

Saenvan

CHARACTER NAME

Cleric (Missionary) 9

CLASS

9 / 8

75000 / 105000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	13		+1		
DEX Dexterity	14		+2		
CON Constitution	12		+1		
INT Intelligence	14		+2		
WIS Wisdom	20	24	+7		
CHA Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+9	= +6	+1	+2	+0	+0		
REFLEX (dexterity)	+7	= +3	+2	+2	+0	+0		
WILL (wisdom)	+17	= +6	+7	+2	+2	+0		

	TOTAL		BASE ATTACK BONUS		STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7/+2	=	+6/+1	+	+1	+0	+0	0	
RANGED attack bonus	+8/+3	=	+6/+1	+	+2	+0	+0	0	
CMB attack bonus	+7/+2	=	+6/+1	+	+1	+0	+5		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERVUN
Offense	+7/+2	+7/+2	+7/+2	+7/+2	+7	+7
Defense	19	19	19	19	19	19

*Mace +1 (Heavy/Unholy)			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	B	M	20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+8/+3	1d8+2	2W-P-(OH)		+2/-3		1d8+2
1H-O	+4/-1	1d8+1	2W-P-(OL)		+4/-1		1d8+2
2H	+8/+3		2W-OH		-2		1d8+1
Special Properties	evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder						

*Shield +1 (Heavy/Steel)			HAND	TYPE	SIZE	CRITICAL	REACH
			Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE				
-7			1d4				

*Gauntlet (Spiked)			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped	P	M	20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+7/+2	1d4+1	2W-P-(OH)		+1/-4		1d4+1
1H-O	+3/-2	1d4	2W-P-(OL)		+3/-2		1d4+1
2H	+7/+2		2W-OH		-1		1d4

*: 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
*Elven Chain +2		Light	+8	+4	-2	20
		30 hp/inch, hardness 15				
*Shield +1 (Heavy/Steel)		Heavy	+3		-1	15

Allard

PLAYER NAME

Human

Medium / 5 ft.

5' 9"

RACE

SIZE / FACE

HEIGHT

19

Male

AGE

GENDER

EYES

HAIR

POINTS

HP	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
hit points	71												Walk 20 ft.			
AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
armor class	22	21	11	10	8	3	1	0	0	0	0	0		35	-6	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
modifier	+2	= +2	+ +0

BASE ATTACK	
bonus	+6/+1

ENCUMBERANCE	
	Heavy

Asmodeus

DEITY

REGION

175 lbs.

WEIGHT

Lawful Evil

ALIGNMENT

Normal

VISION

TOTAL SKILLPOINTS: 63		SKILLS		MAX RANKS: 9/9			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics		DEX	-4	= 2		+	-6
✓ Appraise		INT	2	= 2			
✓ Bluff		CHA	16	= 0 + 6		+	10
✓ Climb		STR	-5	= 1		+	-6
✓ Craft (Untrained)		INT	2	= 2			
✓ Diplomacy		CHA	18	= 0 + 8		+	10
✓ Disguise		CHA	10	= 0 + 7		+	3
✓ Escape Artist		DEX	-4	= 2		+	-6
✓ Fly		DEX	-4	= 2		+	-6
✓ Heal		WIS	7	= 7			
✓ Intimidate		CHA	7	= 0		+	7
Knowledge (Nobility)		INT	8	= 2 + 3		+	3
Knowledge (Planes)		INT	13	= 2 + 8		+	3
Knowledge (Religion)		INT	16	= 2 + 9		+	5
✓ Perception		WIS	7	= 7			
Perform (Oratory)		CHA	9	= 0 + 6		+	3
✓ Perform (Untrained)		CHA	0	= 0			
Profession (Barrister)		WIS	11	= 7 + 1		+	3
✓ Ride		DEX	-4	= 2		+	-6
✓ Sense Motive		WIS	18	= 7 + 8		+	3
Spellcraft		INT	14	= 2 + 9		+	3
✓ Stealth		DEX	3	= 2 + 4		+	-3
✓ Survival		WIS	7	= 7			
✓ Swim		STR	-4	= 1 + 1		+	-6
				= +		+	
				= +		+	

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

Channel Negative Energy

Uses per day

Channel Negative Energy (Su):You can unleash a wave of negative energy. You must choose to deal 5d6 points of negative energy damage to living creatures or to heal undead creatures of 5d6 points of damage. Creatures that take damage from channeled energy receive a DC 14 Will save to halve the damage. You can use this ability 3 times per day. [Paizo Inc. - Core Rulebook, p.40]

Copycat

Uses per Day

Copycat (Sp):You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 9 rounds, or until the illusory duplicate is dispelled or destroyed. You can have no more than one Copycat at a time. This ability does not stack with the Mirror Image spell. You can use this ability 10 times per day. [Paizo Inc. - Core Rulebook, p.48]

Master's Illusion

Rounds per Day

Master's Illusion (Sp):You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 9 rounds. This ability otherwise functions like the spell Veil. The save DC to disbelieve this effect is 21. The rounds do not need to be consecutive. [Paizo Inc. - Core Rulebook, p.48]

Scythe of Evil

Uses per Day

Scythe of Evil (Su):You can give a weapon you touch the Unholy special weapon quality for 9 rounds. You can use this ability 1 times per day. [Paizo Inc. - Core Rulebook, p.44]

Swaying Word

Uses per Day

Swaying Word (Ex):Once per day you may speak a word of divinely inspired wisdom that causes a single creature to switch its alliance to you. The target must be within line of sight and able to hear you. If he fails his Will save (DC 21), he is affected by dominate person, except the duration is only 1 minute. This ability replaces Channel Energy at 7th level. [Allard Hoeve - Houserules, p.41]

Crossbow (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +8/+3		Damage: 1d8		
80 ft.		160 ft.		240 ft.		400 ft.
TH	+8/+3	+6/+1		+4/-1		+0/-5
Dam	1d8	1d8		1d8		1d8
480 ft.		560 ft.		640 ft.		800 ft.
TH	-2/-7	-4/-9		-6/-11		-10/-15
Dam	1d8	1d8		1d8		1d8

Mace (Heavy/Alchemical Silver)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	B	M	20/x2	5 ft.
		To Hit	Dam		To Hit	Dam
1H-P	+7/+2	1d8+1		2W-P-(OH)	+1/-4	1d8+1
1H-O	+3/-2	1d8		2W-P-(OL)	+3/-2	1d8+1
2H	+7/+2			2W-OH	-3	1d8
Special Properties		10 hp/inch, hardness 8				

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
		To Hit	Dam		To Hit	Dam
1H-P	+7/+2	1d4+1		2W-P-(OH)	+1/-4	1d4+1
1H-O	+3/-2	1d4		2W-P-(OL)	+3/-2	1d4+1
2H	+7/+2			2W-OH	-1	1d4
10 ft.		20 ft.		30 ft.		40 ft.
TH	+8/+3	+6/+1		+4/-1		+0/-5
Dam	1d4+1	1d4+1		1d4+1		1d4+1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Circlet of Disguise (Wis)	Equipped	1	0	6,700	
Headband of Inspired Wisdom +2	Equipped	1	1	4,000	
Mace +1 (Heavy/Unholy)	Equipped	1	8	18,312	
evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder					
Shield +1 (Heavy/Steel)	Equipped	1	15	1,170	
Gauntlet (Spiked)	Equipped	1	0	5	
Angelskin Shirt	Equipped	1	0	1,000	
Cloak of Resistance +2	Equipped	1	1	4,000	
Elven Chain +2	Equipped	1	20	9,150	
30 hp/inch, hardness 15					
Rod (Extend/Lesser)	Equipped	1	5	3,000	
Scroll (Animate Dead)	Equipped	2	0 (0)	375 (750)	
Scroll (Cause Fear)	Equipped	2	0 (0)	25 (50)	
Scroll (Comprehend Languages)	Equipped	1	0	25	
Scroll (Death Ward)	Equipped	2	0 (0)	700 (1,400)	
Scroll (Dimensional Anchor)	Equipped	2	0 (0)	700 (1,400)	
Scroll (Dismissal)	Equipped	2	0 (0)	700 (1,400)	
Scroll (Dispel Magic)	Equipped	2	0 (0)	375 (750)	
Scroll (Enthrall)	Equipped	1	0	150	
Scroll (Ghostbane Dirge/Cleric/5th/Divine/Minor)	Equipped	2	0 (0)	250 (500)	
Scroll (Invisibility)	Equipped	1	0	150	
Scroll (Magic Missile)	Equipped	1	0	25	
Scroll (Remove Blindness/Deafness)	Equipped	1	0	375	
Scroll (Remove Curse)	Equipped	2	0 (0)	375 (750)	
Scroll (Remove Disease)	Equipped	1	0	375	
Scroll (Resist Energy)	Equipped	2	0 (0)	150 (300)	
Scroll (Restoration (Lesser))	Equipped	2	0 (0)	150 (300)	
TOTAL WEIGHT CARRIED/VALUE			113.4 lbs.	/ 82,019 gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Scroll (Restoration)	Equipped	2	0 (0)	800 (1,600)
Scroll (Sending)	Equipped	2	0 (0)	700 (1,400)
Scroll (Silence)	Equipped	1	0	150
Scroll (Sleep)	Equipped	1	0	25
Scroll (Stone Shape)	Equipped	1	0	375
Scroll (Undetectable Alignment)	Equipped	1	0	150
Scroll (Vision of Hell)	Equipped	1	0	375
Bolts (Crossbow/10)	Equipped	1	1	1
Bag of Holding (Type IV)	Equipped	1	60	10,000
12 lbs., 1 Crossbow (Light), 1 Mace (Heavy/Alchemical Silver)				
Crossbow (Light)	Bag of Holding (Type IV)	1	4	35
0 lbs.				
Mace (Heavy/Alchemical Silver)	Bag of Holding (Type IV)	1	8	102
10 hp/inch, hardness 8				
Scroll (Break Enchantment)	Equipped	3	0 (0)	1,125 (3,375)
Scroll (Soften Earth and Stone/ Druid/3rd/Divine/Minor)	Carried	1	0	150
Scroll (Soften Earth and Stone/ Druid/3rd/Divine/Minor)	Equipped	2	0 (0)	150 (300)
Scroll (Wall of Stone)	Equipped	1	0	1,125
Dagger	Carried	2	1 (2)	2 (4)
Scroll (Raise Dead)	Carried	1	0	6,125
Scroll (Create Pit/Wizard/3rd/Arcane/ Minor)	Carried	1	0	150
Wand (Cure Light Wounds/Cleric/1st)	Equipped	1	0	540
TOTAL WEIGHT CARRIED/VALUE			113.4 lbs.	/ 82,019 gp

WEIGHT ALLOWANCE			
Light	50	Medium	100
Lift over head	150	Lift off ground	300
		Heavy	150
		Push / Drag	750

LANGUAGES
Celestial, Common, Infernal

Archetypes
Missionary [Allard Hoeve - Houserules]
The missionary is the voice of her religion in the world. Where others nurture the faith among believers, an evangelist proclaims the coming glory of her deific patron and issues the clarion call to all around to heed the truth, or obey the call to war and crusade against the enemies of the church.

Traits
Blasphemy [Fire Mountain Games - Knot of Thorns, p.91]
Either you have defamed the great god Mitra or you have been found guilty of worshipping one of the forbidden deities (who preeminent among them is Asmodeus). Punishment: Death by burning. Benefit: +2 trait bonus to Knowledge (Religion) and Knowledge (Religion) becomes a class skill for you.
Natural-Born Leader [Paizo Inc. - Advanced Player's Guide, p.330]
You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event from your early childhood where you led several other children to accomplish a goal that each of you individually could not. All cohorts, followers, or summoned creatures under your leadership gain a +1 morale

bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.

Special Attacks

Channel Negative Energy (Su)

[Paizo Inc. - Core Rulebook, p.40]

You can unleash a wave of negative energy. You must choose to deal 5d6 points of negative energy damage to living creatures or to heal undead creatures of 5d6 points of damage. Creatures that take damage from channeled energy receive a DC 14 Will save to halve the damage. You can use this ability 3 times per day.

Swaying Word (Ex)

[Allard Hoeve - Houserules, p.41]

Once per day you may speak a word of divinely inspired wisdom that causes a single creature to switch its alliance to you. The target must be within line of sight and able to hear you. If he fails his Will save (DC 21), he is affected by dominate person, except the duration is only 1 minute. This ability replaces Channel Energy at 7th level.

