environ	+4 Fortitude Saving Throw	Endurance

CONDITIONAL MODIFIERS	Type	Source
<i>to avoid non-lethal damage from starvation or thirst</i>	+4 Constitution Check	Endurance
<i>to continue running</i>	+4 Constitution Check	Endurance
<i>to hold your breath</i>	+4 Constitution Check	Endurance
<i>to resist damage from suffocation</i>	+4 Fortitude Saving Throw	Endurance
<i>to resist non-lethal damage</i>	+4 Skill (Swim)	Endurance

FEATS	
Armor Proficiency (Heavy)	<i>Proficient in the wearing of all heavy armors.</i>
Armor Proficiency (Light)	<i>Proficient in the wearing of all light armors.</i>
Armor Proficiency (Medium)	<i>Proficient in the wearing of all medium armors.</i>
Blind Fight	<i>Reroll melee miss due to concealment.</i>
Diehard	<i>You become stable at -1 to -9 HP. Can choose to be disabled rather than dying.</i>
Endurance	<i>+4 on skill checks related to endurance e.g. Swim checks made to resist non-lethal damage.</i>
Shield Proficiency	<i>Proficient with all shields except tower shields.</i>
Simple Weapons Proficiency	<i>Proficient with simple weapons.</i>

FEATURES	
Aura	<i>A holy aura of chaos, evil, good or law relating to deity's alignment.</i>
Cleric Code of Conduct	<i>Cleric code of conduct.</i>
Granted Power of Healing Domain	<i>You cast healing spells at +1 caster level.</i>
Granted Power of Sun Domain	<i>Can use greater turning once per day. Turned creatures are destroyed.</i>
Spontaneous Casting (Cleric)	<i>Can exchange a prepared spell to cast a cure or inflict spell.</i>
Temporary Handicap Cure	<i>A special power granted by the god Aezor that enable Alongar to cure a illness temporarily.</i>
Turn or Rebuke Undead	<i>Can affect undead creatures by channeling the power of faith through a holy or unholy symbol.</i>

INVENTORY	Weight	Cost	Weight	Cost
Backpack	2 lb.	2 gp		
Chain Shirt	25 lb.	100 gp	Pouch, Belt	0.6 lb.
Cleric's Vestments	6 lb.	5 gp	3 gp, 2 sp	0.1 lb. 3 gp
Holy Symbol, Wooden		1 gp		
Mace, Heavy	8 lb.	12 gp	Pouch, Belt	0.5 lb.
Pouch, Belt	0.5 lb.	1 gp	Flint and Steel	1 gp
Pouch, Belt	0.5 lb.	1 gp		
Shield, Heavy Wooden	10 lb.	7 gp		
Waterskin	4 lb.	1 gp		
Backpack	2.2 lb.			
Ink (1 oz. Vial) x2		16 gp		
Inkpen x2		2 sp		
Paper (Sheet) x5		2 gp		
Parchment (Sheet) x5		1 gp		
Vial, Ink or Potion x2	0.2 lb.	2 gp		

Light Load: 0 to 66 lb., Medium Load: 67 to 133 lb., Heavy Load: 134 to 200 lb.

		Max DEX	Check Penalty	Speed	Run
Weight	56.3 lb.				
Load	Light	Medium Load +3	-3	30 ft.	x4
		Heavy Load +1	-6	30 ft.	x3

Money	3 gp, 2 sp	100 Coins = 2 lb.
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ASSETS	Weight	Cost	Weight	Cost
Mule		8 gp	Grappling Hook	4 lb. 1 gp
			Ink (1 oz. Vial)	8 gp
Mule	50.1 lb.		Paper (Sheet) x5	2 gp
Bedroll	5 lb.	1 sp	Vial, Ink or Potion	0.1 lb. 1 gp
Rope, Hempen (50 ft.)	10 lb.	1 gp		
Saddlebags	8 lb.	4 gp		
Tent	20 lb.	10 gp		

ASSETS	Weight	Cost	Weight	Cost
Saddlebags	15.1 lb.			
Blanket, Winter	3 lb.	5 sp		

Assets	35 gp, 6 sp
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NOTES
Appearance:
Hair color:
Eyes Color:
Skin Tone:

BACKGROUND

Armor Spell Failure	20%	Shield Spell Failure	15%	dc = Domain & Cleric Spell, d = Domain Only
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SPELLS PER DAY											
Caster Class	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Specialism/Domain
Cleric	5	4+1	3+1								Domains: Sun, Healing

CLERIC - Level 0 Spells	
Create Water	<i>Conjuration (Creation)[Water], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Up to 2 gallons of water/level, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Creates 2 gallons/level of pure water.</i>
Cure Minor Wounds	<i>Conjuration (Healing), Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will half (harmless); see text, Spell Resistance: Yes (harmless); see text, Description: Cures 1 point of damage.</i>
Detect Magic	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Duration of Lingering Aura, Saving Throw: None, Spell Resistance: No, Description: Detects spells and magic items within 60 ft.</i>
Detect Poison	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Target or Area: One creature, one object, or a 5-ft. cube, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Detects poison in one creature or object.</i>
Guidance	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 minute or until discharged, Saving Throw: Will negates (harmless), Spell Resistance: Yes, Description: +1 on one attack roll, saving throw, or skill check.</i>
Inflict Minor Wounds	<i>Necromancy, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will negates, Spell Resistance: Yes, Description: Touch attack, 1 point of damage.</i>
Light	<i>Evocation [Light], Components: V, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Object touched, Duration: 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: Object shines like a torch.</i>
Mending	<i>Transmutation, Components: V, S, Casting Time: 1 standard action, Range: 10 ft., Target/Area/Effect: One object of up to 1 lb., Duration: Instantaneous, Saving Throw: Will negates (harmless, object), Spell Resistance: Yes (harmless, object), Description: M</i>
Purify Food and Drink	<i>Transmutation, Components: V, S, Casting Time: 1 standard action, Range: 10 ft., Target/Area/Effect: 1 cu. ft./level of contaminated food and water, Duration: Instantaneous, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Purifies 1 cu. ft./level of food or water.</i>
Read Magic	<i>Divination, Components: V, S, F, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level, Description: Read scrolls and spellbooks.</i>
Resistance	<i>Abjuration, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 minute, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Subject gains +1 on saving throws.</i>
Virtue	<i>Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min., Saving Throw: Fortitude negates (harmless), Spell Resistance: Yes (harmless), Description: Subject gains 1 temporary hp.</i>

CLERIC - Level 1 Spells	
Bane	<i>Enchantment (Compulsion)[Fear, Mind-Affecting], Components: V, S, DF, Casting Time: 1 standard action, Range: 50 ft., Target/Area/Effect: All enemies within 50 ft., Duration: 1 min./level, Saving Throw: Will negates, Spell Resistance: Yes, Description: Enemies take 1 on attack rolls and saves against fear.</i>

