

Father Padraig - Followers of Cian  
Mac Oc Midir

NPC

Tairan

Lawful Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
Clr4	Human	5'9"	Normal
6500	Medium	164 lbs.	VISION
EXPERIENCE	RACE	HEIGHT	WEIGHT
4	19	Male	0
LEVEL	NEXT LEVEL	AGE	GENDER
10000	19	Male	0
		EYES	HAIR
			POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	10	+0		
<b>DEX</b> Dexterity	14	+2		
<b>CON</b> Constitution	10	+0		
<b>INT</b> Intelligence	10	+0		
<b>WIS</b> Wisdom	16	+3		
<b>CHA</b> Charisma	14	+2		

<b>HP</b> hit points	21	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		<b>SPEED</b> Walk 30'							
<b>AC</b> armor class	12	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
		12	10	12	10	0	0	2	0	0	0		0	+0	0

<b>INITIATIVE</b> modifier	+2	TOTAL	DEX MODIFIER	MISC MODIFIER
		+2	+2	+0
<b>BASE ATTACK</b> bonus	+3			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 7/3.5	
Appraise	INT	0	=	0	+ 0.0	+ 0	
Balance	DEX	2	=	2	+ 0.0	+ 0	
Bluff	CHA	2	=	2	+ 0.0	+ 0	
Climb	STR	0	=	0	+ 0.0	+ 0	
Concentration	CON	4	=	0	+ 4.0	+ 0	
Diplomacy	CHA	7	=	2	+ 5.0	+ 0	
Disguise	CHA	2	=	2	+ 0.0	+ 0	
Escape Artist	DEX	2	=	2	+ 0.0	+ 0	
Forgery	INT	0	=	0	+ 0.0	+ 0	
Gather Information	CHA	2	=	2	+ 0.0	+ 0	
Heal	WIS	9	=	3	+ 4.0	+ 2	
Hide	DEX	2	=	2	+ 0.0	+ 0	
Intimidate	CHA	2	=	2	+ 0.0	+ 0	
Jump	STR	0	=	0	+ 0.0	+ 0	
Knowledge (Religion)	INT	4	=	0	+ 4.0	+ 0	
Listen	WIS	3	=	3	+ 0.0	+ 0	
Move Silently	DEX	2	=	2	+ 0.0	+ 0	
Perform	CHA	2	=	2	+ 0.0	+ 0	
Profession (Advocate: Brehon Law)	WIS	5	=	3	+ 2.0	+ 0	
Ride	DEX	2	=	2	+ 0.0	+ 0	
Search	INT	0	=	0	+ 0.0	+ 0	
Sense Motive	WIS	3	=	3	+ 0.0	+ 0	
Spellcraft	INT	2	=	0	+ 2.0	+ 0	
Spot	WIS	3	=	3	+ 0.0	+ 0	
Swim	STR	0	=	0	+ 0.0	+ 0	
Use Rope	DEX	2	=	2	+ 0.0	+ 0	
Wilderness Lore	WIS	3	=	3	+ 0.0	+ 0	
Craft (Untrained)	INT	-2	=	0	+ 0.0	+ -2	
Scry	INT	0	=	0	+ 0.0	+ 0	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	+4	+0	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+3	+1	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+7	+4	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+3	+3	+0	+0	+0	+0	
<b>RANGED</b> attack bonus	+5	+3	+2	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+3	+3	0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3	1d3	20/x2

	*Sling		HAND	TYPE	SIZE	CRITICAL
	30"	75"	Primary	B	S	20/x0
To Hit	+6	+5	+3	+1		-1
Dam	1d4+1	1d4	1d4	1d4		1d4
Special Properties						

	CURRENT HAND		TYPE	SIZE	CRITICAL
	To Hit	Dam	To Hit	Dam	/x
1H-P			2W-P-(OH)		
1H-O			2W-P-(OL)		
2H			2W-OH		
Special Properties					

	CURRENT HAND		TYPE	SIZE	CRITICAL
	To Hit	Dam	To Hit	Dam	/x
1H-P			2W-P-(OH)		
1H-O			2W-P-(OL)		
2H			2W-OH		
Special Properties					

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.