Special Qualities

Aura (Ex)

[Paizo Inc. - Core Rulebook, p.]

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Aura of Evil (Ex)

[Paizo Inc. - Core Rulebook]

Aura of Law (Ex)

[Paizo Inc. - Core Rulebook]

You project a strong lawful aura.

Bonus Feat

[Paizo Inc. - Core Rulebook, p.27]

Humans select one extra feat at 1st level.

Bonus Spell Penetration (Outsiders) (2x)

[Paizo Inc. - Advanced Player's Guide]

Add +1 on caster level checks made to overcome the spell resistance of outsiders.

Charm of Wisdom (Ex)

[Allard Hoeve - Houserules, p.41]

You use your Wisdom modifier instead of your Charisma modifier when making Bluff, Diplomacy, and Intimidate checks. This ability replaces Channel Energy at 1st level.

Copycat (Sp)

[Paizo Inc. - Core Rulebook, p.48]

You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 9 rounds, or until the illusory duplicate is dispelled or destroyed. You can have no more than one Copycat at a time. This ability does not stack with the Mirror Image spell. You can use this ability 10 times per day.

Hell's Corruption (Su)

[Paizo Inc. - Advanced Player's Guide, p.90]

You can cause a creature to become more susceptible to corruption as a melee touch attack. Creatures touched take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for 4 rounds. You can use this ability 10 times per day.

Master's Illusion (Sp)

[Paizo Inc. - Core Rulebook, p.48]

You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 9 rounds. This ability otherwise functions like the spell Veil. The save DC to disbelieve this effect is 21. The rounds do not need to be consecutive.

Orisons

[Paizo Inc. - Core Rulebook, p.41]

You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Public Speaker

[Allard Hoeve - Houserules, p.40]

A missionary gains Perform as a class skill. In addition, she is trained to project her voice with great skill and effect; the DC to hear her speak in difficult conditions is reduced by 9.

Scythe of Evil (Su)

[Paizo Inc. - Core Rulebook, p.44]

You can give a weapon you touch the Unholy special weapon quality for 9 rounds. You can use this ability 1 times per day.

Skilled

[Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Spontaneous Casting

[Allard Hoeve - Houserules, p.40]

An evangelist does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, an evangelist can spontaneously cast:
command (1st, DC 19),
hold person (2nd, DC 20),
tongues (3rd),
suggestion (4th, DC 22),
greater command (5th, DC 23),
geas/quest (6th, DC 24),
mass suggestion (7th, DC 25),
sympathy (8th, DC 26) and
demand (9th, DC 27)

as a spell of listed level by sacrificing a prepared spell of the same level or higher.

Weapon and Armor Proficiency

[Paizo Inc. - Core Rulebook]

Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deity

Feats

Combat Casting

[Paizo Inc. - Core Rulebook, p.119]

You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Craft Wondrous Item

[Paizo Inc. - Core Rulebook, p.120]

You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 for more information. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

Divine Leadership

[Allard Hoeve - Houserules, p.1]

This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table 5-2 for what level of cohort and how many followers you can recruit.
Special: This feat works exactly like Leadership, except that you add your Wisdom modifier to your Leadership Score instead of your Charisma modifier.
Special: You cannot take this feat if you have the Leadership feat.
Special: Any effect that modifies your Leadership score also affects your Divine Leadership Score. You can take any feat that depends on Leadership if you take Divine Leadership.
Your current Divine Leadership score is 17. You can attract a cohort of up to level 7

Scribe Scroll

[Paizo Inc. - Core Rulebook, p.132]

You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Spell Focus (Enchantment)

[Paizo Inc. - Core Rulebook, p.134]

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Spell Penetration

[Paizo Inc. - Core Rulebook, p.134]

You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Escape Route

[Paizo Inc. - Ultimate Combat, p.100]

An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

Iron Will

[Paizo Inc. - Core Rulebook, p.129]

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

DOMAINS

Devil Subdomain (Evil)

Trickery

You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills.

PROFICIENCIES

TEMPLATES

Nessian Knot Training

Way of the Wicked Villain

Wisdom of Abbadon

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	6+1	6+1	5+1	3+1	2+1	—	—	—	—
Concentration	+16									

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Bleed</div> <div><i>School:</i> Necromancy</div> <div><i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.</div>	DC: 17, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous	Close (45 ft.)	V, S <i>Caster Level:</i> 9	CR: p.249 <i>Concentration:</i> +16
<div>■■■■■Create Water</div> <div><i>School:</i> Conjuration (Creation) [Water]</div> <div><i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.</div>	<i>SR:</i> No	1 standard action	Instantaneous	Close (45 ft.)	V, S <i>Caster Level:</i> 9	CR: p.262 <i>Concentration:</i> +16
<div>■■■■■Detect Magic</div> <div><i>School:</i> Divination</div> <div><i>Effect:</i> You detect magical auras.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S <i>Caster Level:</i> 9	CR: p.267 <i>Concentration:</i> +16
<div>■■■■■Detect Poison</div> <div><i>School:</i> Divination</div> <div><i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.</div>	<i>SR:</i> No	1 standard action	Instantaneous	Close (45 ft.)	V, S <i>Caster Level:</i> 9	CR: p.268 <i>Concentration:</i> +16
<div>■■■■■Guidance</div> <div><i>School:</i> Divination</div> <div><i>Effect:</i> This spell imbues the subject with a touch of divine guidance.</div>	DC: 17, Will negates (harmless) <i>SR:</i> Yes	1 standard action	1 minute or until discharged	Touch	V, S <i>Caster Level:</i> 9	CR: p.292 <i>Concentration:</i> +16
<div>■■■■■Light</div> <div><i>School:</i> Evocation [Light, WoodSchool]</div> <div><i>Effect:</i> This spell causes a touched object to glow like a torch.</div>	<i>SR:</i> No	1 standard action	90 minutes	Touch	V, M/DF <i>Caster Level:</i> 9	CR: p.304 <i>Concentration:</i> +16
<div>■■■■■Mending</div> <div><i>School:</i> Transmutation [MetalSchool]</div> <div><i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.</div>	DC: 17, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 9	CR: p.312 <i>Concentration:</i> +16
<div>■■■■■Purify Food and Drink</div> <div><i>School:</i> Transmutation</div> <div><i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.</div>	DC: 17, Will negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 9	CR: p.328 <i>Concentration:</i> +16
<div>■■■■■Read Magic</div> <div><i>School:</i> Divination</div> <div><i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.</div>	<i>SR:</i>	1 standard action	90 minutes	Personal	V, S, F <i>Caster Level:</i> 9	CR: p.330 <i>Concentration:</i> +16
<div>■■■■■Resistance</div> <div><i>School:</i> Abjuration</div> <div><i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.</div>	DC: 17, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF <i>Caster Level:</i> 9	CR: p.334 <i>Concentration:</i> +16
<div>■■■■■Spark</div> <div><i>School:</i> Evocation, FireSchool [Fire]</div> <div><i>Effect:</i> Ignites flammable objects.</div>	DC: 17, Fortitude negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	Close (45 ft.)	V or S <i>Caster Level:</i> 9	APG: p.246 <i>Concentration:</i> +16
<div>■■■■■Stabilize</div> <div><i>School:</i> Conjuration (Healing)</div> <div><i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.</div>	DC: 17, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	Instantaneous	Close (45 ft.)	V, S <i>Caster Level:</i> 9	CR: p.348 <i>Concentration:</i> +16
<div>■■■■■Virtue</div> <div><i>School:</i> Transmutation</div> <div><i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.</div>	<i>SR:</i> Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF <i>Caster Level:</i> 9	CR: p.365 <i>Concentration:</i> +16

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Abundant Ammunition</div> <div><i>School:</i> Conjuration (Summoning)</div> <div><i>Effect:</i> Replaces nonmagical ammunition every round.</div>	<i>SR:</i> No	1 standard action	9 minutes		V, S, M/DF (a single piece of ammunition) <i>Caster Level:</i> 9	UC: p.222 <i>Concentration:</i> +16
<div>■■■■■Air Bubble</div> <div><i>School:</i> Conjuration (Creation)</div> <div><i>Effect:</i> Creates a small pocket of air around your head or an object.</div>	DC: 18, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	9 minutes	Touch	S, M/DF (a small bladder filled with air) <i>Caster Level:</i> 9	UC: p.222 <i>Concentration:</i> +16
<div>■■■■■Ant Haul</div> <div><i>School:</i> Transmutation</div> <div><i>Effect:</i> Triples carrying capacity of a creature.</div>	DC: 18, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	18 hours	Touch	V, S, M/DF (a small pulley) <i>Caster Level:</i> 9	APG: p.202 <i>Concentration:</i> +16
<div>■■■■■Bane</div> <div><i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion]</div> <div><i>Effect:</i> Bane fills your enemies with fear and doubt.</div>	DC: 19, Will negates <i>SR:</i> Yes	1 standard action	9 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 9	CR: p.246 <i>Concentration:</i> +16
<div>■■■■■Bless</div> <div><i>School:</i> Enchantment (Compulsion) [Mind-Affecting]</div> <div><i>Effect:</i> Bless fills your allies with courage.</div>	<i>SR:</i> Yes (harmless)	1 standard action	9 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 9	CR: p.249 <i>Concentration:</i> +16
<div>■■■■■Cause Fear</div> <div><i>School:</i> Necromancy [Fear, Mind-Affecting, Emotion]</div> <div><i>Effect:</i> The affected creature becomes frightened.</div>	DC: 18, Will partial <i>SR:</i> Yes	1 standard action	1d4 rounds or 1 round; see text	Close (45 ft.)	V, S <i>Caster Level:</i> 9	CR: p.252 <i>Concentration:</i> +16
<div>■■■■■**Command</div> <div><i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]</div> <div><i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.</div>	DC: 19, Will negates <i>SR:</i> Yes	1 standard action	1 round	Close (45 ft.)	V <i>Caster Level:</i> 9	CR: p.256 <i>Concentration:</i> +16
<div>■■■■■Command</div> <div><i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]</div> <div><i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.</div>	DC: 19, Will negates <i>SR:</i> Yes	1 standard action	1 round	Close (45 ft.)	V <i>Caster Level:</i> 9	CR: p.256 <i>Concentration:</i> +16
<div>■■■■■Compel Hostility</div> <div><i>School:</i> Enchantment (Compulsion) [Mind-Affecting]</div> <div><i>Effect:</i> Compels opponents to attack you instead of your allies.</div>	DC: 19, see text <i>SR:</i> see text	1 standard action	9 rounds	Personal	V, S, M (a drop of your blood) <i>Caster Level:</i> 9	UC: null <i>Concentration:</i> +16
<div>■■■■■Comprehend Languages</div> <div><i>School:</i> Divination</div> <div><i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.</div>	<i>SR:</i>	1 standard action	90 minutes	Personal	V, S, M/DF <i>Caster Level:</i> 9	CR: p.258 <i>Concentration:</i> +16
<div>■■■■■Cure Light Wounds</div> <div><i>School:</i> Conjuration (Healing)</div> <div><i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.</div>	DC: 18, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 9	CR: p.263 <i>Concentration:</i> +16
<div>■■■■■Curse Water</div> <div><i>School:</i> Necromancy [Evil]</div> <div><i>Effect:</i> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.</div>	DC: 18, Will negates (object) <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V, S, M <i>Caster Level:</i> 9	CR: p.263 <i>Concentration:</i> +16
<div>■■■■■Dancing Lantern</div> <div><i>School:</i> Transmutation, FireSchool [Fire, Light]</div> <div><i>Effect:</i> Animates a lantern that follows you.</div>	<i>SR:</i> No	1 standard action	9 hours [D]	Touch	V, S, F (a lantern) <i>Caster Level:</i> 9	APG: p.214 <i>Concentration:</i> +16
* =Domain/Specialty Spell						