Bless	<i>Enchantment (Compulsion)[Mind-Affecting], Components: V, S, DF, Casting Time: 1 standard action, Range: 50 ft., Target/Area/Effect: The caster and all allies within a 50-ft. burst, centered on the caster, Duration: 1 min./level, Saving Throw: None, Spell Resistance: Yes (harmless), Description: Allies gain +1 on attack rolls and saves against fear.</i>
Bless Water	<i>Transmutation [Good], Components: V, S, M (Cost = 25 gp), Casting Time: 1 minute, Range: Touch, Target/Area/Effect: Flask of water touched, Duration: Instantaneous, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Makes holy water.</i>
Cause Fear	<i>Necromancy [Fear, Mind-Affecting], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One living creature with 5 or fewer HD, Duration: 1d4 rounds or 1 round; see text, Saving Throw: Will partial, Spell Resistance: Yes, Description: One creature of 5 HD or less flees for 1d4 rounds.</i>
Command	<i>Enchantment (Compulsion)[Language-Dependant, Mind-Affecting], Components: V, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One living creature, Duration: 1 round, Saving Throw: Will negates, Spell Resistance: Yes, Description: One subject obeys selected command for 1 round.</i>
Comprehend Languages	<i>Divination, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level, Description: You understand all spoken and written languages.</i>
Cure Light Wounds (dc)	<i>Conjuration (Healing), Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will half (harmless); see text, Spell Resistance: Yes (harmless); see text, Description: Cures 1d8 damage +1/level (max +5).</i>
Curse Water	<i>Necromancy [Evil], Components: V, S, M (Cost = 25 gp), Casting Time: 1 minute, Range: Touch, Target/Area/Effect: Flask of water touched, Duration: Instantaneous, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Makes unholy water.</i>
Death Watch	<i>Necromancy [Evil], Components: V, S, Casting Time: 1 standard action, Range: 30 ft., Target/Area/Effect: Cone-shaped emanation, Duration: 10 min./level, Saving Throw: None, Spell Resistance: No, Description: Reveals how near death subjects within 30 ft. are.</i>
Detect Chaos	<i>Divination, Components: V, S, DF, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Concentration, up to 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: Reveals creatures, spells, or objects of selected alignment.</i>
Detect Evil	<i>Divination, Components: V, S, DF, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Duration of Lingering Aura, Saving Throw: None, Spell Resistance: No, Description: Reveals creatures, spells, or objects of selected alignment.</i>
Detect Good	<i>Divination, Components: V, S, DF, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Concentration, up to 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: Reveals creatures, spells, or objects of selected alignment.</i>
Detect Law	<i>Divination, Components: V, S, DF, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Concentration, up to 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: Reveals creatures, spells, or objects of selected alignment.</i>
Detect Undead	<i>Divination, Components: V, S, M, DF, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Duration of Lingering Aura, Saving Throw: None, Spell Resistance: No, Description: Reveals undead within 60 ft.</i>
Divine Favor	<i>Evocation, Components: V, S, DF, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 1 minute, Description: You gain +1 per three levels on attack and damage rolls.</i>
Doom	<i>Necromancy [Fear, Mind-Affecting], Components: V, S, DF, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: One living creature, Duration: 1 min./level, Saving Throw: Will negates, Spell Resistance: Yes, Description: One subject takes 2 on attack rolls, damage rolls, saves, and checks.</i>
Endure Elements (dc)	<i>Abjuration, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 24 hours, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Exist comfortably in hot or cold environments.</i>
Entropic Shield	<i>Abjuration, Components: V, S, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 1 min./level (D), Description: Ranged attacks against you have 20% miss chance.</i>
Hide from Undead	<i>Abjuration, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Targets: One touched creature/level, Duration: 10 min./level (D), Saving Throw: Will negates (harmless); see text, Spell Resistance: Yes, Description: Undead cant perceive one subject/level.</i>
Inflict Light Wounds	<i>Necromancy, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will half, Spell Resistance: Yes, Description: Touch deals 1d8 damage +1/level (max +5).</i>
Magic Stone	<i>Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Targets: Up to three pebbles touched, Duration: 30 minutes or until discharged, Saving Throw: Will negates (harmless, object), Spell Resistance: Yes (harmless, object), Description: Three stones gain +1 on attack, deal 1d6 +1 damage.</i>
Magic Weapon	<i>Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Weapon touched, Duration: 1 min./level, Saving Throw: Will negates (harmless, object), Spell Resistance: Yes (harmless, object), Description: Weapon gains +1 bonus.</i>
Obscuring Mist	<i>Conjuration (Creation), Components: V, S, Casting Time: 1 standard action, Range: 20 ft., Target/Area/Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high, Duration: 1 min./level, Saving Throw: None, Spell Resistance: No, Description: Fog surrounds you.</i>