/: can be used untrained. X: exclusive skills

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn Level	Turn damage
Up to 0	Turn Level - 4	4	2d6 +6
1 - 3	Turn Level - 3		Turn check
4 - 6	Turn Level - 2		1d20+2
7 - 9	Turn Level - 1		Turns/day
10 - 12	Turn Level		5
13 - 15	Turn Level + 1		□□□□□
16 - 18	Turn Level + 2		
19 - 21	Turn Level + 3		
22 +	Turn Level + 4		

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Sling	Equipped	1	0	0
0.0 lbs.				
Vestments (Cleric's)	Equipped	1	6	0
TOTAL WEIGHT CARRIED/VALUE		0.0 lbs.	3.11 gp	

## WEIGHT ALLOWANCE

Light	33.0	Medium	66.0	Heavy	100.0
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## MONEY

## SPECIAL ABILITIES

Spontaneous casting  
Turn Undead (Su) 5/day (turn level 4) (turn damage 2d6+6)

## FEATS

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Far Shot  
Point Blank Shot  
Shield Proficiency  
Simple Weapon Proficiency  
Skill Focus (Heal)

## DOMAINS

Healing You cast healing spells at +1 caster level.  
Good You cast good spells at +1 caster level.

## PROFICIENCIES

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Halfspear, Javelin, Mace, Mace (Heavy), Morningstar, Quarterstaff, SIMPLE, Shieldbash, Shortspear, Sickle, Sling, Unarmed Strike

## LANGUAGES

Common, Literacy

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water <i>Effect:</i> Creates 8 gallons of pure water.	13	None	1 action	Instantaneous	Close (35)	V, S	No	Conjuration	SRD srdspellsct.rf
□□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	13	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration	SRD srdspellsct.rf
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	13	None	1 action	Concentration up to 4 minutes [D]	60 feet	V, S	No	Universal	SRD srdspellsdr.rf
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 action	Instantaneous/10 minutes per target HD	Close (35)	V, S	No	Divination	SRD srdspellsdr.rf
□□□□□ Guidance <i>Effect:</i> +1 on one roll, save, or check.	13	None	1 action	1 minute or until discharged	Touch	V, S	Yes	Divination	SRD srdspellsgr.rf
□□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	13	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD srdspellsli.rf
□□□□□ Light <i>Effect:</i> Object shines like a torch.	13	None	1 action	40 minutes [D]	Touch	V, M/DF	No	Evocation	SRD srdspellsjk.rf
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (Harmless object)	1 action	Instantaneous	10 feet	V, S	Yes (Harmless object)	Transmutation	SRD srdspellsrn.rf
□□□□□ Purify Food and Drink <i>Effect:</i> Purifies 4 cu. ft. of food or water.	13	Will negates (object)	1 action	Instantaneous	10 feet	V, S	Yes (object)	Universal	SRD srdspellsrp.rf
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 action	40 minutes	Personal	V, S, F	No	Universal	SRD srdspellsqr.rf
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (Harmless)	1 action	1 minute	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD srdspellsqr.rf
□□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	13	Will (Harmless)	1 action	1 minute	Touch	V, S, DF	Yes (Harmless)	Transmutation	SRD srdspellsuvwxz.rf