Cleric Spells						
Deadeye's Lore	1 round	9 hours	Personal	V, S	UC: p.227	
School: Divination	SR:	Target: You		Caster Level:9	Concentration:+16	
Effect: Gain a +4 bonus on Survival and move full speed while tracking.						
Deathwatch	1 standard action	90 minutes	30 ft.	V, S	CR: p.265	
School: Necromancy	SR: No	Target: Cone-shaped emanation		Caster Level:9	Concentration:+16	
Effect: Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.						
Decompose Corpse	1 standard action	Instantaneous or 1 minute; see text	Touch	V, S, M	UM: p.216	
School: Necromancy	SR: Yes (object)	Target: One corpse or corporeal undead		Caster Level:9	Concentration:+16	
Effect: Turn corpse into clean skeleton.						
Detect Chaos	1 standard action	Concentration, up to 90 minutes [D]	60 ft.	V, S, DF	CR: p.266	
School: Divination	SR: No	Target: Cone-shaped emanation		Caster Level:9	Concentration:+16	
Effect: You can sense the auras of chaotic creatures.						
Detect Evil	1 standard action	Concentration, up to 90 minutes [D]	60 ft.	V, S, DF	CR: p.266	
School: Divination	SR: No	Target: Cone-shaped emanation		Caster Level:9	Concentration:+16	
Effect: You can sense the presence of evil.						
Detect Good	1 standard action	Concentration, up to 90 minutes [D]	60 ft.	V, S, DF	CR: p.267	
School: Divination	SR: No	Target: Cone-shaped emanation		Caster Level:9	Concentration:+16	
Effect: You can sense the presence of good.						
Detect Law	1 standard action	Concentration, up to 90 minutes [D]	60 ft.	V, S, DF	CR: p.267	
School: Divination	SR: No	Target: Cone-shaped emanation		Caster Level:9	Concentration:+16	
Effect: You can sense the auras of lawful creatures.						
Detect Undead	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, M/DF	CR: p.269	
School: Divination	SR: No	Target: Cone-shaped emanation		Caster Level:9	Concentration:+16	
Effect: You can detect the aura that surrounds undead creatures.						
Diagnose Disease	1 standard action	Instantaneous	Close (45 ft.)	V, S	UM: p.216	
School: Divination	SR: No	Target: One creature, one object, or a 5-ft. cube		Caster Level:9	Concentration:+16	
Effect: Detect and identify diseases.						
*Disguise Self	1 standard action	90 minutes [D]	Personal	V, S	CR: p.271	
School: Illusion (Glamer)	SR:	Target: You		Caster Level:9	Concentration:+16	
Effect: You make yourself—including clothing, armor, weapons, and equipment—look different.						
Divine Favor	1 standard action	1 minute	Personal	V, S, DF	CR: p.273	
School: Evocation	SR:	Target: You		Caster Level:9	Concentration:+16	
Effect: Calling upon the strength and wisdom of a deity, you gain a +3 luck bonus on attack and weapon damage rolls.						
Doom	1 standard action	9 minutes	Medium (190 ft.)	V, S, DF	CR: p.274	
School: Necromancy [Fear, Mind-Affecting, Emotion]	SR: Yes	Target: One living creature		Caster Level:9	Concentration:+16	
Effect: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.						
Endure Elements	1 standard action	24 hours	Touch	V, S	CR: p.277	
School: Abjuration	SR: Yes (harmless)	Target: Creature touched		Caster Level:9	Concentration:+16	
Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.						
Entropic Shield	1 standard action	9 minutes [D]	Personal	V, S	CR: p.278	
School: Abjuration	SR:	Target: You		Caster Level:9	Concentration:+16	
Effect: A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.						
Forbid Action	1 standard action	1 round	Close (45 ft.)	V	UM: p.220	
School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Yes	Target: One creature		Caster Level:9	Concentration:+16	
Effect: Target obeys your command to not do something.						
Hide from Undead	1 standard action	90 minutes [D]	Touch	V, S, DF	CR: p.296	
School: Abjuration	SR: Yes	Target: 9 creatures touched		Caster Level:9	Concentration:+16	
Effect: Undead cannot see, hear, or smell creatures warded by this spell.						
Infernal Healing	1 round	1 minute	Touch	V, S, M	House: p.295	
School: Conjuraton (Healing) [Evil]	SR: Yes (harmless)	Target: Creature touched		Caster Level:9	Concentration:+16	
Effect: Anoint a wounded creature with devil's blood or unholy water giving it fast healing 1. Does not repair silver or good damage. Target detects as evil for the duration.						
Inflict Light Wounds	1 standard action	Instantaneous	Touch	V, S	CR: p.300	
School: Necromancy	SR: Yes	Target: Creature touched		Caster Level:9	Concentration:+16	
Effect: When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.						
Know the Enemy	1 minute	Instantaneous	Personal	V, S, DF	UM: p.226	
School: Divination	SR: No	Target: You		Caster Level:9	Concentration:+16	
Effect: Gain +10 on a monster Knowledge check.						
Liberating Command	1 immediate action	instantaneous	Close (45 ft.)	V	UC: p.233	
School: Transmutation	SR: Yes (harmless)	Target: one creature		Caster Level:9	Concentration:+16	
Effect: Target makes an Escape Artist check as an immediate action and gains a bonus on it.						
Magic Stone	1 standard action	30 minutes or until discharged	Touch	V, S, DF	CR: p.310	
School: Transmutation	SR: Yes (harmless, object)	Target: Up to three pebbles touched		Caster Level:9	Concentration:+16	
Effect: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.						
Magic Weapon	1 standard action	9 minutes	Touch	V, S, DF	CR: p.310	
School: Transmutation [MetalSchool]	SR: Yes (harmless, object)	Target: Weapon touched		Caster Level:9	Concentration:+16	
Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.						
Moment of Greatness	1 standard action	9 minutes or until discharged	50 ft.	V, S, M/DF (rabbit fur)	UC: p.237	
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes (harmless)	Target: The caster and allies within a 50-ft. burst centered on the caster		Caster Level:9	Concentration:+16	
Effect: Doubles a morale bonus.						
Murderous Command	1 standard action	1 round	Close (45 ft.)	V	UM: p.230	
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One living creature		Caster Level:9	Concentration:+16	
Effect: Target is compelled to kill its ally.						
Obscuring Mist	1 standard action	9 minutes [D]	20 ft.	V, S	CR: p.317	
School: Conjuraton, WaterSchool (Creation)	SR: No	Target: Cloud spreads in 20-ft. radius from you, 20 ft. high		Caster Level:9	Concentration:+16	
Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.						
Protection from Chaos						

Cleric Spells							
<div> <div>Remove Sickness</div> <div>School: Conjunction (Healing)</div> <div>Effect: Suppress disease, nausea, and the sickened condition.</div> </div>	<div> <div>DC: 18, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>Target: One creature</div> </div>	<div> <div>90 minutes; see text</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> <div>Caster Level:9</div> </div>	<div> <div>UM: p.234</div> <div>Concentration:+16</div> </div>	
<div> <div>Restore Corpse</div> <div>School: Necromancy</div> <div>Effect: Skeletal corpse grows flesh.</div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Target: Corpse touched</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> <div>Caster Level:9</div> </div>	<div> <div>UM: p.235</div> <div>Concentration:+16</div> </div>	
<div> <div>Sanctuary</div> <div>School: Abjuration</div> <div>Effect: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.</div> </div>	<div> <div>DC: 18, Will negates</div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Target: Creature touched</div> </div>	<div> <div>9 rounds</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.336</div> <div>Concentration:+16</div> </div>	
<div> <div>Shield of Faith</div> <div>School: Abjuration</div> <div>Effect: This spell creates a shimmering, magical field around the target that averts and deflects attacks.</div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>Target: Creature touched</div> </div>	<div> <div>9 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.342</div> <div>Concentration:+16</div> </div>	
<div> <div>Summon Minor Monster</div> <div>School: Conjunction (Summoning)</div> <div>Effect: Summon 1d3 Tiny animals</div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 round</div> <div>Target: 1d3 summoned creatures</div> </div>	<div> <div>9 rounds [D]</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, F/DF</div> <div>Caster Level:9</div> </div>	<div> <div>UM: p.241</div> <div>Concentration:+16</div> </div>	
<div> <div>Summon Monster I</div> <div>School: Conjunction (Summoning)</div> <div>Effect: This spell summons an extraplanar creature.</div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 round</div> <div>Target: One summoned creature</div> </div>	<div> <div>9 rounds [D]</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, F/DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.350</div> <div>Concentration:+16</div> </div>	
<div> <div>Sun Metal</div> <div>School: Transmutation [Fire]</div> <div>Effect: Weapon touched bursts into flames.</div> </div>	<div> <div>DC: 18, Fortitude negates (object)</div> <div>SR: Yes (object)</div> </div>	<div> <div>1 standard action</div> <div>Target: one melee weapon</div> </div>	<div> <div>9 rounds [see text]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> <div>Caster Level:9</div> </div>	<div> <div>UC: p.245</div> <div>Concentration:+16</div> </div>	
LEVEL 2							
Name	Save Information	Time	Duration	Range	Comp.	Source	
<div> <div>Aid</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 9 temporary hit points.</div> </div>	<div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>Target: Living creature touched</div> </div>	<div> <div>9 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.239</div> <div>Concentration:+16</div> </div>	
<div> <div>Align Weapon</div> <div>School: Transmutation</div> <div>Effect: Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose.</div> </div>	<div> <div>DC: 19, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>Target: Weapon touched or 50 projectiles [all of which must be together at the time of casting]</div> </div>	<div> <div>9 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.240</div> <div>Concentration:+16</div> </div>	
<div> <div>Align Weapon (Evil Only)</div> <div>School: Transmutation [Evil]</div> <div>Effect: Weapon becomes evil.</div> </div>	<div> <div>DC: 19, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]</div> </div>	<div> <div>9 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.198</div> <div>Concentration:+16</div> </div>	
<div> <div>Animate Dead, Lesser</div> <div>School: Necromancy [Evil]</div> <div>Effect: Create one skeleton or zombie.</div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Target: One corpse</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M (25 gp onyx gem/undead HD)</div> <div>Caster Level:9</div> </div>	<div> <div>UM: p.205</div> <div>Concentration:+16</div> </div>	
<div> <div>Ant Haul (Communal)</div> <div>School: Transmutation</div> <div>Effect: As ant haul, but you may divide the duration among creatures touched.</div> </div>	<div> <div>DC: 19, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>Target: creatures touched</div> </div>	<div> <div>18 hours</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF (a small pulley)</div> <div>Caster Level:9</div> </div>	<div> <div>UC: p.223</div> <div>Concentration:+16</div> </div>	
<div> <div>Arrow of Law</div> <div>School: Evocation [Lawful]</div> <div>Effect: Harm and possibly daze chaotic creatures.</div> </div>	<div> <div>DC: 19, Will partial (see text)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Target: Arrow-shaped projectile of lawful energy</div> </div>	<div> <div>Instantaneous [1 round]; see text</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:9</div> </div>	<div> <div>UM: p.207</div> <div>Concentration:+16</div> </div>	
<div> <div>Augury</div> <div>School: Divination</div> <div>Effect: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.</div> </div>	<div> <div>SR:</div> </div>	<div> <div>1 minute</div> <div>Target: You</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S, M, F</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.245</div> <div>Concentration:+16</div> </div>	
<div> <div>Bear's Endurance</div> <div>School: Transmutation</div> <div>Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.</div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Target: Creature touched</div> </div>	<div> <div>9 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.246</div> <div>Concentration:+16</div> </div>	
<div> <div>Bestow Weapon Proficiency</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Grant a creature proficiency in a single weapon for short period of time.</div> </div>	<div> <div>DC: 20, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>Target: one creature</div> </div>	<div> <div>9 minutes</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, M (pieces of shaved metal)</div> <div>Caster Level:9</div> </div>	<div> <div>UC: p.224</div> <div>Concentration:+16</div> </div>	
<div> <div>Blessing of Courage and Life</div> <div>School: Conjunction (Healing) [Emotion]</div> <div>Effect: Grants a +2 bonus on saves vs. fear and death.</div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>Target: one living creature</div> </div>	<div> <div>9 minutes [see below]</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:9</div> </div>	<div> <div>APG: p.205</div> <div>Concentration:+16</div> </div>	
<div> <div>Boiling Blood</div> <div>School: Transmutation</div> <div>Effect: Targets take 1 fire damage each round; orcs get +2 Strength.</div> </div>	<div> <div>DC: 19, Fortitude negates (see text)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Target: 3 creatures, no two of which may be more than 30 ft. apart</div> </div>	<div> <div>Concentration + 9 rounds</div> </div>	<div> <div>Medium (190 ft.)</div> </div>	<div> <div>V, S</div> <div>Caster Level:9</div> </div>	<div> <div>UM: p.209</div> <div>Concentration:+16</div> </div>	
<div> <div>Bull's Strength</div> <div>School: Transmutation</div> <div>Effect: The subject becomes stronger granting a +4 enhancement bonus to Strength.</div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>Target: Creature touched</div> </div>	<div> <div>9 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.251</div> <div>Concentration:+16</div> </div>	
<div> <div>Calm Emotions</div> <div>School: Enchantment (Compulsion) [Mind-Affecting, Emotion]</div> <div>Effect: This spell calms agitated creatures.</div> </div>	<div> <div>DC: 20, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Target: Creatures in a 20-ft.-radius spread</div> </div>	<div> <div>Concentration, up to 9 rounds [D]</div> </div>	<div> <div>Medium (190 ft.)</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.252</div> <div>Concentration:+16</div> </div>	
<div> <div>Compassionate Ally</div> <div>School: Enchantment (Compulsion) [Emotion, Mind-Affecting]</div> <div>Effect: Target is compelled to help injured ally.</div> </div>	<div> <div>DC: 20, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Target: One creature</div> </div>	<div> <div>9 rounds</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> <div>Caster Level:9</div> </div>	<div> <div>UM: p.211</div> <div>Concentration:+16</div> </div>	
<div> <div>Cure Moderate Wounds</div> <div>School: Conjunction (Healing)</div> <div>Effect: When laying your hand upon a living creature, you channel positive energy that cures 2d8+9 points of damage.</div> </div>	<div> <div>DC: 19, Will half (harmless) or Will half; see text</div> <div>SR: Yes (harmless) or yes; see text</div> </div>	<div> <div>1 standard action</div> <div>Target: Creature touched</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.263</div> <div>Concentration:+16</div> </div>	
<div> <div>Darkness</div> <div>School: Evocation [Darkness]</div> <div>Effect: This spell causes an object to radiate darkness out to a 20-foot radius.</div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Target: Object touched</div> </div>	<div> <div>9 minutes [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, M/DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.263</div> <div>Concentration:+16</div> </div>	
<div> <div>Death Knell</div> <div>School: Necromancy [Death, Evil]</div> <div>Effect: You draw forth the ebbing life force of a creature and use it to fuel your own power.</div> </div>	<div> <div>DC: 19, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Target: Living creature touched</div> </div>	<div> <div>Instantaneous/10 minutes per HD of subject; see text</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.264</div> <div>Concentration:+16</div> </div>	
<div> <div>Delay Pain</div> <div>School: Enchantment [Emotion]</div> <div>Effect: Ignore pain.</div> </div>	<div> <div>DC: 20, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Target: One creature</div> </div>	<div> <div>9 hours</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> <div>Caster Level:9</div> </div>	<div> <div>UM: p.216</div> <div>Concentration:+16</div> </div>	
<div> <div>Delay Poison</div> <div>School: Conjunction (Healing)</div> <div>Effect: The subject becomes temporarily immune to poison.</div> </div>	<div> <div>DC: 19, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>Target: Creature touched</div> </div>	<div> <div>9 hours</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.265</div> <div>Concentration:+16</div> </div>	
<div> <div>Desecrate</div> <div>School: Evocation [Evil]</div> <div>Effect: This spell imbues an area with negative energy.</div> </div>	<div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Target: 20-ft.-radius emanation</div> </div>	<div> <div>18 hours</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, M, DF</div> <div>Caster Level:9</div> </div>	<div> <div>CR: p.265</div> <div>Concentration:+16</div> </div>	
<div> <div>Disfiguring Touch</div> <div>School: Transmutation [Curse]</div> <div>Effect: Target becomes disfigured.</div> </div>	<div> <div>DC: 19, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Target: Creature touched</div> </div>	<div> <div>9 days</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> <div>Caster Level:9</div> </div>	<div> <div>UM: p.217</div> <div>Concentration:+16</div> </div>	
* =Domain/Speciality Spell							