Protection from Chaos	<i>Abjuration [Lawful], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level (D), Saving Throw: Will negates (harmless), Spell Resistance: No; see text, Description: +2 to AC and saves, counter mind control, hed</i>
Protection from Evil	<i>Abjuration [Good], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level (D), Saving Throw: Will negates (harmless), Spell Resistance: No; see text, Description: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>
Protection from Good	<i>Abjuration [Evil], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level (D), Saving Throw: Will negates (harmless), Spell Resistance: No; see text, Description: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>
Protection from Law	<i>Abjuration [Chaotic], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level (D), Saving Throw: Will negates (harmless), Spell Resistance: No; see text, Description: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>
Remove Fear	<i>Abjuration, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Targets: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart, Duration: 10 minutes; see text, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.</i>
Sanctuary	<i>Abjuration, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 round/level, Saving Throw: Will negates, Spell Resistance: No, Description: Opponents cant attack you, and you cant attack.</i>
Shield of Faith	<i>Abjuration, Components: V, S, M, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Aura grants +2 or higher deflection bonus.</i>
Summon Monster I	<i>Conjuration (Summoning)[Air, Chaotic, Earth, Evil, Fire, Good, Lawful, Water], Components: V, S, F, DF, Casting Time: 1 round, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One summoned creature, Duration: 1 round/level (D), Saving Throw: None, Spell Resistance: No, Description: Calls extraplanar creature to fight for you.</i>
Summon Undead I	<i>Conjuration (Summoning)[Evil], Components: V, S, F, Casting Time: 1 round, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One summoned creature, Duration: 1 round/level, Saving Throw: None, Spell Resistance: No, Description: Functions like Summon Monster I except that it summons undead.</i>
CLERIC - Level 2 Spells	
Aid	<i>Enchantment (Compulsion)[Mind-Affecting], Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Living creature touched, Duration: 1 min./level, Saving Throw: None, Spell Resistance: Yes (harmless), Description: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).</i>
Align Weapon	<i>Transmutation [Evil, Good, Lawful, Chaotic], Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting), Duration: 1 min./level, Saving Throw: Will negates (harmless, object), Spell Resistance: Yes (harmless, object), Description: Weapon becomes</i>
Augury	<i>Divination, Components: V, S, M, F, Casting Time: 1 minute, Range: Personal, Target/Area/Effect: You, Duration: Instantaneous, Description: Learns whether an action will be good or bad.</i>
Bear's Endurance	<i>Transmutation, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes, Description: Subject gains +4 to Con for 1 min./level.</i>
Bull's Strength	<i>Transmutation, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Subject gains +4 to Str for 1 min./level.</i>
Calm Emotions	<i>Enchantment (Compulsion)[Mind-Affecting], Components: V, S, DF, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: Creatures in a 20-ft.-radius spread, Duration: Concentration, up to 1 round/level (D), Saving Throw: Will negates, Spell Resistance: Yes, Description: Calms creatures, negating emotion effects.</i>
Consecrate	<i>Evocation [Good], Components: V, S, M, DF (Cost = 25 gp), Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: 20-ft.-radius emanation, Duration: 2 hours/level, Saving Throw: None, Spell Resistance: No, Description: Fills area with positive energy, making undead weaker.</i>
Cure Moderate Wounds (dc)	<i>Conjuration (Healing), Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will half (harmless); see text, Spell Resistance: Yes (harmless); see text, Description: Cures 2d8 damage +1/level (max +10).</i>
Darkness	<i>Evocation [Darkness], Components: V, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Object touched, Duration: 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: 20-ft. radius of supernatural shadow.</i>
Death Knell	<i>Necromancy [Death, Evil], Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Living creature touched, Duration: Instantaneous/10 minutes per HD of subject; see text, Saving Throw: Will negates, Spell Resistance: Yes, Description: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.</i>

Delay Poison	<i>Conjuration (Healing), Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 hour/level, Saving Throw: Fortitude negates (harmless), Spell Resistance: Yes (harmless), Description: Stops poison from harming subject for 1 hour/level.</i>
Desecrate	<i>Evocation [Evil], Components: V, S, M, DF (Cost = 25 gp), Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: 20-ft.-radius emanation, Duration: 2 hours/level, Saving Throw: None, Spell Resistance: Yes, Description: Fills area with negative energy, making undead stronger.</i>
Eagle's Splendor	<i>Transmutation, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes, Description: Subject gains +4 to Cha for 1 min./level.</i>
Enthrall	<i>Enchantment (Charm)[Language-Dependant, Mind-Affecting, Sonic], Components: V, S, Casting Time: 1 round, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: Targets: Any number of creatures, Duration: 1 hour or less, Saving Throw: Will negates; see text, Spell Resistance: Yes, Description: Captivates all within 100 ft. + 10 ft./level.</i>
Find Traps	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 1 min./level, Description: Notice traps as a rogue does.</i>
Gentle Repose	<i>Necromancy, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Corpse touched, Duration: One day/level, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Preserves one corpse.</i>
Heat Metal (d)	<i>Transmutation [Fire], Components: V, S, DF, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of, Duration: 7 rounds, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Make metal so hot it damages those who touch it.</i>
Hold Person	<i>Enchantment (Compulsion)[Mind-Affecting], Components: V, S, F, DF, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: One humanoid creature, Duration: 1 round/level (D); see text, Saving Throw: Will negates; see text, Spell Resistance: Yes, Description: Paralyzes one humanoid for 1 round/level.</i>
Inflict Moderate Wounds	<i>Necromancy, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will half, Spell Resistance: Yes, Description: Touch attack, 2d8 damage +1/level (max +10).</i>
Make Whole	<i>Transmutation, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One object of up to 10 cu. ft./ level, Duration: , Description: Repairs an object.</i>
Owl's Wisdom	<i>Transmutation, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 min./level, Saving Throw: Will negates (harmless), Spell Resistance: Yes, Description: Subject gains +4 to Wis for 1 min./level.</i>
Remove Paralysis	<i>Conjuration (Healing), Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Targets: Up to four creatures, no two of which can be more than 30 ft. apart, Duration: Instantaneous, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Frees one or more creatures from paralysis or slow effect.</i>
Resist Energy	<i>Abjuration, Components: V, S, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 10 min./level, Saving Throw: Fortitude negates (harmless), Spell Resistance: Yes (harmless), Description: Ignores 10 (or more) points of damage/attack from specified energy type.</i>
Restoration, Lesser	<i>Conjuration (Healing), Components: V, S, Casting Time: 3 rounds, Range: Touch, Target/Area/Effect: Creature touched, Duration: Instantaneous, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Dispels magical ability penalty or repairs 1d4 ability damage.</i>
Shatter	<i>Evocation [Sonic], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature, Duration: Instantaneous, Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text, Spell Resistance: Yes (object), Description: Sonic vibration damages objects or crystalline creatures.</i>
Shield Other	<i>Abjuration, Components: V, S, F, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One creature, Duration: 1 hour/level (D), Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: You take half of subjects damage.</i>
Silence	<i>Illusion (Glamer), Components: V, S, Casting Time: 1 standard action, Range: Long (400 ft. + 40 ft./level), Target/Area/Effect: 20-ft.-radius emanation centered on a creature, object, or point in space, Duration: 1 min./level (D), Saving Throw: Will negates; see text or none (object), Spell Resistance: Yes; see text or no (object), Description: Negates sound in 20-ft. radius.</i>
Sound Burst	<i>Evocation [Sonic], Components: V, S, F, DF, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: 10-ft.-radius spread, Duration: Instantaneous, Saving Throw: Fortitude partial, Spell Resistance: Yes, Description: Deals 1d8 sonic damage to subjects; may stun them.</i>
Spiritual Weapon	<i>Evocation [Force], Components: V, S, DF, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: Magic weapon of force, Duration: 1 round/level (D), Saving Throw: None, Spell Resistance: Yes, Description: Magic weapon attacks on its own.</i>
Status	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Targets: One living creature touched per three levels, Duration: 1 hour/level, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Monitors condition, position of allies.</i>
Summon Monster II	<i>Conjuration (Summoning)[Air, Chaotic, Earth, Evil, Fire, Good, Lawful, Water], Components: V, S, F, DF, Casting Time: 1 round, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart, Duration: 1 round/level (D), Saving Throw: None, Spell Resistance: No, Description: Calls extraplanar creature to fight for you.</i>

Undetectable Alignment	<i>Abjuration, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One creature or object, Duration: 24 hours, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Conceals alignment for 24 hours.</i>
Zone of Truth	<i>Enchantment (Compulsion)[Mind-Affecting], Components: V, S, DF, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: 20-ft.-radius emanation, Duration: 1 min./level, Saving Throw: Will negates, Spell Resistance: Yes, Description: Subjects within range cannot lie.</i>