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bane <i>Effect:</i> Enemies suffer -1 attack, -1 on saves against fear.	14	Will negates	1 action	4 minutes	50 feet	V, S, DF	Yes	Enchantment	SRD srdspellsb.rf
□□□□□ Bless <i>Effect:</i> Allies gain +1 attack and +1 on saves against fear.	14	None	1 action	4 minutes	50 feet	V, S, DF	Yes (Harmless)	Enchantment	SRD srdspellsb.rf
□□□□□ Bless Water <i>Effect:</i> Makes holy water.	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation	SRD srdspellsb.rf
□□□□□ Cause Fear <i>Effect:</i> One creature flees for 1d4 rounds.	14	Will negates	1 action	1d4 rounds	Close (35)	V, S	Yes	Necromancy	SRD srdspellsct.rf
□□□□□ Command <i>Effect:</i> One subject obeys one-word command for 1 round.	14	Will negates	1 action	1 round	Close (35)	V	Yes	Enchantment	SRD srdspellsct.rf
□□□□□ Comprehend Languages <i>Effect:</i> Understands all spoken and written languages.	14	None	1 action	40 minutes	Personal	V, S, M/DF	No	Divination	SRD srdspellsct.rf
□□□□□ * Cure Light Wounds <i>Effect:</i> Cures 1d8 + 4 damage.	14	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration	SRD srdspellsct.rf
□□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8 + 4 damage.	14	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration	SRD srdspellsct.rf
□□□□□ Curse Water <i>Effect:</i> Makes unholy water.	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation	SRD srdspellsct.rf
□□□□□ Deathwatch <i>Effect:</i> Sees how wounded subjects within 30 ft. are.	14	None	1 action	40 minutes	Close (35)	V, S	No	Necromancy	SRD srdspellsdr.rf
□□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects.	14	None	1 action	Concentration up to 40 minutes [D]	60 feet	V, S, DF	No	Divination	SRD srdspellsdr.rf
□□□□□ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects.	14	None	1 action	Concentration up to 40 minutes [D]	60 feet	V, S, DF	No	Divination	SRD srdspellsdr.rf
□□□□□ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects.	14	None	1 action	Concentration up to 40 minutes [D]	60 feet	V, S, DF	No	Divination	SRD srdspellsdr.rf
□□□□□ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects.	14	None	1 action	Concentration up to 40 minutes [D]	60 feet	V, S, DF	No	Divination	SRD srdspellsdr.rf
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	14	None	1 action	Concentration up to 4 minutes [D]	60 feet	V, S, M/DF	No	Divination	SRD srdspellsdr.rf
□□□□□ Divine Favor <i>Effect:</i> The caster gains attack, damage bonus, +1.	14	None	1 action	1 minute	Personal	V, S, DF	No	Evocation	SRD srdspellsdr.rf
□□□□□ Doom <i>Effect:</i> One subject suffers -2 on attacks, damage, saves, and checks.	14	Will negates	1 action	4 minutes	Medium (140)	V, S, DF	Yes	Enchantment	SRD srdspellsdr.rf
□□□□□ Endure Elements <i>Effect:</i> Ignores 5 damage/round from one energy type.	14	None	1 action	24 hours	Touch	V, S	Yes	Abjuration	SRD srdspellsdr.rf
□□□□□ Entropic Shield <i>Effect:</i> Ranged attacks against the caster suffer 20% miss chance.	14	None	1 action	4 minutes	Personal	V, S	No	Abjuration	SRD srdspellsdr.rf
□□□□□ Inflict Light Wounds <i>Effect:</i> Touch, 1d8 + 4 damage	14	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD srdspellsli.rf
□□□□□ Invisibility to Undead <i>Effect:</i> Undead can't perceive 4 subjects.	14	Will negates	1 action	40 minutes [D]	Touch	V, S, DF	Yes	Abjuration	SRD srdspellsli.rf
□□□□□ Magic Stone <i>Effect:</i> Three stones gain +1 attack, deal 1d6+1 damage.	14	Will negates (Harmless)	1 action	30 minutes or until discharged	Touch	V, S, DF	Yes (Harmless)	Transmutation	SRD srdspellsrn.rf
□□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	14	Will negates (Harmless)	1 action	4 minutes	Touch	V, S, DF	Yes (Harmless)	Transmutation	SRD srdspellsrn.rf
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds the caster.	14	None	1 action	4 minutes	30 feet	V, S	No	Conjuration	SRD srdspellsno.rf
□□□□□ Protection from Chaos <i>Effect:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders.	14	Will negates (Harmless)	1 action	4 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD srdspellsrp.rf
□□□□□ * Protection from Evil <i>Effect:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders.	14	Will negates (Harmless)	1 action	4 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD srdspellsrp.rf