Cleric Spells							
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Dread Bolt</div> <div>School: Evocation [Evil]</div> <div>Effect: Harm and possibly sicken good creatures.</div> </div> </div>	<div> <div>DC: 19, Will partial (see text)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous [1d4 rounds]</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>UM: p.217</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Eagle's Splendor</div> <div>School: Transmutation</div> <div>Effect: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>9 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>CR: p.275</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Effortless Armor</div> <div>School: Transmutation</div> <div>Effect: Armor you wear no longer slows your speed.</div> </div> </div>	<div> <div></div> <div>SR:</div> </div>	<div> <div>1 standard action</div> <div>9 minutes</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UC: p.228</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Endure Elements (Communal)</div> <div>School: Abjuration</div> <div>Effect: As endure elements, but you may divide the duration among creatures touched.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>24 hours</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UC: p.228</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Enthrall</div> <div>School: Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]</div> <div>Effect: If you have the attention of a group of creatures, you can use this spell to hold them enthralled.</div> </div> </div>	<div> <div>DC: 20, Will negates; see text</div> <div>SR: Yes</div> </div>	<div> <div>1 round</div> <div>1 hour or less</div> </div>	<div> <div>Medium (190 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.278</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Find Traps</div> <div>School: Divination</div> <div>Effect: You gain intuitive insight into the workings of traps.</div> </div> </div>	<div> <div></div> <div>SR:</div> </div>	<div> <div>1 standard action</div> <div>9 minutes</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.281</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Gentle Repose</div> <div>School: Necromancy</div> <div>Effect: You preserve the remains of a dead creature so that they do not decay.</div> </div> </div>	<div> <div>DC: 19, Will negates (object)</div> <div>SR: Yes (object)</div> </div>	<div> <div>1 standard action</div> <div>9 days</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>CR: p.289</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Ghostbane Dirge</div> <div>School: Transmutation</div> <div>Effect: Incorporeal creature takes half damage from nonmagical weapons.</div> </div> </div>	<div> <div>DC: 19, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>9 rounds</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, M/DF (an old reed from a wind instrument)</div> </div>	<div> <div>APG: p.225</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Grace</div> <div>School: Abjuration</div> <div>Effect: Movement doesn't provoke attacks of opportunity.</div> </div> </div>	<div> <div></div> <div>SR:</div> </div>	<div> <div>1 swift action</div> <div>see text</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V</div> </div>	<div> <div>APG: p.226</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Hold Person</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: The subject becomes paralyzed and freezes in place.</div> </div> </div>	<div> <div>DC: 20, Will negates; see text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>9 rounds [D]; see text</div> </div>	<div> <div>Medium (190 ft.)</div> </div>	<div> <div>V, S, F/DF</div> </div>	<div> <div>CR: p.296</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Imbue with Aura</div> <div>School: Transmutation</div> <div>Effect: Target emulates your cleric aura.</div> </div> </div>	<div> <div>DC: 19, Will negates (see text)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>9 minutes</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>UM: p.225</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Inflict Moderate Wounds</div> <div>School: Necromancy</div> <div>Effect: When laying your hand upon a creature, you channel negative energy that deals 2d8+9 points of damage.</div> </div> </div>	<div> <div>DC: 19, Will half</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.300</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Instant Armor</div> <div>School: Conjunction (Creation) [Force]</div> <div>Effect: Summon armor temporarily replacing your current attire.</div> </div> </div>	<div> <div></div> <div>SR:</div> </div>	<div> <div>1 standard action</div> <div>9 minutes [D]</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>APG: p.229</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Instrument of Agony</div> <div>School: Transmutation</div> <div>Effect: Weapon exudes divine fury, granting a bonus on Intimidate checks.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless, object), see text</div> <div>SR: Yes (harmless, object), see text</div> </div>	<div> <div>1 standard action</div> <div>9 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UC: p.232</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>*Invisibility</div> <div>School: Illusion (Glamer)</div> <div>Effect: The creature or object touched becomes invisible.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless) or Will negates (harmless, object)</div> <div>SR: Yes (harmless) or yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>9 minutes [D]</div> </div>	<div> <div>Personal or touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>CR: p.301</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Magic Siege Engine</div> <div>School: Transmutation</div> <div>Effect: Siege engine gains +1 on targeting and damage rolls.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>9 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>UC: p.236</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Make Whole</div> <div>School: Transmutation [MetalSchool]</div> <div>Effect: This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>10 minutes</div> <div>Instantaneous</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.311</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Masterwork Transformation</div> <div>School: Transmutation</div> <div>Effect: Make a normal item into a masterwork one.</div> </div> </div>	<div> <div></div> <div>SR: No</div> </div>	<div> <div>1 hour</div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M (see text)</div> </div>	<div> <div>UM: p.228</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Owl's Wisdom</div> <div>School: Transmutation</div> <div>Effect: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>9 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>CR: p.318</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Pilfering Hand</div> <div>School: Evocation [Force]</div> <div>Effect: You may seize an object or manipulate it from afar.</div> </div> </div>	<div> <div></div> <div>SR: Yes (object)</div> </div>	<div> <div>1 standard action</div> <div>see text</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>S</div> </div>	<div> <div>UC: p.239</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Protection from Chaos (Communal)</div> <div>School: Abjuration [Lawful]</div> <div>Effect: As protection from chaos, but you may divide the duration among creatures touched.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: No; see text</div> </div>	<div> <div>1 standard action</div> <div>9 minutes [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>UC: p.240</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Protection from Good (Communal)</div> <div>School: Abjuration [Evil]</div> <div>Effect: As protection from good, but you may divide the duration among creatures touched.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: No; see text</div> </div>	<div> <div>1 standard action</div> <div>9 minutes [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>UC: p.240</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Protective Penumra</div> <div>School: Evocation [Darkness]</div> <div>Effect: Shadow protects the target from light.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>90 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UM: p.233</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Reinforce Armaments (Communal)</div> <div>School: Transmutation</div> <div>Effect: As reinforce armaments, but you may divide the spell's duration among objects touched.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>90 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF (a metal pin)</div> </div>	<div> <div>UC: p.241</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Remove Paralysis</div> <div>School: Conjunction (Healing)</div> <div>Effect: You can free one or more creatures from the effects of temporary paralysis or related magic.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.332</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Resist Energy</div> <div>School: Abjuration, AirSchool, EarthSchool, FireSchool, WaterSchool</div> <div>Effect: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.</div> </div> </div>	<div> <div>DC: 19, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>90 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.334</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Restoration (Lesser)</div> <div>School: Conjunction (Healing)</div> <div>Effect: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>3 rounds</div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.334</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Returning Weapon</div> <div>School: Conjunction (Teleportation)</div> <div>Effect: Grants a weapon the returning special weapon quality.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>9 minutes</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UC: p.242</div> </div>	<div> <div></div> </div>	<div> <div></div> </div>
* =Domain/Specialty Spell							

Cleric Spells						
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Shard of Chaos</div><div>School: Evocation [Chaos]</div><div>Effect: Harm and possibly slow lawful creatures.</div></div></div>	<div><div>DC: 19, Will partial (see text)</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Instantaneous [1d6 rounds]</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>UM: p.237</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Share Language</div><div>School: Divination</div><div>Effect: Subject understands chosen language.</div></div></div>	<div><div>DC: 19, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>1 standard action</div><div>24 hours</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M (a page from a dictionary)</div><div>Caster Level:9</div></div>	<div><div>APG: p.243</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Shatter</div><div>School: Evocation, EarthSchool [Sonic, MetalSchool]</div><div>Effect: Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.</div></div></div>	<div><div>DC: 19, Will negates (object); Will negates (object) or Fortitude half; see text</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S, M/DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.341</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Shield Other</div><div>School: Abjuration</div><div>Effect: This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you.</div></div></div>	<div><div>DC: 19, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>1 standard action</div><div>9 hours [D]</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S, F</div><div>Caster Level:9</div></div>	<div><div>CR: p.342</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Silence</div><div>School: Illusion (Glamour)</div><div>Effect: Upon the casting of this spell, complete silence prevails in the affected area.</div></div></div>	<div><div>DC: 19, Will negates; see text or none (object)</div><div>SR: Yes; see text or no (object)</div></div>	<div><div>1 round</div><div>9 rounds [D]</div></div>	<div><div>Long (760 ft.)</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.343</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Sound Burst</div><div>School: Evocation [Sonic]</div><div>Effect: You blast an area with a tremendous cacophony.</div></div></div>	<div><div>DC: 19, Fortitude partial</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S, F/DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.346</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Spiritual Weapon</div><div>School: Evocation [Force]</div><div>Effect: A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+3 force damage per hit.</div></div></div>	<div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>9 rounds [D]</div></div>	<div><div>Medium (190 ft.)</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.348</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Status</div><div>School: Divination</div><div>Effect: When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition.</div></div></div>	<div><div>DC: 19, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>1 standard action</div><div>9 hours</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.349</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Summon Monster II</div><div>School: Conjunction, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning)</div><div>Effect: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.</div></div></div>	<div><div>SR: No</div></div>	<div><div>1 round</div><div>9 rounds [D]</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S, F/DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.352</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Surmount Affliction</div><div>School: Abjuration</div><div>Effect: Temporarily suppress one condition.</div></div></div>	<div><div>SR:</div></div>	<div><div>1 standard action</div><div>9 rounds</div></div>	<div><div>Personal</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>UM: p.241</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Undetectable Alignment</div><div>School: Abjuration</div><div>Effect: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.</div></div></div>	<div><div>DC: 19, Will negates (object)</div><div>SR: Yes (object)</div></div>	<div><div>1 standard action</div><div>24 hours</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.363</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Weapon of Awe</div><div>School: Transmutation [Emotion]</div><div>Effect: Weapon gets +2 on damage rolls.</div></div></div>	<div><div>DC: 19, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div></div>	<div><div>1 standard action</div><div>9 minutes</div></div>	<div><div>Touch</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>APG: p.256</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Web Shelter</div><div>School: Conjunction (Creation)</div><div>Effect: Create a comfortable shelter made of webbing.</div></div></div>	<div><div>SR: No</div></div>	<div><div>1 minute</div><div>9 hours [D]</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>UM: p.249</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Zone of Truth</div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>Effect: Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies.</div></div></div>	<div><div>DC: 20, Will negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>9 minutes</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.371</div><div>Concentration:+16</div></div>	
LEVEL 3						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Agonize</div><div>School: Evocation [Evil, Pain]</div><div>Effect: Pain encourages an outsider to obey you.</div></div></div>	<div><div>DC: 20, Fortitude negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>1 round</div></div>	<div><div>1 round</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>UM: p.205</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Animate Dead</div><div>School: Necromancy [Evil]</div><div>Effect: Turns corpses into undead skeletons or zombies that obey your spoken commands.</div></div></div>	<div><div>SR: No</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M</div><div>Caster Level:9</div></div>	<div><div>CR: p.241</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Badger's Ferocity</div><div>School: Transmutation</div><div>Effect: Weapons are keen while you concentrate.</div></div></div>	<div><div>DC: 20, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>1 standard action</div><div>Concentration</div></div>	<div><div>Concentration</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>UM: p.207</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Bestow Curse</div><div>School: Necromancy [Curse]</div><div>Effect: You place a curse on the subject.</div></div></div>	<div><div>DC: 20, Will negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Permanent</div></div>	<div><div>Permanent</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.247</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Blessing of the Mole</div><div>School: Transmutation</div><div>Effect: 9 allies gain darkvision and a +2 Stealth bonus.</div></div></div>	<div><div>SR: Yes (harmless)</div></div>	<div><div>1 round</div><div>9 minutes</div></div>	<div><div>9 minutes</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>UM: p.208</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Blindness/Deafness</div><div>School: Necromancy [Curse]</div><div>Effect: You call upon the powers of unlife to render the subject blinded or deafened, as you choose.</div></div></div>	<div><div>DC: 20, Fortitude negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Permanent [D]</div></div>	<div><div>Permanent [D]</div></div>	<div><div>Medium (190 ft.)</div></div>	<div><div>V</div><div>Caster Level:9</div></div>	<div><div>CR: p.250</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Blindness/Deafness (Only Cause Blindness)</div><div>School: Necromancy</div><div>Effect: You call upon the powers of unlife to render the subject blinded or deafened, as you choose.</div></div></div>	<div><div>DC: 20, Fortitude negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Permanent [D]</div></div>	<div><div>Permanent [D]</div></div>	<div><div>Medium (190 ft.)</div></div>	<div><div>V</div><div>Caster Level:9</div></div>	<div><div>CR: p.250</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Blood Biography</div><div>School: Divination</div><div>Effect: Learn about a creature with its blood.</div></div></div>	<div><div>DC: 20, Will negates (see text)</div><div>SR: No</div></div>	<div><div>1 minute</div><div>Instantaneous</div></div>	<div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M/DF (a scrap of parchment)</div><div>Caster Level:9</div></div>	<div><div>APG: p.206</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Chain of Perdition</div><div>School: Evocation [Force]</div><div>Effect: Creates a floating chain of force.</div></div></div>	<div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>9 rounds [D]</div></div>	<div><div>9 rounds [D]</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S, M/DF (chain link)</div><div>Caster Level:9</div></div>	<div><div>UC: p.225</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Contagion</div><div>School: Necromancy [Evil, Disease]</div><div>Effect: The subject contracts a disease.</div></div></div>	<div><div>DC: 20, Fortitude negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.259</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Continual Flame</div><div>School: Evocation [Light]</div><div>Effect: A flame, equivalent in brightness to a torch, springs forth from an object that you touch.</div></div></div>	<div><div>SR: No</div></div>	<div><div>1 standard action</div><div>Permanent</div></div>	<div><div>Permanent</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M</div><div>Caster Level:9</div></div>	<div><div>CR: p.260</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Create Food and Water</div><div>School: Conjunction (Creation)</div><div>Effect: The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland.</div></div></div>	<div><div>SR: No</div></div>	<div><div>10 minutes</div><div>24 hours; see text</div></div>	<div><div>24 hours; see text</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.261</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Cure Serious Wounds</div><div>School: Conjunction (Healing)</div><div>Effect: When laying your hand upon a living creature, you channel positive energy that cures 3d8+9 points of damage.</div></div></div>	<div><div>DC: 20, Will half (harmless) or Will half; see text</div><div>SR: Yes (harmless) or yes; see text</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Instantaneous</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.263</div><div>Concentration:+16</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Daybreak Arrow</div><div>School: Evocation [light]</div><div>Effect: Targeted ammunition exudes radiant energy.</div></div></div>	<div><div>DC: 20, Fortitude negates (harmless, object)</div><div>SR: Yes (harmless, object)</div></div>	<div><div>1 standard action</div><div>90 minutes</div></div>	<div><div>90 minutes</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>UC: p.226</div><div>Concentration:+16</div></div>
* =Domain/Specialty Spell						

Cleric Spells						
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Daylight</div><div>School: Evocation [Light]</div><div>Effect: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.</div></div></div>	<div><div>SR: No</div><div>Target: Object touched</div></div>	<div><div>1 standard action</div><div>90 minutes [D]</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.264</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Deadly Juggernaut</div><div>School: Necromancy [Death]</div><div>Effect: Your might increases with every kill you make.</div></div></div>	<div><div>SR:</div><div>Target: You</div></div>	<div><div>1 standard action</div><div>9 minutes</div></div>	<div><div>Personal</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>UC: p.226</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Deeper Darkness</div><div>School: Evocation [Darkness]</div><div>Effect: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps.</div></div></div>	<div><div>SR: No</div><div>Target: Object touched</div></div>	<div><div>1 standard action</div><div>9 minutes [D]</div></div>	<div><div>Touch</div></div>	<div><div>V, M/DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.265</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Delay Poison (Communal)</div><div>School: Conjuraton (Healing)</div><div>Effect: As delay poison, but you may divide the duration among creatures touched.</div></div></div>	<div><div>DC: 20, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: creatures touched</div></div>	<div><div>1 standard action</div><div>9 hours</div></div>	<div><div>Touch</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>UC: p.227</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Discovery Torch</div><div>School: Evocation [Light]</div><div>Effect: Touched object emanates bright light, granting Perception and Sense Motive bonuses.</div></div></div>	<div><div>SR: No</div><div>Target: object touched</div></div>	<div><div>1 round</div><div>90 minutes</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>UC: p.228</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Dispel Magic</div><div>School: Abjuration</div><div>Effect: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.</div></div></div>	<div><div>SR: No</div><div>Target: One spellcaster, creature, or object</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Medium (190 ft.)</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.272</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Elemental Speech</div><div>School: Divination, AirSchool, EarthSchool, FireSchool, WaterSchool [Air, Earth, Fire, Water]</div><div>Effect: Enables you to speak to elementals and some creatures.</div></div></div>	<div><div>SR:</div><div>Target: You</div></div>	<div><div>1 standard action</div><div>9 minutes</div></div>	<div><div>Personal</div></div>	<div><div>V, S, M (iron filings)</div><div>Caster Level:9</div></div>	<div><div>APG: p.218</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Enter Image</div><div>School: Transmutation</div><div>Effect: Transfers your consciousness to an object bearing your likeness.</div></div></div>	<div><div>SR: No</div><div>Target: transfer consciousness to any object bearing your likeness</div></div>	<div><div>1 standard action</div><div>concentration</div></div>	<div><div>450 ft.</div></div>	<div><div>V, S, M/DF (a drop of paint and a ball of clay)</div><div>Caster Level:9</div></div>	<div><div>APG: p.219</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Glyph of Warding</div><div>School: Abjuration</div><div>Effect: This powerful inscription harms those who enter, pass, or open the warded area or object.</div></div></div>	<div><div>DC: 20, See text</div><div>SR: No (object) and yes; see text</div><div>Target: Object touched or up to 45 sq. ft.</div></div>	<div><div>10 minutes</div><div>Permanent until discharged [D]</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M</div><div>Caster Level:9</div></div>	<div><div>CR: p.290</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Guiding Star</div><div>School: Divination</div><div>Effect: Know approximate distance from where you cast this spell.</div></div></div>	<div><div>SR:</div><div>Target: You</div></div>	<div><div>1 minute</div><div>9 days [D]</div></div>	<div><div>Personal</div></div>	<div><div>V, S, M (a spool of thread or string)</div><div>Caster Level:9</div></div>	<div><div>APG: p.226</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Helping Hand</div><div>School: Evocation</div><div>Effect: You create the ghostly image of a hand, which you can send to find a creature within 5 miles.</div></div></div>	<div><div>SR: No</div><div>Target: Ghostly hand</div></div>	<div><div>1 standard action</div><div>9 hours</div></div>	<div><div>5 miles</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.295</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Inflict Serious Wounds</div><div>School: Necromancy</div><div>Effect: When laying your hand upon a creature, you channel negative energy that deals 3d8+9 points of damage.</div></div></div>	<div><div>DC: 20, Will half</div><div>SR: Yes</div><div>Target: Creature touched</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.301</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Invisibility Purge</div><div>School: Evocation</div><div>Effect: You surround yourself with a sphere of power with a radius of 45 feet that negates all forms of invisibility.</div></div></div>	<div><div>SR:</div><div>Target: You</div></div>	<div><div>1 standard action</div><div>9 minutes [D]</div></div>	<div><div>Personal</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.302</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Ki Leech</div><div>School: Necromancy [Evil]</div><div>Effect: Add to your ki pool when you critically hit.</div></div></div>	<div><div>SR:</div><div>Target: You</div></div>	<div><div>1 standard action</div><div>9 minutes [D]</div></div>	<div><div>Personal</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>UM: p.225</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Locate Object</div><div>School: Divination</div><div>Effect: You sense the direction of a well-known or clearly visualized object.</div></div></div>	<div><div>SR: No</div><div>Target: Circle, centered on you, with a radius of 760 ft.</div></div>	<div><div>1 standard action</div><div>9 minutes</div></div>	<div><div>Long (760 ft.)</div></div>	<div><div>V, S, F/DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.305</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Magic Circle against Chaos</div><div>School: Abjuration [Lawful]</div><div>Effect: All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either.</div></div></div>	<div><div>DC: 20, Will negates (harmless)</div><div>SR: No; see text</div><div>Target: 10-ft.-radius emanation from touched creature</div></div>	<div><div>1 standard action</div><div>90 minutes</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M/DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.308</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Magic Circle against Good</div><div>School: Abjuration [Evil]</div><div>Effect: All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either.</div></div></div>	<div><div>DC: 20, Will negates (harmless)</div><div>SR: No; see text</div><div>Target: 10-ft.-radius emanation from touched creature</div></div>	<div><div>1 standard action</div><div>90 minutes</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M/DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.308</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Magic Vestment</div><div>School: Transmutation</div><div>Effect: You imbue a suit of armor or a shield with an enhancement bonus of +2.</div></div></div>	<div><div>DC: 20, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div><div>Target: Armor or shield touched</div></div>	<div><div>1 standard action</div><div>9 hours</div></div>	<div><div>Touch</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.310</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Meld into Stone</div><div>School: Transmutation [Earth]</div><div>Effect: Meld into stone enables you to meld your body and possessions into a single block of stone.</div></div></div>	<div><div>SR:</div><div>Target: You</div></div>	<div><div>1 standard action</div><div>90 minutes</div></div>	<div><div>Personal</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.312</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Nap Stack</div><div>School: Necromancy</div><div>Effect: Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits.</div></div></div>	<div><div>DC: 20, Will negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: 30-ft.-radius emanation</div></div>	<div><div>1 minute</div><div>8 hours</div></div>	<div><div>30 ft.</div></div>	<div><div>V, S, M (a little silk pillow worth 100 gp)</div><div>Caster Level:9</div></div>	<div><div>APG: p.233</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>*Nondetection</div><div>School: Abjuration</div><div>Effect: The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells.</div></div></div>	<div><div>DC: 20, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div><div>Target: Creature or object touched</div></div>	<div><div>1 standard action</div><div>9 hours</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M</div><div>Caster Level:9</div></div>	<div><div>CR: p.317</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Obscure Object</div><div>School: Abjuration</div><div>Effect: This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.</div></div></div>	<div><div>DC: 20, Will negates (object)</div><div>SR: Yes (object)</div><div>Target: One object touched of up to 900 lbs.</div></div>	<div><div>1 standard action</div><div>8 hours [D]</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M/DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.317</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Prayer</div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>Effect: You bring special favor upon yourself and your allies while bringing disfavor to your enemies.</div></div></div>	<div><div>SR: Yes</div><div>Target: All allies and foes within a 40-ft.-radius burst centered on you</div></div>	<div><div>1 standard action</div><div>9 rounds</div></div>	<div><div>40 ft.</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.324</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Protection from Energy</div><div>School: Abjuration, AirSchool, EarthSchool, FireSchool, WaterSchool</div><div>Effect: Protection from energy grants temporary immunity to the type of energy you specify when you cast it.</div></div></div>	<div><div>DC: 20, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: Creature touched</div></div>	<div><div>1 standard action</div><div>90 minutes or until discharged</div></div>	<div><div>Touch</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>CR: p.327</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Remove Blindness/Deafness</div><div>School: Conjuraton (Healing)</div><div>Effect: Remove blindness/deafness cures blindness or deafness.</div></div></div>	<div><div>DC: 20, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: Creature touched</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.332</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Remove Curse</div><div>School: Abjuration</div><div>Effect: Remove curse can remove all curses on an object or a creature.</div></div></div>	<div><div>DC: 20, Will negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: Creature or object touched</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.332</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Remove Disease</div><div>School: Conjuraton (Healing)</div><div>Effect: Remove disease can cure all diseases from which the subject is suffering.</div></div></div>	<div><div>DC: 20, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: Creature touched</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>CR: p.332</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Resist Energy (Communal)</div><div>School: Abjuration</div><div>Effect: As resist energy, but you may divide the duration among creatures touched.</div></div></div>	<div><div>DC: 20, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: creatures touched</div></div>	<div><div>1 standard action</div><div>90 minutes</div></div>	<div><div>Touch</div></div>	<div><div>V, S, DF</div><div>Caster Level:9</div></div>	<div><div>UC: p.242</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Returning Weapon (Communal)</div><div>School: Conjuraton (Teleportation)</div><div>Effect: As returning weapon, but you may divide the duration among weapons touched.</div></div></div>	<div><div>DC: 20, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div><div>Target: weapons that can be thrown</div></div>	<div><div>1 standard action</div><div>9 minutes</div></div>	<div><div>Close (45 ft.)</div></div>	<div><div>V, S</div><div>Caster Level:9</div></div>	<div><div>UC: p.243</div><div>Concentration:+16</div></div>	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Sacred Bond</div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>Effect: As returning weapon, but you may divide the duration among weapons touched.</div></div></div>	<div><div>DC: 20, Will negates (harmless)</div><div>SR: Yes (harmless)</div><div>Target: creatures touched</div></div>	<div><div>1 round</div><div>90 minutes [D]</div></div>	<div><div>Touch; see text</div></div>	<div><div>V, S, F (a pair of golden bracelets worth</div><div>APG: p.240</div></div>		
* =Domain/Speciality Spell						