\* = Domain/Specialty Spell

Protection from Evil	14	Will negates (Harmless)	1 action	4 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD srdspellspt.rf
<i>Effect: +2 AC and saves, counter mind control, hedge out elementals and outsiders.</i>					<i>Target: Creature touched</i>				
Protection from Good	14	Will negates (Harmless)	1 action	4 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD srdspellspt.rf
<i>Effect: +2 AC and saves, counter mind control, hedge out elementals and outsiders.</i>					<i>Target: Creature touched</i>				
Protection from Law	14	Will negates (Harmless)	1 action	4 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD srdspellspt.rf
<i>Effect: +2 AC and saves, counter mind control, hedge out elementals and outsiders.</i>					<i>Target: Creature touched</i>				
Random Action	14	Will negates	1 action	1 round	Close	V, S, DF	Yes	Enchantment	SRD srdspellsqr.rf
<i>Effect: One creature acts randomly for one round.</i>					<i>Target: One living creature (35')</i>				
Remove Fear	14	Will negates (Harmless)	1 action	10 minutes	Close	V, S	Yes (Harmless)	Abjuration	SRD srdspellsqr.rf
<i>Effect: +4 on saves against fear for 2 subjects.</i>					<i>Target: 2 creatures, no two of which can be more than 30 ft. apart (35')</i>				
Sanctuary	14	Will negates	1 action	4 rounds	Touch	V, S, DF	No	Abjuration	SRD srdspellsst.rf
<i>Effect: Opponents can't attack the caster, and the caster can't attack.</i>					<i>Target: Creature touched</i>				
Shield of Faith	14	Will negates (Harmless)	1 action	4 minutes	Touch	V, S, M	Yes (Harmless)	Abjuration	SRD srdspellsst.rf
<i>Effect: Aura grants +2 or higher deflection bonus.</i>					<i>Target: Creature touched</i>				
Summon Monster I	14	None	1 full round	4 rounds	Close	V, S, F/DF	No	Conjuration	SRD srdspellsst.rf
<i>Effect: Calls outsider to fight for the caster.</i>					<i>Target: One summoned creature (35')</i>				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
* Aid	15	None	1 action	4 minutes	Touch	V, S, DF	Yes (Harmless)	Enchantment	SRD srdspellsa.rf
<i>Effect: +1 attack, +1 on saves against fear, 1d8 temporary hit points.</i>					<i>Target: Living creature touched</i>				
Aid	15	None	1 action	4 minutes	Touch	V, S, DF	Yes (Harmless)	Enchantment	SRD srdspellsa.rf
<i>Effect: +1 attack, +1 on saves against fear, 1d8 temporary hit points.</i>					<i>Target: Living creature touched</i>				
Animal Messenger	15	None	1 action	4 days	Close	V, S, M	Yes	Enchantment	SRD srdspellsa.rf
<i>Effect: Sends a Tiny animal to a specific place.</i>					<i>Target: One Tiny animal (35')</i>				
Augury	15	None	1 action	Instantaneous	Personal	V, S, F	No	Divination	SRD srdspellsa.rf
<i>Effect: Learns whether an action will be good or bad.</i>					<i>Target: The character</i>				
Bull's Strength	15	Will negates (Harmless)	1 action	4 hours	Touch	V, S, M/DF	Yes (Harmless)	Transmutation	SRD srdspellsb.rf
<i>Effect: Subject gains 1d4+1 Str for 4 hrs.</i>					<i>Target: Creature touched</i>				
Calm Emotions	15	Will negates	1 action	Concentration up to 4 rounds [D]	Medium	V, S, DF	Yes	Enchantment	SRD srdspellscc.rf
<i>Effect: Calms 4d6 subjects, negating emotion effects.</i>					<i>Target: 4d6 creatures, all of whom must be within 30 ft. of each other (140')</i>				
Consecrate	15	None	1 action	8 hours	Close	V, S, M, DF	No	Evocation	SRD srdspellscc.rf
<i>Effect: Fills area with positive energy, making undead weaker.</i>					<i>Target: 20-ft.-radius emanation (35')</i>				
* Cure Moderate Wounds	15	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration	SRD srdspellscc.rf
<i>Effect: Cures 2d8 + 4 damage.</i>					<i>Target: Creature touched</i>				
Cure Moderate Wounds	15	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration	SRD srdspellscc.rf
<i>Effect: Cures 2d8 + 4 damage.</i>					<i>Target: Creature touched</i>				
Darkness	15	None	1 action	40 minutes [D]	Touch	V, M/DF	No	Evocation	SRD srdspellsd.rf
<i>Effect: 20-ft. radius of supernatural darkness.</i>					<i>Target: Object touched</i>				
Death Knell	15	Will negates	1 action	Instantaneous/10 minutes per target HD	Touch	V, S	Yes	Necromancy	SRD srdspellsd.rf
<i>Effect: Kills dying creature; the caster gain 1d8 temporary hp, +2 Str, and +1 level.</i>					<i>Target: Living creature touched</i>				
Delay Poison	15	Fortitude negates (Harmless)	1 action	4 hours	Touch	V, S, DF	Yes (Harmless)	Conjuration	SRD srdspellsd.rf
<i>Effect: Stops poison from harming subject for 4 hours.</i>					<i>Target: Creature touched</i>				
Desecrate	15	None	1 action	8 hours	Close	V, S, M, DF	Yes	Evocation	SRD srdspellsd.rf
<i>Effect: Fills area with negative energy, making undead stronger.</i>					<i>Target: 20-ft.-radius emanation (35')</i>				
Endurance	15	Will negates (Harmless)	1 action	4 hours	Touch	V, S, DF	Yes	Transmutation	SRD srdspellsse.rf
<i>Effect: Gain 1d4+1 Con for 4 hrs.</i>					<i>Target: Creature touched</i>				
Enthral	15	Will negates	1 full round	Up to 1 hour	Medium	V, S	Yes	Enchantment	SRD srdspellsse.rf
<i>Effect: Captivates all within 140 ft. (140')</i>					<i>Target: Any number of creatures</i>				
Find Traps	15	None	1 action	4 minutes	Medium	V, S	No	Divination	SRD srdspellsf.rf
<i>Effect: Notice traps as a rogue does.</i>					<i>Target: The character</i>				
Gentle Repose	15	Will negates (object)	1 action	4 days	Touch	V, S, M/DF	Yes (object)	Necromancy	SRD srdspellsf.rf
<i>Effect: Preserves one corpse.</i>					<i>Target: Corpse touched</i>				
Hold Person	15	Will negates	1 action	4 rounds [D]	Medium	V, S, F/DF	Yes	Enchantment	SRD srdspellsf.rf
<i>Effect: Holds one person helpless for 4 rounds.</i>					<i>Target: One humanoid of Medium-size or smaller (140')</i>				
Inflict Moderate Wounds	15	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD srdspellsi.rf
<i>Effect: Touch, 2d8 + 4 damage</i>					<i>Target: Creature touched</i>				
Lesser Restoration	15	Will negates (Harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration	SRD srdspellsjkl.rf
<i>Effect: Dispels magic ability penalty or repairs 1d4 ability damage.</i>					<i>Target: Creature touched</i>				
Make Whole	15	Will negates (Harmless)	1 action	Instantaneous	Close	V, S	Yes (Harmless)	Transmutation	SRD srdspellsm.rf
<i>Effect: Repairs an object.</i>					<i>Target: One object of up to 40 cu. ft. (35')</i>				
Remove Paralysis	15	Will negates (Harmless)	1 action	Instantaneous	Close	V, S	Yes (Harmless)	Conjuration	SRD srdspellsqr.rf
<i>Effect: Frees one or more creatures from paralysis, hold, or slow.</i>					<i>Target: Up to four creatures, no two of which can be more than 30 ft. apart (35')</i>				
Resist Elements	15	None	1 action	4 minutes	Touch	V, S, DF	Yes	Abjuration	SRD srdspellsqr.rf
<i>Effect: Ignores 12 damage/round from one energy type.</i>					<i>Target: Creature touched</i>				
Shatter	15	None	1 action	Instantaneous	Close	V, S, M/DF	Will negates (object) or Fortitude half	Evocation	SRD srdspellsst.rf
<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>					<i>Target: 3-ft.-radius spread; or one solid object or one crystalline creature (35')</i>				
Shield Other	15	Will negates (Harmless)	1 action	4 hours [D]	Close	V, S, F	Yes (Harmless)	Abjuration	SRD srdspellsst.rf
<i>Effect: The caster takes half of subject's damage.</i>					<i>Target: One creature (35')</i>				
Silence	15	Will negates or none (object)	1 action	4 minutes	Long	V, S	Yes or no (object)	Illusion	SRD srdspellsst.rf
<i>Effect: Negates sound in 15-ft. radius.</i>					<i>Target: 15-ft.-radius emanation centered on a creature, object, or point in space (560')</i>				
Sound Burst	15	Will partial	1 action	Instantaneous	Close	V, S, F/DF	Yes	Evocation	SRD srdspellsst.rf
<i>Effect: Deals 1d8 sonic damage to subjects; may stun them.</i>					<i>Target: 10-ft.-radius spread (35')</i>				
Speak with Animals	15	None	1 action	4 minutes	Personal	V, S	No	Divination	SRD srdspellsst.rf
<i>Effect: The caster can communicate with natural animals.</i>					<i>Target: The character</i>				
Spiritual Weapon	15	None	1 action	4 rounds [D]	Medium	V, S, DF	Yes	Evocation	SRD srdspellsst.rf
<i>Effect: Magical weapon attacks on its own.</i>					<i>Target: Magic weapon of force (140')</i>				
Summon Monster II	15	None	1 full round	4 rounds	Close	V, S, F/DF	No	Conjuration	SRD srdspellsst.rf
<i>Effect: Calls outsider to fight for the caster.</i>					<i>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart (35')</i>				
Undetectable Alignment	15	Will negates (object)	1 action	24 hours	Close	V, S	Yes (object)	Abjuration	SRD srdspellsuvwxz.rf
<i>Effect: Conceals alignment for 24 hours.</i>					<i>Target: One creature or object (35')</i>				
Zone of Truth	15	Will negates	1 action	4 minutes	Close	V, S, DF	Yes	Enchantment	SRD srdspellsuvwxz.rf
<i>Effect: Subjects within range cannot lie.</i>					<i>Target: 20 ft.-radius emanation (35')</i>				

\* = Domain/Specialty Spell