Cleric Spells

					100 gp each worn by both you and the target) <i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>School:</i> Conjunction (Healing) <i>Effect:</i> Cast touch healing spells from a distance.	<i>SR:</i> Yes (harmless)	<i>Target:</i> creature touched				
☐☐☐☐☐ Sands of Time		1 standard action	90 minutes or instantaneous [See text]	Touch	V, S	UM: p.236
<i>School:</i> Necromancy <i>Effect:</i> Target temporarily ages.	<i>SR:</i> Yes	<i>Target:</i> Touched creature or object			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Searing Light		1 standard action	Instantaneous	Medium (190 ft.)	V, S	CR: p.338
<i>School:</i> Evocation <i>Effect:</i> Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 4d8 points of damage.	<i>SR:</i> Yes	<i>Target:</i> Ray			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Share Language (Communal)	DC: 20, Will negates (harmless)	1 standard action	24 hours	Touch	V, S, M (a page from a dictionary)	UC: p.243
<i>School:</i> Divination <i>Effect:</i> As share language, but you may divide the duration among creatures touched.	<i>SR:</i> Yes (harmless)	<i>Target:</i> creatures touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Speak with Dead	DC: 20, Will negates; see text	10 minutes	9 minutes	10 ft.	V, S, DF	CR: p.346
<i>School:</i> Necromancy [Language-Dependent] <i>Effect:</i> You grant the semblance of life to a corpse, allowing it to answer questions.	<i>SR:</i> No	<i>Target:</i> One dead creature			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Stone Shape		1 standard action	Instantaneous	Touch	V, S, M/DF	CR: p.349
<i>School:</i> Transmutation, EarthSchool [Earth] <i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.	<i>SR:</i> No	<i>Target:</i> Stone or stone object touched, up to 19 cu. ft.			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ *Suggestion	DC: 21, Will negates	1 standard action	9 hours or until completed	Close (45 ft.)	V, M	CR: p.350
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> You influence the actions of the target creature by suggesting a course of activity.	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Summon Monster III		1 round	9 rounds [D]	Close (45 ft.)	V, S, F/DF	CR: p.352
<i>School:</i> Conjunction (Summoning) <i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.	<i>SR:</i> No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Summon Monster III (Reptiles Only)		1 round	9 rounds [D]	Close (45 ft.)	V, S, F/DF	CR: p.352
<i>School:</i> Conjunction (Summoning) <i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.	<i>SR:</i> No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Symbol of Healing	DC: 20, Will half (harmless)	10 minutes	See text	0 ft.; see text	V, S, M (500 gp powdered diamond and opal)	UM: p.241
<i>School:</i> Conjunction (Healing) <i>Effect:</i> Triggered rune heals living creatures.	<i>SR:</i> Yes (harmless)	<i>Target:</i> One symbol			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Vision of Hell	DC: 20, Will negates	1 standard action	9 minutes [D]	Medium (190 ft.)	V, M	UM: p.248
<i>School:</i> Illusion (Glamour) [Evil, Fear] <i>Effect:</i> Illusory hellscape makes creatures shaken.	<i>SR:</i> No	<i>Target:</i> 50-ft. radius emanation			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Water Breathing	DC: 20, Will negates (harmless)	1 standard action	18 hours; see text	Touch	V, S, M/DF	CR: p.368
<i>School:</i> Transmutation, WaterSchool <i>Effect:</i> The transmuted creatures can breathe water freely.	<i>SR:</i> Yes (harmless)	<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Water Walk	DC: 20, Will negates (harmless)	1 standard action	90 minutes [D]	Touch	V, S, DF	CR: p.368
<i>School:</i> Transmutation [Water] <i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.	<i>SR:</i> Yes (harmless)	<i>Target:</i> 9 touched creatures			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Wind Wall	DC: 20, None; see text	1 standard action	9 rounds	Medium (190 ft.)	V, S, M/DF	CR: p.370
<i>School:</i> Evocation, AirSchool [Air, WoodSchool] <i>Effect:</i> An invisible vertical curtain of wind appears.	<i>SR:</i> Yes	<i>Target:</i> Wall up to 90 ft. long and 45 ft. high [S]			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
☐☐☐☐☐ Wrathful Mantle	DC: 20, Will negates (harmless)	1 standard action	9 minutes	Touch or 5 ft.; see text	V, S, DF	APG: p.257
<i>School:</i> Evocation [Force, Light] <i>Effect:</i> Subject shines and gets 2 on all saves.	<i>SR:</i> Yes (harmless)	<i>Target:</i> creature touched or all creatures within 5 ft.; see text			<i>Caster Level:</i> 9	<i>Concentration:</i> +16

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Air Walk		1 standard action	90 minutes	Touch	V, S, DF	CR: p.239
<i>School:</i> Transmutation [Air] <i>Effect:</i> The subject can tread on air as if walking on solid ground.	SR: Yes (harmless)	Target: Creature [Gargantuan or smaller] touched		Caster Level:9	Concentration:+16	
☐☐☐☐☐ Aura of Doom	DC: 21, Will negates	1 standard action	90 minutes	Personal	V, S, DF	UM: p.207
<i>School:</i> Necromancy [Emotion, Fear, Mind-Affecting] <i>Effect:</i> Creatures in your aura become shaken.	SR: Yes	Target: 20-ft. radius emanation centered on you		Caster Level:9	Concentration:+16	
☐☐☐☐☐ Blessing of Fervor	DC: 21, Fortitude negates (harmless)	1 standard action	9 rounds	Close (45 ft.)	V, S, DF	APG: p.205
<i>School:</i> Transmutation <i>Effect:</i> Gives allies a choice of benefits.	SR: Yes (harmless)	Target: 9 creatures, no two of which can be more than 30 ft. apart		Caster Level:9	Concentration:+16	
☐☐☐☐☐ Blood Crow Strike		1 round	Instantaneous	Medium (190 ft.)	V, S	UM: p.208
<i>School:</i> Evocation [Fire] <i>Effect:</i> Unarmed strikes create crows that deal fire and negative energy damage.	SR: Yes	Target: One creature		Caster Level:9	Concentration:+16	
☐☐☐☐☐ *Confusion	DC: 22, Will negates	1 standard action	9 rounds	Medium (190 ft.)	V, S, M/DF	CR: p.258
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> This spell causes confusion in the targets, making them unable to determine their actions.	SR: Yes	Target: All creatures in a 15-ft.-radius burst		Caster Level:9	Concentration:+16	
☐☐☐☐☐ Control Summoned Creature	DC: 22, Will negates	1 standard action	9 rounds	Close (45 ft.)	V, S	UM: p.212
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Direct a summoned monster as if you had summoned it.	SR: Yes	Target: One summoned creature		Caster Level:9	Concentration:+16	
☐☐☐☐☐ Control Water	DC: 21, None; see text	1 standard action	90 minutes [D]	Long (760 ft.)	V, S, M/DF	CR: p.260
<i>School:</i> Transmutation [Water] <i>Effect:</i> This spell has two different applications, both of which control water in different ways.	SR: No	Target: Water in a volume of 90 ft. by 90 ft. by 18 ft. [S]		Caster Level:9	Concentration:+16	
☐☐☐☐☐ Cure Critical Wounds	DC: 21, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	CR: p.262
<i>School:</i> Conjunction (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 4d8+9 points of damage.	SR: Yes (harmless); see text	Target: Creature touched		Caster Level:9	Concentration:+16	
☐☐☐☐☐ Death Ward	DC: 21, Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	CR: p.264
<i>School:</i> Necromancy <i>Effect:</i> The subject gains a +4 morale bonus on saves against all death spells and magical death effects.	SR: Yes (harmless)	Target: Living creature touched		Caster Level:9	Concentration:+16	
☐☐☐☐☐ Debilitating Portent		1 standard action	9 rounds [D] see text	Medium (190 ft.)	V, S, DF	UC: p.227
<i>School:</i> Enchantment (Compulsion) <i>Effect:</i> Inflicts an ill fate on a creature, halving its damage when it attacks or casts a spell.	SR: Yes	Target: one creature		Caster Level:9	Concentration:+16	
☐☐☐☐☐ Dimensional Anchor		1 standard action	9 minutes	Medium (190 ft.)	V, S	CR: p.270
<i>School:</i> Abjuration <i>Effect:</i> A green ray springs from your hand, any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel.	SR: Yes (object) Target: Ray			Caster Level:9	Concentration:+16	
☐☐☐☐☐ Discern Lies	DC: 21, Will negates	1 standard action	Concentration, up to 9 rounds	Close (45 ft.)	V, S, DF	CR: p.270
<i>School:</i> Divination <i>Effect:</i> You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying.	SR: No	Target: 9 creatures, no two of which can be more than 30 ft. apart		Caster Level:9	Concentration:+16	
☐☐☐☐☐ Dismissal	DC: 21, Will negates; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S, DF	CR: p.271
<i>School:</i> Abjuration <i>Effect:</i> This spell forces an extraplanar creature back to its proper plane if it fails a Will save.	SR: Yes	Target: One extraplanar creature		Caster Level:9	Concentration:+16	
* =Domain/Specialty Spell						

Cleric Spells						
☐☐☐☐☐ Divination	10 minutes	Instantaneous	Personal	V, S, M	CR: p.273	
School: Divination	SR:	Target: You	Caster Level:9	Concentration:+16		
Effect: A divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week.						
☐☐☐☐☐ Divine Power	1 standard action	9 rounds	Personal	V, S, DF	CR: p.273	
School: Evocation	SR:	Target: You	Caster Level:9	Concentration:+16		
Effect: You imbue yourself with strength and skill in combat and gain a +3 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks.						
☐☐☐☐☐ Fleshworm Infestation	DC: 21, Fortitude partial (see text)	1 standard action	9 rounds [D]	Touch	V, S	UM: p.220
School: Conjunction (Summoning) [Evil]	SR: Yes	Target: Creature touched	Caster Level:9	Concentration:+16		
Effect: Worms deal hp and Dex damage.						
☐☐☐☐☐ Freedom of Movement	DC: 21, Will negates (harmless)	1 standard action	90 minutes	Personal or touch	V, S, M, DF	CR: p.287
School: Abjuration	SR: Yes (harmless)	Target: You or creature touched	Caster Level:9	Concentration:+16		
Effect: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web.						
☐☐☐☐☐ Giant Vermin		1 standard action	9 minutes	Close (45 ft.)	V, S, DF	CR: p.290
School: Transmutation	SR: Yes	Target: 1 or more vermin, no two of which can be more than 30 ft. apart	Caster Level:9	Concentration:+16		
Effect: You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts.						
☐☐☐☐☐ Imbue with Spell Ability	DC: 21, Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	CR: p.299
School: Evocation	SR: Yes (harmless)	Target: Creature touched; see text	Caster Level:9	Concentration:+16		
Effect: You transfer some of your currently prepared spells, and the ability to cast them, to another creature.						
☐☐☐☐☐ Infernal Healing, Greater	DC: 21, Will negates (harmless)	1 round	1 minute	Touch	V, S, M	House: p.295
School: Conjunction (Healing) [Evil]	SR: Yes (harmless)	Target: Creature touched	Caster Level:9	Concentration:+16		
Effect: Anoint a wounded creature with devil's blood or unholy water giving it fast healing 4. Does not repair silver or good damage. Target detects as an evil cleric for the duration.						
☐☐☐☐☐ Inflict Critical Wounds	DC: 21, Will half	1 standard action	Instantaneous	Touch	V, S	CR: p.300
School: Necromancy	SR: Yes	Target: Creature touched	Caster Level:9	Concentration:+16		
Effect: When laying your hand upon a creature, you channel negative energy that deals 4d8+9 points of damage.						
☐☐☐☐☐ Magic Weapon (Greater)	DC: 21, Will negates (harmless, object)	1 standard action	9 hours	Close (45 ft.)	V, S, M/DF	CR: p.310
School: Transmutation [MetalSchool]	SR: Yes (harmless, object)	Target: One weapon or 50 projectiles [all of which must be together at the time of casting]	Caster Level:9	Concentration:+16		
Effect: This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +2.						
☐☐☐☐☐ Neutralize Poison	DC: 21, Will negates (harmless, object)	1 standard action	Instantaneous or 90 minutes; see text	Touch	V, S, M/DF	CR: p.316
School: Conjunction (Healing)	SR: Yes (harmless, object)	Target: Creature or object of up to 9 cu. ft. touched	Caster Level:9	Concentration:+16		
Effect: You detoxify any sort of venom in the creature or object touched.						
☐☐☐☐☐ Order's Wrath	DC: 21, Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (190 ft.)	V, S	CR: p.317
School: Evocation [Lawful]	SR: Yes	Target: Nonlawful creatures within a burst that fills a 30-ft. cube	Caster Level:9	Concentration:+16		
Effect: You channel lawful power to smite enemies.						
☐☐☐☐☐ Plague Carrier	DC: 21, Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S	UM: p.231
School: Necromancy [Disease, Evil]	SR: Yes	Target: Creature touched	Caster Level:9	Concentration:+16		
Effect: Target's attacks carry filth fever.						
☐☐☐☐☐ Planar Adaptation		1 standard action	9 hours [D]	Personal	V	APG: p.236
School: Transmutation, AirSchool, EarthSchool, FireSchool, SR: WaterSchool		Target: You	Caster Level:9	Concentration:+16		
Effect: Resist harmful effects of other plane.						
☐☐☐☐☐ Planar Ally (Lesser)		10 minutes	Instantaneous	Close (45 ft.)	V, S, M, DF	CR: p.320
School: Conjunction (Calling)	SR: No	Target: One called outsider of 6 HD or less	Caster Level:9	Concentration:+16		
Effect: By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice.						
☐☐☐☐☐ Poison	DC: 21, Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	CR: p.323
School: Necromancy [Poison]	SR: Yes	Target: Living creature touched	Caster Level:9	Concentration:+16		
Effect: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack.						
☐☐☐☐☐ Protection from Energy (Communal)	DC: 21, Fortitude negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, DF	UC: p.240
School: Abjuration	SR: Yes (harmless)	Target: creatures touched	Caster Level:9	Concentration:+16		
Effect: As protection from energy, but you may divide the duration among creatures touched.						
☐☐☐☐☐ Repel Vermin	DC: 21, None or Will negates; see text	1 standard action	90 minutes [D]	10 ft.	V, S, DF	CR: p.333
School: Abjuration [Pain]	SR: Yes	Target: 10-ft.-radius emanation centered on you	Caster Level:9	Concentration:+16		
Effect: An invisible barrier holds back vermin.						
☐☐☐☐☐ Rest Eternal		1 round	permanent	Touch	V, S, M/DF (ashes and APG: p.238 a vial of holy or unholy water)	
School: Necromancy [Curse]	SR: No	Target: one dead creature touched	Caster Level:9	Concentration:+16		
Effect: Dead creature cannot be revived.						
☐☐☐☐☐ Restoration	DC: 21, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	CR: p.334
School: Conjunction (Healing)	SR: Yes (harmless)	Target: Creature touched	Caster Level:9			

Cleric Spells

<i>Effect:</i> Triggered rune slows creatures.						
▯▯▯▯▯ Terrible Remorse	DC: 22, Will partial (see text)	1 standard action	9 rounds	Close (45 ft.)	V, S	UM: p.243
<i>School:</i> Enchantment (Compulsion) [Emotion, Mind-Affecting] <i>SR:</i> Yes		<i>Target:</i> 1 living creature			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Creature is compelled to harm itself.						
▯▯▯▯▯ Tongues	DC: 21, Will negates (harmless)	1 standard action	90 minutes	Touch	V, M/DF	CR: p.360
<i>School:</i> Divination [WoodSchool] <i>SR:</i> No		<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.						
▯▯▯▯▯ **Unholy Blight	DC: 21, Will partial	1 standard action	Instantaneous [1d4 rounds]; see text	Medium (190 ft.)	V, S	CR: p.364
<i>School:</i> Evocation [Evil] <i>SR:</i> Yes		<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> You call up unholy power to smite your enemies.						
▯▯▯▯▯ Unholy Blight	DC: 21, Will partial	1 standard action	Instantaneous [1d4 rounds]; see text	Medium (190 ft.)	V, S	CR: p.364
<i>School:</i> Evocation [Evil] <i>SR:</i> Yes		<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> You call up unholy power to smite your enemies.						
▯▯▯▯▯ Water Walk (Communal)	DC: 21, Will negates (harmless)	1 standard action	90 minutes [D]	Touch	V, S, DF	UC: p.249
<i>School:</i> Transmutation [Water] <i>SR:</i> Yes (harmless)		<i>Target:</i> creatures touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> As water walk, but you may divide the duration among creatures touched.						

LEVEL 5

Name	Save Information	Time	Duration	Range	Comp.	Source
▯▯▯▯▯ Air Walk (Communal)		1 standard action	90 minutes	Touch	V, S, DF	UC: p.222
<i>School:</i> Transmutation [Air]	SR: Yes (harmless)	Target: creatures touched			Caster Level:9	Concentration:+16
<i>Effect:</i> This spell functions like air walk, except divide the duration in 10-minute intervals among the creatures touched. As air walk, but you may divide the duration among creatures touched.						
▯▯▯▯▯ Astral Projection, Lesser		30 minutes	See text	Touch	V, S, M (1,000 gp jacinth)	UM: p.207
<i>School:</i> Necromancy	SR: Yes	Target: You plus 4 additional willing creatures touched			Caster Level:9	Concentration:+16
<i>Effect:</i> Limited astral travel.						
▯▯▯▯▯ Atonement		1 hour	Instantaneous	Touch	V, S, M, F/DF	CR: p.245
<i>School:</i> Abjuration	SR: Yes	Target: Living creature touched			Caster Level:9	Concentration:+16
<i>Effect:</i> This spell removes the burden of misdeeds from the subject.						
▯▯▯▯▯ Break Enchantment	DC: 22, See text	1 minute	Instantaneous	Close (45 ft.)	V, S	CR: p.251
<i>School:</i> Abjuration	SR: No	Target: Up to one creature per level, all within 30 ft. of each other			Caster Level:9	Concentration:+16
<i>Effect:</i> This spell frees victims from enchantments, transmutations, and curses.						
▯▯▯▯▯ Breath of Life	DC: 22, Will negates (harmless) or Will half, see text	1 standard action	Instantaneous	Touch	V, S	CR: p.251
<i>School:</i> Conjunction (Healing)	SR: Yes (harmless) or yes, see text	Target: Creature touched			Caster Level:9	Concentration:+16
<i>Effect:</i> This spell cures 5d8+9 points of damage						
▯▯▯▯▯ Cleanse		1 standard action	Instantaneous	Personal	S, DF	APG: p.211
<i>School:</i> Evocation	SR:	Target: You			Caster Level:9	Concentration:+16
<i>Effect:</i> Cures 4d8+9 damage and also removes several afflictions.						
▯▯▯▯▯ Command (Greater)	DC: 23, Will negates	1 standard action	9 rounds	Close (45 ft.)	V	CR: p.257
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Yes	Target: 9 creatures, no two of which can be more than 30 ft. apart			Caster Level:9	Concentration:+16
<i>Effect:</i> This spell functions like command, except that up to 9 creatures may be affected, and the activities continue beyond 1 round.						
▯▯▯▯▯ Commune		10 minutes	9 rounds	Personal	V, S, M, DF	CR: p.257
<i>School:</i> Divination	SR:	Target: You			Caster Level:9	Concentration:+16
<i>Effect:</i> You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no.						
▯▯▯▯▯ Contagion, Greater	DC: 22, Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V, S	UM: p.211
<i>School:</i> Necromancy [Disease, Evil]	SR: Yes	Target: One living creature			Caster Level:9	Concentration:+16
<i>Effect:</i> Infect a subject with a magical disease.						
▯▯▯▯▯ Cure Light Wounds (Mass)	DC: 22, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S	CR: p.263
<i>School:</i> Conjunction (Healing)	SR: Yes (harmless) or yes; see text	Target: 9 creatures, no two of which can be more than 30 ft. apart			Caster Level:9	Concentration:+16
<i>Effect:</i> You channel positive energy to cure 1d8+9 points of damage points on each selected creature.						
▯▯▯▯▯ Curse, Major	DC: 22, Will negates	1 standard action	Permanent	Close (45 ft.)	V, S	UM: p.215
<i>School:</i> Necromancy [Curse]	SR: Yes	Target: One creature			Caster Level:9	Concentration:+16
<i>Effect:</i> As Bestow Curse, but harder to remove.						
▯▯▯▯▯ Curse of Magic Negation	DC: 22, Will negates	1 round	90 minutes	Medium (190 ft.)	V, S, M (250 gp powdered lead and platinum)	UM: p.215
<i>School:</i> Abjuration [Curse]	SR: Yes	Target: One creature			Caster Level:9	Concentration:+16
<i>Effect:</i> Target gains the negated spellblight.						
▯▯▯▯▯ Dispel Chaos	DC: 22, See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	CR: p.271
<i>School:</i> Abjuration [Lawful]	SR: See text	Target: You and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object			Caster Level:9	Concentration:+16
<i>Effect:</i> Shimmering, blue lawful energy surrounds you granting a +4 deflection bonus to AC against attacks by chaotic creatures and you can choose to drive chaotic creatures back to their home plane on making a successful melee touch attack.						
▯▯▯▯▯ **Dispel Good	DC: 22, See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	CR: p.272
<i>School:</i> Abjuration [Evil]	SR: See text	Target: You and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object			Caster Level:9	Concentration:+16
<i>Effect:</i> Dark, wavering unholy energy surrounds you granting a +4 deflection bonus to AC against attacks by good creatures and you can choose to drive good creatures back to their home plane on making a successful melee touch attack.						
▯▯▯▯▯ Dispel Good	DC: 22, See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	CR: p.272
<i>School:</i> Abjuration [Evil]	SR: See text	Target: You and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object			Caster Level:9	Concentration:+16
<i>Effect:</i> Dark, wavering unholy energy surrounds you granting a +4 deflection bonus to AC against attacks by good creatures and you can choose to drive good creatures back to their home plane on making a successful melee touch attack.						
▯▯▯▯▯ Disrupting Weapon	DC: 22, Will negates (harmless, object); see text	1 standard action	9 rounds	Touch	V, S	CR: p.273
<i>School:</i> Transmutation	SR: Yes (harmless, object)	Target: One melee weapon			Caster Level:9	Concentration:+16
<i>Effect:</i> This spell makes a melee weapon deadly to undead.						
▯▯▯▯▯ *False Vision		1 standard action	9 hours [D]	Touch	V, S, M	CR: p.280
<i>School:</i> Illusion (Glamour)	SR: No	Target: 40-ft.-radius emanation			Caster Level:9	Concentration:+16
<i>Effect:</i> This spell creates a subtle illusion, causing any divination [scrying] spell used to view anything within the area of this spell to instead receive a false image [as the major image spell], as defined by you at the time of casting.						
▯▯▯▯▯ Fickle Winds	DC: 22, None (see text)	1 standard action	9 minutes [D]			UM: p.219
<i>School:</i> Transmutation [Air, WoodSchool]	SR: Yes	Target: 9 Medium creatures, no two of which can be more than 30 ft. apart			Caster Level:9	Concentration:+16
<i>Effect:</i> Wind walls selectively block attacks.						
▯▯▯▯▯ Flame Strike	DC: 22, Reflex half	1 standard action	Instantaneous	Medium (190 ft.)	V, S, DF	CR: p.283
<i>School:</i> Evocation [Fire]	SR: Yes	Target: Cylinder 10			Caster Level:9	Concentration:+16
<i>Effect:</i> A flame strike evokes a vertical column of divine fire dealing 9d6 points of damage.						
▯▯▯▯▯ Forbid Action, Greater	DC: 23, Will negates	1 standard action	9 rounds [D]	Close (45 ft.)	V	UM: p.220
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Yes	Target: 9 creatures, no two of which can be more than 30 ft. apart			Caster Level:9	Concentration:+16
<i>Effect:</i> 9 targets obey your command to not do something.						
▯▯▯▯▯ Ghostbane Dirge, Mass	DC: 22, Will negates	1 standard action	9 rounds	Close (45 ft.)	V, S, M/DF (an old reed from a wind instrument)	APG: p.225
<i>School:</i> Transmutation	SR: Yes	Target: 9 incorporeal creatures, no two of which can be more than 30 ft. apart			Caster Level:9	Concentration:+16
<i>Effect:</i> As ghostbane dirge, but affecting multiple creatures.						
* =Domain/Specialty Spell						

Cleric Spells						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Inflict Light Wounds (Mass)</div>	DC: 22, Will half	1 standard action	Instantaneous	Close (45 ft.)	V, S	CR: p.300
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Negative energy spreads out in all directions from the point of origin, dealing 1d8+9 points of damage to nearby living enemies.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Insect Plague</div>		1 round	9 minutes	Long (760 ft.)	V, S, DF	CR: p.301
<i>School:</i> Conjunction (Summoning)	<i>SR:</i> No	<i>Target:</i> One swarm of wasps per three levels, each of which must be adjacent to at least one other swarm			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> You summon a number of swarms of wasps.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Life Bubble</div>	DC: 22, Will negates (harmless)	1 standard action	18 hours; see text	Touch	V, S, M/DF (a bit of eggshell)	APG: p.230
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> up to 9 creatures touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Protects creatures from sustained environmental effects.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Magic Siege Engine (Greater)</div>	DC: 22, Will negates (harmless, object)	1 standard action	9 hours	Close (45 ft.)	V, S, M/DF (black powder)	UC: p.236
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> one siege engine touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Siege engine gains +2 on targeting and damage rolls.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Mark of Justice</div>		10 minutes	Permanent; see text	Touch	V, S, DF	CR: p.312
<i>School:</i> Necromancy [Curse]	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> You mark a subject and state some behavior on the part of the subject that will activate the mark.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Pillar of Life</div>		1 standard action	9 rounds	Medium (190 ft.)	V, S, DF	APG: p.236
<i>School:</i> Conjunction (Healing) [Light]	<i>SR:</i> No	<i>Target:</i> 5-ft.-square pillar of positive energy, 20 ft. high			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Created pillar heals 2d8 + 9.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Plane Shift</div>	DC: 22, Will negates	1 standard action	Instantaneous	Touch	V, S, F	CR: p.322
<i>School:</i> Conjunction (Teleportation)	<i>SR:</i> Yes	<i>Target:</i> Creature touched, or up to eight willing creatures joining hands			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> You move yourself or some other creature to another plane of existence or alternate dimension.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Raise Dead</div>	DC: 22, None, see text	1 minute	Instantaneous	Touch	V, S, M, DF	CR: p.329
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes (harmless)	<i>Target:</i> Dead creature touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> You restore life to a deceased creature.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Rapid Repair</div>	DC: 22, Fortitude negates (harmless)	1 standard action	9 rounds	Touch	V, S, DF	UM: p.234
<i>School:</i> Transmutation [MetalSchool]	<i>SR:</i> Yes (harmless)	<i>Target:</i> Construct touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Construct gains fast healing 5.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Reprobation</div>		1 minute	Permanent	Close (45 ft.)	V, S, DF	UM: p.234
<i>School:</i> Transmutation [Curse]	<i>SR:</i> Yes	<i>Target:</i> One creature of your faith			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Marked target is shunned by your religion.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Righteous Might</div>		1 standard action	9 rounds [D]	Personal	V, S, DF	CR: p.335
<i>School:</i> Transmutation	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Your height immediately doubles, and your weight increases by a factor of eight.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Scrying</div>	DC: 22, Will negates	1 hour	9 minutes	See text	V, S, M/DF, F	CR: p.337
<i>School:</i> Divination (Scrying)	<i>SR:</i> Yes	<i>Target:</i> Magical sensor			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> You can observe a creature at any distance.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Serenity</div>	DC: 23, Will negates	1 standard action	9 rounds	Medium (190 ft.)	V, S	UM: p.236
<i>School:</i> Enchantment (Compulsion) [Emotion, Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Peaceful feelings harm those attempting violence.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Slay Living</div>	DC: 22, Fortitude partial	1 standard action	Instantaneous	Touch	V, S	CR: p.344
<i>School:</i> Necromancy [Death]	<i>SR:</i> Yes	<i>Target:</i> Living creature touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> You can attempt to slay any one living creature.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Snake Staff</div>	DC: 22, Will negates (object)	1 standard action	9 rounds	Medium (190 ft.)	V, S, M (a knife suitable for whittling)	APG: p.245
<i>School:</i> Transmutation	<i>SR:</i> Yes (object)	<i>Target:</i> 1 or more pieces of wood, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Transforms wood into snakes to fight for you.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Spell Immunity (Communal)</div>	DC: 22, Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	UC: p.244
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> creatures touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> As spell immunity, but you may divide the duration among creatures touched.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Spell Resistance</div>	DC: 22, Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	CR: p.347
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> The target gains spell resistance equal to 21.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Summon Monster V</div>		1 round	9 rounds [D]	Close (45 ft.)	V, S, F/DF	CR: p.352
<i>School:</i> Conjunction, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning)	<i>SR:</i> No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Summon Monster V (Summons 1d3 Shadows)</div>		1 round	9 rounds [D]	Close (45 ft.)	V, S, F/DF	CR: p.352
<i>School:</i> Conjunction (Summoning)	<i>SR:</i> No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Symbol of Pain</div>	DC: 22, Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	CR: p.356
<i>School:</i> Necromancy [Evil, Pain]	<i>SR:</i> Yes	<i>Target:</i> One symbol			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Symbol of Scrying</div>		10 minutes	See text	0 ft.; see text	V, S, M (1,000 gp powdered diamond and opal)	UM: p.241
<i>School:</i> Divination (Scrying)	<i>SR:</i> No	<i>Target:</i> One symbol			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Triggered rune activates scrying sensor.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Symbol of Sleep</div>	DC: 23, Will negates		See text	0 ft.; see text	V, S, M	CR: p.356
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One symbol			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 *o 10 minutes.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Symbol of Striking</div>	DC: 22, Will half, see text				V, S, M (a masterwork melee weapon costing at least 300 gp)	UC: p.245
<i>School:</i> Illusion (Shadow)	<i>SR:</i> Yes, see text	<i>Target:</i>			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> As symbol of death, but fills a 5-foot square.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Tongues (Communal)</div>	DC: 22, Will negates (harmless)	1 standard action	90 minutes	Touch	V, M/DF	UC: p.247
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> creatures touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> As tongues, but you may divide the duration among creatures touched.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Treasure Stitching</div>	DC: 22, Fortitude negates (object)	1 standard action	9 days [D]	Close (45 ft.)	V, S, M (a piece of embroidered cloth no larger than 10-ft. square worth 100 gp)	APG: p.250
<i>School:</i> Transmutation	<i>SR:</i> Yes (object)	<i>Target:</i> all objects on cloth			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Objects on cloth become embroidered.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>True Seeing</div>	DC: 22, Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	CR: p.363
<i>School:</i> Divination	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> You confer on the subject the ability to see all things as they actually are.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Unhallow</div>	DC: 22, See text	24 hours	Instantaneous	Touch	V, S, M	CR: p.363
<i>School:</i> Evocation [Evil]	<i>SR:</i> See text	<i>Target:</i> 40-ft. radius emanating from the touched point			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
<i>Effect:</i> Unhallow makes a particular site, building, or structure an unholy site.						
<div><div></div><div></div><div></div><div></div><div></div></div> <div>Unholy Ice</div>	DC: 22, Reflex negates or none (see text)	1 standard action	9 minutes, instantaneous, or until expended [see text]	Medium (190 ft.)	V, S, M (unholy water or 25 gp powdered silver)	UM: p.245
<i>School:</i> Transmutation [Cold, Evil, Water]	<i>SR:</i> Yes	<i>Target:</i> Wall of ice or flying javelins [see text]			<i>Caster Level:</i> 9	<i>Concentration:</i> +16
* =Domain/Specialty Spell						

Cleric Spells

Effect: Create wall or javelins of frozen unholy water.						
Wall of Stone	DC: 22, See text	1 standard action	Instantaneous	Medium (190 ft.)	V, S, M/DF	CR: p.367
School: Conjurat	EarthSchool (Creation) [Earth]	SR: No	Target: Stone wall whose area is up to 9 5-ft. squares [S]	Caster Level:9	Concentration:+16	
Effect: This spell creates a wall of rock that merges into adjoining rock surfaces.						
* =Domain/Speciality Spell						

Saenvan

RACE	Human
AGE	19
GENDER	Male
VISION	
ALIGNMENT	Lawful Evil
DOMINANT HAND	Right
HEIGHT	5' 9"
WEIGHT	175 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None

Description:
Biography: