

^{*:} weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt	Light	+4	+4	-2	20

EQUIPME	NT					
ITEM	LOCATION	QTY	WT	COST		
Gauntlet, Spiked	Equipped	1	1.0	5.0		
Mace, Heavy	Equipped	1	8.0	12.0		
Chain Shirt	Equipped	1	25.0	100.0		
Dagger	Equipped	2	1.0 (2.0)	2.0 (4.0)		
Wand of Cure Light Wounds	Equipped	1	0.06	750.0		
aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa aaaaa						
TOTAL WEIGHT CARRIED/VALUE 36.06 871.0 g						

WEIGHT ALLOWANCE								
Light	50	Medium	100	Heavy	150			
Lift over head	150	Lift off ground	300	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 -Way of the Wicked, Book 1: 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).\nPunishment: Death by burning\nBenefit: +2 trait bonus to Knowledge (Religion) and Knowledge (Religion) becomes a class skill for you.

Natural-Born Leader

[Paizo Publishing LLC -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 Qualiti	les
Aura of Evil (Ex)	[Paizo Publishing - Core Rulebook]
You project a strong evil aura.	
Aura of Law (Ex)	[Paizo Publishing - Core Rulebook]
You project a strong lawful aura.	

Humans select one extra feat at 1st level.

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 and 5th level.

Copycat (Sp) [Paizo Publishing - 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 5 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 7 times per day.

Hell's Corruption (Su)

Bonus Feat

[Paizo Publishing LLC Advanced Player's Guide p.90]

[Paizo Publishing - Core

Rulebook, p.27]

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 2 rounds. You can use this ability 7 times per day.

Orisons

[Paizo Publishing - 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 5.

Skilled [Paizo Publishing - 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), enthrall (2nd), tongues (3rd), suggestion (4th), greater command (5th), geas/quest (6th), mass suggestion (7th), sympathy (8th) and demand (9th) as a spell of listed level by sacrificing a prepared spell of the same level or higher.

Feats

Combat Casting [Paizo Publishing - 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.

Improved Initiative [Paizo Publishing - Core Rulebook, p.127]

You get a +4 bonus on initiative checks.

Lightning Reflexes [Paizo Publishing - Core Rulebook, p.130]

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

Scribe Scroll [Paizo Publishing - 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.

Armor Proficiency, Light [Paizo Publishing - Core Rulebook, p.118]

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium [Paizo Publishing - Core Rulebook, p.118]

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Shield Proficiency [Paizo Publishing - Core

Rulebook, p.133] When you use a shield (except a tower shield), the shield's armor check penalty

when you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency [Paizo Publishing - Core

You make attack rolls with simple weapons without penalty

DOMAINS

Devil Subdomain (Evil)

Trickery

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

Rulebook, p.133]

PROFICIENCIES

Bayonet, Blowgun, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Unarmed Strike

TEMPLATES

Way of the Wicked Villain

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	4+1	3+1	2+1	_	_	_	_	_	_
Concentration	Τ0									

		I EVEL	1			
Name	Save Information	Time	J Duration	Range	Comp.	Source
Name Bleed	DC: 14, Will negates	1 standard action	Instantaneous	Close (35 ft.)	V, S	PFCR: p.249
School: Necromancy	SR: Yes	Target: One living cre	ature		Caster Level:5	Concentration:+9
Effect: You cause a living creature that is below 0 hit points	out stabilized to resume dying.	1 standard action	Instantaneous	Close (35 ft.)	V, S	PFCR: p.262
School: Conjuration (Creation) [Water]	SR: No	Target: Up to 10 gallo	ns of water	. ,	Caster Level:5	Concentration:+9
Effect: This spell generates wholesome, drinkable water, jus	t like clean rain water.	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	PFCR: p.267
School: Divination	SR: No	Target: Cone-shaped		00 II.	Caster Level:5	Concentration:+9
Effect: You detect magical auras.	G. I. 1.0	· ·				
School: Divination	CO:No	1 standard action	Instantaneous	Close (35 ft.)	V, S	PFCR: p.268
School: Divination Effect: You determine whether a creature, object, or area ha	SR: No is been poisoned or is poisonous.	Target: Or Area one of	reature, one object, or a 5-ft. cube		Caster Level:5	Concentration:+9
□□□□□ Guidance	DC: 14, Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	PFCR: p.292
School: Divination Effect: This spell imbues the subject with a touch of divine gi	SR: Yes	Target: Creature touch	ned		Caster Level:5	Concentration:+9
Light	idance.	1 standard action	50 minutes	Touch	V, M/DF	PFCR: p.304
School: Evocation [Light]	SR: No	Target: Object touche	d		Caster Level:5	Concentration:+9
Effect: This spell causes a touched object to glow like a torch	h. DC: 14, Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	PFCR: p.312
School: Transmutation	SR: Yes (harmless, object)	Target: One object of		1016	Caster Level:5	Concentration:+9
Effect: This spell repairs damaged objects, restoring 1d4 hit	points to the object.					
Purify Food and Drink	DC: 14, Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	PFCR: p.328
School: Transmutation Effect: This spell makes spoiled, rotten, diseased, poisonous	SR: Yes (object) s, or otherwise contaminated food and water pure		taminated food and water and drinking.		Caster Level:5	Concentration:+9
Read Magic	pulo pulo	1 standard action	50 minutes	Personal	V, S, F	PFCR: p.330
School: Divination	SR:	Target: You			Caster Level:5	Concentration:+9
Effect: You can decipher magical inscriptions on objectsbo	oks, scrolls, weapons, and the likethat would oth DC: 14, Will negates (harmless)	erwise be unintelligible 1 standard action	a. 1 minute	Touch	V, S, M/DF	PFCR: p.334
School: Abjuration	SR: Yes (harmless)	Target: Creature touch			Caster Level:5	Concentration:+9
Effect: You imbue the subject with magical energy that prote	ects it from harm, granting it a +1 resistance bonus DC: 14, Fortitude negates (object)	on saves. 1 standard action	Instantaneous	Close (35 ft.)	V or S	PFAPG: p.246
School: Evocation [Fire, FireSchool]	SR: Yes (object)	Target: one Fine object		5.050 (50 IL.)	Caster Level:5	Concentration:+9
Effect: Ignites flammable objects.						
Carlo Stabilize	DC: 14, Will negates (harmless)	1 standard action	Instantaneous	Close (35 ft.)	V, S	PFCR: p.348
School: Conjuration (Healing) Effect: Upon casting this spell, you target a living creature th	SR: Yes (harmless) lat has -1 or fewer hit points.	Target: One living cre-	ature		Caster Level:5	Concentration:+9
□□□□□ Virtue		1 standard action	1 min.	Touch	V, S, DF	PFCR: p.365
School: Transmutation	SR: Yes (harmless)	Target: Creature touch	ned		Caster Level:5	Concentration:+9
Effect: With a touch, you infuse a creature with a tiny surge of	or life, granting the subject 1 temporary hit point.					
		LEVEL	1			
Name	Save Information	Time 1 standard action	Duration 10 hours	Range Touch	Comp. V, S, M/DF (a small	Source PFAPG: p.202
Ant Haul				Touch	pulley)	
School: Transmutation Effect: Triples carrying capacity of a creature.	SR: Yes (harmless)	Target: creature touch	ed		Caster Level:5	Concentration:+9
□□□□ Bane	DC: 15, Will negates	1 standard action	5 minutes	50 ft.	V, S, DF	PFCR: p.246
School: Enchantment (Compulsion) [Fear, Mind-Affecting]	SR: Yes	Target: 50-ftradius b	urst, centered on you		Caster Level:5	Concentration:+9
Effect: Bane fills your enemies with fear and doubt.		1 standard action	5 minutes	50 ft.	V, S, DF	PFCR: p.249
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes (harmless)	Target: The caster an	d all allies within a 50-ft. burst, centered on t	he caster	Caster Level:5	0
Effect: Bless fills your allies with courage.					Oddier Level.o	Concentration:+9
□□□□□ Cause Fear	DC: 15 Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (35 ft)		
	DC: 15, Will partial	1 standard action Target: One living cre.	1d4 rounds or 1 round; see text	Close (35 ft.)	V, S	PFCR: p.252
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes	Target: One living cre-	ature with 5 or fewer HD		V, S Caster Level:5	PFCR: p.252 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened. """""""""""""""""""""""""""""""""""	SR: Yes DC: 15, Will negates	Target: One living creat standard action	ature with 5 or fewer HD 1 round	Close (35 ft.) Close (35 ft.)	V, S Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates	Target: One living cre-	ature with 5 or fewer HD 1 round		V, S Caster Level:5	PFCR: p.252 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened. Chool: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity	Target: One living creat standard action Target: One living creat.	ature with 5 or fewer HD 1 round ature	Close (35 ft.)	V, S Caster Level:5 V Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened. Chool: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates	Target: One living cre 1 standard action Target: One living cre 1 standard action	ature with 5 or fewer HD 1 round ature 1 round		V, S Caster Level:5 V Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes	Target: One living creat standard action Target: One living creat standard action Target: One living creat standard action	ature with 5 or fewer HD 1 round ature 1 round	Close (35 ft.)	V, S Caster Level:5 V Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened. """ *Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it obe: """ Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it obe:	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes	Target: One living creat standard action Target: One living creat standard action Target: One living creat standard action	ature with 5 or fewer HD 1 round ature 1 round	Close (35 ft.)	V, S Caster Level:5 V Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened. \[\]\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR:	Target: One living cre 1 standard action Target: One living cre 1 standard action Target: One living cre 1 standard action 1 standard action Target: You	ature with 5 or fewer HD 1 round ature 1 round ature	Close (35 ft.)	V, S Caster Level:5 V Caster Level:5 V Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened. """ *Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it obey """ Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it obey """ Comprehend Languages School: Divination Effect: You can understand the spoken words of creatures of	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: r read otherwise incomprehensible written messag	Target: One living cre 1 standard action Target: One living cre 1. 1 standard action Target: One living cre 1. 1 standard action Target: One living cre 1. 1 standard action Target: You pes.	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes	Close (35 ft.) Close (35 ft.) Personal	V, S Caster Level:5 V Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected Creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: r read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text	Target: One living cre 1 standard action Target: You Jes. 1 standard action	1 round ature 1 round ature 50 minutes	Close (35 ft.)	V, S Caster Level:5 V Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5 V, S	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened. \[\]\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: or read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text SR: Yes (harmless); see text tannel positive energy that cures 1d8+5 points of or	Target: One living cre 1 standard action Target: One living cre 1 standard action Target: One living cre 1 standard action Target: You Jes. 1 standard action Target: You Jes. Target: Creature touclamage.	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous	Close (35 ft.) Close (35 ft.) Personal Touch	V, S Caster Level:5 V Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5 V, S Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9
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School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened. \[\]\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: or read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text SR: Yes (harmless); see text samel positive energy that cures 1d8+5 points of co DC: 15, Will negates (object) SR: Yes (object)	Target: One living cre 1 standard action Target: One living cre 1 standard action Target: One living cre 1 standard action Target: You Jes. 1 standard action Target: You Jes. Target: Creature touclamage.	1 round ature 1 round ature 50 minutes Instantaneous ature Instantaneous	Close (35 ft.) Close (35 ft.) Personal Touch	V, S Caster Level:5 V Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5 V, S Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened. \[\]\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text annel positive energy that cures 1d8+5 points of of DC: 15, Will negates (object) SR: Yes (object) re energy, turning it into unholy water.	Target: One living cre 1 standard action Target: One living cre 1 standard action Target: One living cre 1 standard action Target: You 1 standard action Target: You 1 standard action Target: Creature touclamage. 1 minute	1 round ature 1 round ature 50 minutes Instantaneous ature Instantaneous	Close (35 ft.) Close (35 ft.) Personal Touch	V, S Caster Level.5 V Caster Level.5 V Caster Level.5 V, S, M/DF Caster Level.5 V, S Caster Level.5 V, S, M Caster Level.5 V, S, M Caster Level.5 V, S, F (a lantern)	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: or read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text SR: Yes (harmless); see text samel positive energy that cures 1d8+5 points of co DC: 15, Will negates (object) SR: Yes (object)	Target: One living cre 1 standard action Target: You Jes. 1 standard action Target: Creature toucl damage. 1 minute Target: Flask of water	1 round ature 1 round ature 50 minutes Instantaneous and Instantaneous touched 5 hours [D]	Close (35 ft.) Close (35 ft.) Personal Touch	V, S Caster Level:5 V Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5 V, S Caster Level:5 V, S Caster Level:5 V, S, M Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened. \[\]\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text annel positive energy that cures 1d8+5 points of of DC: 15, Will negates (object) SR: Yes (object) re energy, turning it into unholy water.	Target: One living cre 1 standard action Target: One living cre 1 standard action Target: One living cre 1 standard action Target: You Jes. 1 standard action Target: Creature toucl damage. 1 minute Target: Flask of water 1 standard action	1 round ature 1 round ature 50 minutes Instantaneous and Instantaneous touched 5 hours [D]	Close (35 ft.) Close (35 ft.) Personal Touch	V, S Caster Level.5 V Caster Level.5 V Caster Level.5 V, S, M/DF Caster Level.5 V, S Caster Level.5 V, S, M Caster Level.5 V, S, M Caster Level.5 V, S, F (a lantern)	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected Creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text SR: Yes (harmless); see text tannel positive energy that cures 1d8+5 points of of DC: 15, Will negates (object) SR: Yes (object) re energy, turning it into unholy water. SR: No SR: No	Target: One living cre 1 standard action Target: One living cre 1 standard action Target: One living cre 1 standard action Target: You Jes. 1 standard action Target: Creature toucldamage. 1 minute Target: Flask of water 1 standard action Target: Animates one 1 standard action Target: Creature toucldamage. 1 standard action Target: Standard action Target: Cone-shaped	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous ned Instantaneous touched 5 hours [D] lantern 50 minutes	Close (35 ft.) Close (35 ft.) Personal Touch Touch	V, S Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5 V, S, Caster Level:5 V, S, M Caster Level:5 V, S, M Caster Level:5 V, S, F (a lantern) Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFAPG: p.214 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text SR: Yes (harmless); see text tannel positive energy that cures 1d8+5 points of of DC: 15, Will negates (object) SR: Yes (object) re energy, turning it into unholy water. SR: No SR: No	Target: One living cre 1 standard action Target: You ges. 1 standard action Target: Creature touclamage. 1 minute Target: Flask of water 1 standard action Target: Animates one 1 standard action Target: Cone-shaped bell's range.	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous ned Instantaneous touched 5 hours [D] lantern 50 minutes emanation	Close (35 ft.) Close (35 ft.) Personal Touch Touch	V, S Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5 V, S, Caster Level:5 V, S, M Caster Level:5 V, S, F (a lantern) Caster Level:5 V, S Caster Level:5 V, S, Caster Level:5 Caster Level:5 Caster Level:5 Caster Level:5 Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFAPG: p.214 Concentration:+9 PFCR: p.265 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected Creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text SR: Yes (harmless); see text tannel positive energy that cures 1d8+5 points of of DC: 15, Will negates (object) SR: Yes (object) re energy, turning it into unholy water. SR: No SR: No	Target: One living cre 1 standard action Target: One living cre 1 standard action Target: One living cre 1 standard action Target: You Jes. 1 standard action Target: Creature toucldamage. 1 minute Target: Flask of water 1 standard action Target: Animates one 1 standard action Target: Creature toucldamage. 1 standard action Target: Standard action Target: Cone-shaped	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous ned Instantaneous touched 5 hours [D] lantern 50 minutes emanation Concentration, up to 50 minutes [D]	Close (35 ft.) Close (35 ft.) Personal Touch Touch Touch 30 ft.	V, S Caster Level:5 V Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5 V, S Caster Level:5 V, S V, S, M, S Caster Level:5 V, S, F (a lantern) Caster Level:5 V, S	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.264 Concentration:+9 PFAPG: p.214 Concentration:+9 PFAPG: p.214 Concentration:+9 PFCR: p.265
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity The second of t	Target: One living cree 1 standard action Target: One living cree 1 standard action Target: One living cree 1 standard action Target: You Jes. 1 standard action Target: Creature toucle damage. 1 minute 1 standard action Target: Flask of water 1 standard action Target: Animates one 1 standard action Target: Cone-shaped oell's range. 1 standard action Target: Cone-shaped	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous ned Instantaneous touched 5 hours [D] lantern 50 minutes emanation Concentration, up to 50 minutes [D] emanation	Close (35 ft.) Close (35 ft.) Personal Touch Touch 30 ft. 60 ft.	V, S Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5 V, S, M Caster Level:5 V, S, M Caster Level:5 V, S, F (a lantern) Caster Level:5 V, S Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFAPG: p.214 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.266 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: If read otherwise incomprehensible written message DC: 15, Will half (harmless); see text SR: Yes (harmless); see text sannel positive energy that cures 1d8+5 points of c DC: 15, Will negates (object) SR: Yes (object) If the point of the condition of creatures near death within the sp SR: No SR: No the condition of creatures near death within the sp SR: No	Target: One living cre 1 standard action Target: You Jes. 1 standard action Target: Creature toucldamage. 1 minute 1 standard action Target: Animates one 1 standard action Target: Cone-shaped 1 standard action Target: Cone-shaped 1 standard action Target: Cone-shaped	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous ned Instantaneous touched 5 hours [D] lantern 50 minutes emanation Concentration, up to 50 minutes [D] emanation Concentration, up to 50 minutes [D]	Close (35 ft.) Close (35 ft.) Personal Touch Touch Touch 30 ft.	V, S Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5 V, S, M Caster Level:5 V, S, M Caster Level:5 V, S, F (a lantern) Caster Level:5 V, S, Caster Level:5 V, S, Caster Level:5 V, S, Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFAPG: p.214 Concentration:+9 PFAPG: p.265 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.266 Concentration:+9 PFCR: p.266
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity The second of t	Target: One living cree 1 standard action Target: One living cree 1 standard action Target: One living cree 1 standard action Target: You Jes. 1 standard action Target: Creature toucle damage. 1 minute 1 standard action Target: Flask of water 1 standard action Target: Animates one 1 standard action Target: Cone-shaped oell's range. 1 standard action Target: Cone-shaped	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous ned Instantaneous touched 5 hours [D] lantern 50 minutes emanation Concentration, up to 50 minutes [D] emanation Concentration, up to 50 minutes [D]	Close (35 ft.) Close (35 ft.) Personal Touch Touch 30 ft. 60 ft.	V, S Caster Level:5 V Caster Level:5 V, S, M/DF Caster Level:5 V, S, M Caster Level:5 V, S, M Caster Level:5 V, S, F (a lantern) Caster Level:5 V, S Caster Level:5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFAPG: p.214 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.266 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: or read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text SR: Yes (harmless); see text annel positive energy that cures 1d8+5 points of c DC: 15, Will negates (object) SR: Yes (object) we energy, turning it into unholy water. SR: No SR: No the condition of creatures near death within the sp SR: No SR: No	Target: One living cre 1 standard action Target: You Jes. 1 standard action Target: Creature toucldamage. 1 minute 1 standard action Target: Animates one 1 standard action Target: Cone-shaped 1 standard action Target: Cone-shaped 1 standard action Target: Cone-shaped	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous ned Instantaneous touched 5 hours [D] lantern 50 minutes emanation Concentration, up to 50 minutes [D] emanation Concentration, up to 50 minutes [D]	Close (35 ft.) Close (35 ft.) Personal Touch Touch 30 ft. 60 ft.	V, S Caster Level.5 V Caster Level.5 V, S, M/DF Caster Level.5 V, S, M Caster Level.5 V, S, M Caster Level.5 V, S, F (a lantern) Caster Level.5 V, S, F (a lantern) Caster Level.5 V, S, DF	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFAPG: p.214 Concentration:+9 PFAPG: p.265 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.266 Concentration:+9 PFCR: p.266
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: If read otherwise incomprehensible written message DC: 15, Will half (harmless); see text SR: Yes (harmless); see text sannel positive energy that cures 1d8+5 points of c DC: 15, Will negates (object) SR: Yes (object) If the point of the condition of creatures near death within the sp SR: No SR: No the condition of creatures near death within the sp SR: No	Target: One living cre 1 standard action Target: You Jes. 1 standard action Target: Creature toucle damage. 1 minute Target: Flask of water 1 standard action Target: Animates one 1 standard action Target: Cone-shaped 1 standard action Target: Cone-shaped 1 standard action Target: Cone-shaped	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous ned Instantaneous touched 5 hours [D] lantern 50 minutes emanation Concentration, up to 50 minutes [D] emanation Concentration, up to 50 minutes [D] emanation Concentration, up to 50 minutes [D]	Close (35 ft.) Close (35 ft.) Personal Touch Touch 30 ft. 60 ft.	V, S Caster Level.5 V Caster Level.5 V, S, M/DF Caster Level.5 V, S, M/DF Caster Level.5 V, S, M Caster Level.5 V, S, M Caster Level.5 V, S, F (a lantern) Caster Level.5 V, S, Caster Level.5 V, S, DF Caster Level.5 V, S, DF Caster Level.5 V, S, DF Caster Level.5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.266 Concentration:+9 PFCR: p.266 Concentration:+9 PFCR: p.266 Concentration:+9 PFCR: p.266 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: or read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text SR: Yes (harmless); see text annel positive energy that cures 1d8+5 points of c DC: 15, Will negates (object) SR: Yes (object) we energy, turning it into unholy water. SR: No SR: No the condition of creatures near death within the sp SR: No SR: No	Target: One living cre 1 standard action Target: You Jess. 1 standard action Target: Creature toucled admage. 1 minute 1 standard action Target: Flask of water 1 standard action Target: Cone-shaped bell's range. 1 standard action Target: Cone-shaped	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous ned Instantaneous touched 5 hours [D] lantern 50 minutes emanation Concentration, up to 50 minutes [D] emanation Concentration, up to 50 minutes [D] emanation Concentration, up to 50 minutes [D]	Close (35 ft.) Close (35 ft.) Personal Touch Touch 30 ft. 60 ft.	V, S Caster Level.5 V Caster Level.5 V, S, M/DF Caster Level.5 V, S, M Caster Level.5 V, S, M Caster Level.5 V, S, F (a lantern) Caster Level.5 V, S, F (a lantern) Caster Level.5 V, S, DF	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.266 Concentration:+9 PFCR: p.267
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: or read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text SR: Yes (harmless); see text annel positive energy that cures 1d8+5 points of c DC: 15, Will negates (object) SR: Yes (object) we energy, turning it into unholy water. SR: No SR: No the condition of creatures near death within the sp SR: No SR: No	Target: One living cre 1 standard action Target: You 1 standard action Target: Creature touclamage. 1 minute 1 standard action Target: Flask of water 1 standard action Target: Animates one 1 standard action Target: Cone-shaped	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous and Instantaneous touched 5 hours [D] Ilantern 50 minutes emanation Concentration, up to 50 minutes [D]	Close (35 ft.) Close (35 ft.) Personal Touch Touch 30 ft. 60 ft.	V, S Caster Level.5 V Caster Level.5 V V, S, M/DF Caster Level.5 V, S, M Caster Level.5 V, S, M Caster Level.5 V, S, F (a lantern) Caster Level.5 V, S, DF Caster Level.5	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.266 Concentration:+9
School: Necromancy [Fear, Mind-Affecting] Effect: The affected creature becomes frightened.	SR: Yes DC: 15, Will negates SR: Yes DC: 15, Will negates SR: Yes SR: Yes ys to the best of its ability at its earliest opportunity DC: 15, Will negates SR: Yes ys to the best of its ability at its earliest opportunity SR: read otherwise incomprehensible written messag DC: 15, Will half (harmless); see text SR: Yes (harmless); see text annel positive energy that cures 1d8+5 points of of DC: 15, Will negates (object) SR: Yes (object) re energy, turning it into unholy water. SR: No SR: No SR: No SR: No SR: No SR: No	Target: One living cree 1 standard action Target: You 1 standard action Target: Creature touclamage. 1 minute Target: Flask of water 1 standard action Target: Animates one 1 standard action Target: Cone-shaped 1 standard action Target: Cone-shaped	ature with 5 or fewer HD 1 round ature 1 round ature 50 minutes Instantaneous ned Instantaneous touched 5 hours [D] lantern 50 minutes emanation Concentration, up to 50 minutes [D] emanation	Close (35 ft.) Close (35 ft.) Personal Touch Touch 30 ft. 60 ft.	V, S Caster Level.5 V Caster Level.5 V, S, M/DF Caster Level.5 V, S, M Caster Level.5 V, S, M Caster Level.5 V, S, F (a lantern) Caster Level.5 V, S, DF	PFCR: p.252 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.256 Concentration:+9 PFCR: p.258 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.266 Concentration:+9 PFCR: p.266 Concentration:+9 PFCR: p.266 Concentration:+9 PFCR: p.266 Concentration:+9 PFCR: p.267

		Cleric Spe	ells			
Detect Undead		1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S, M/DF	PFCR: p.269
School: Divination	SR: No	Target: Cone-shaped	emanation		Caster Level:5	Concentration:+9
Effect: You can detect the aura that surrounds undead crea	tures.	1 standard action	50 minutes [D]	Personal	V, S	PFCR: p.271
School: Illusion (Glamer)	SR:	Target: You			Caster Level:5	Concentration:+9
Effect: You make yourselfincluding clothing, armor, weapo □□□□□ Divine Favor	ons, and equipmentlook different.	1 standard action	1 minute	Personal	V, S, DF	PFCR: p.273
School: Evocation	SR:	Target: You			Caster Level:5	Concentration:+9
Effect: Calling upon the strength and wisdom of a deity, you Doom	I gain a +1 luck bonus on attack and weapon dama DC: 15, Will negates	ige rolls. 1 standard action	5 minutes	Medium (150 ft.)	V, S, DF	PFCR: p.274
School: Necromancy [Fear, Mind-Affecting]	SR: Yes	Target: One living cre		, ,	Caster Level:5	Concentration:+9
iffect: This spell fills a single subject with a feeling of horrib DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	ble dread that causes it to become shaken. DC: 15, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	PFCR: p.277
School: Abjuration	SR: Yes (harmless)	Target: Creature touc		100011	Caster Level:5	Concentration:+9
Effect: A creature protected by endure elements suffers no		1 standard action	5 minutes [D]	Personal	V, S	PFCR: p.278
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SR:	Target: You	5 minutes [D]	reisonal	Caster Level:5	Concentration:+9
Effect: A magical field appears around you, glowing with a	chaotic blast of multicolored hues deflecting incomi	ng arrows, rays, and o		T		
Hide from Undead	DC: 15, Will negates (harmless); see text SR: Yes	1 standard action Target: 5 creatures to	50 minutes [D]	Touch	V, S, DF Caster Level:5	PFCR: p.296 Concentration:+9
Effect: Undead cannot see, hear, or smell creatures warded	by this spell.			_		
Inflict Light Wounds	DC: 15, Will half SR: Yes	1 standard action	Instantaneous	Touch	V, S Caster Level:5	PFCR: p.300
chool: Necromancy ffect: When laying your hand upon a creature, you channe	el negative energy that deals 1d8+5 points of dama	Target: Creature touc ge.	ned			Concentration:+9
□□□□□ Magic Stone	DC: 15, Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310
chool: Transmutation ffect: You transmute as many as three pebbles, which car	SR: Yes (harmless, object) be no larger than sling bullets, so that they strike	Target: Up to three pe with great force when t			Caster Level:5	Concentration:+9
□□□□ Magic Weapon	DC: 15, Will negates (harmless, object)	1 standard action	5 minutes	Touch	V, S, DF	PFCR: p.310
chool: Transmutation ffect: Magic weapon gives a weapon a +1 enhancement b	SR: Yes (harmless, object) onus on attack and damage rolls.	Target: Weapon touch	ned		Caster Level:5	Concentration:+9
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		1 standard action	5 minutes [D]	20 ft.	V, S	PFCR: p.317
chool: Conjuration (Creation) [WaterSchool]	SR: No	Target: Cloud spreads	s in 20-ft. radius from you, 20 ft. high		Caster Level:5	Concentration:+9
ffect: A misty, stationary vapor arises around you obscurin DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 15, Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF	PFCR: p.327
chool: Abjuration [Lawful]	SR: No; see text	Target: Creature touc	hed		Caster Level:5	Concentration:+9
ffect: This spell wards a creature from attacks by chaotic or Protection from Good	creatures, from mental control, and from summone DC: 15, Will negates (harmless)	d creatures. 1 standard action	5 minutes [D]	Touch	V, S, M/DF	PFCR: p.328
chool: Abjuration [Evil]	SR: No; see text	Target: Creature touc			Caster Level:5	Concentration:+9
ffect: This spell wards a creature from attacks by good cre	eatures, from mental control, and from summoned of DC: 15, Will negates (harmless)	reatures. 1 standard action	10 minutes; see text	Close (35 ft.)	V, S	PFCR: p.332
chool: Abjuration	SR: Yes (harmless)		o two of which can be more than 30 ft. apart		Caster Level:5	Concentration:+9
ffect: You instill courage in the subject, granting it a +4 mo	orale bonus against fear effects for 10 minutes. DC: 15, Will negates	1 standard action	5 rounds	Touch	V, S, DF	PFCR: p.336
□□□□□ Sanctuary chool: Abjuration	SR: No	Target: Creature touc		Todon	Caster Level:5	Concentration:+9
			End to	T		
⊒□□□□ Shield of Faith	DC: 15, Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	PFCR: p.342
Shield of Faith School: Abjuration Effect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touc	hed		Caster Level:5	Concentration:+9
Effect: Any opponent attempting to directly attack the wards	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks.	1 standard action Target: Creature touc 1 round	ned 5 rounds [D]	Touch Close (35 ft.)	Caster Level:5 V, S, F/DF	Concentration:+9 PFCR: p.350
Shield of Faith School: Abjuration Effect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touc	ned 5 rounds [D]		Caster Level:5	Concentration:+9
□□□□□Shield of Faith School: Abjuration Effect: This spell creates a shimmering, magical field aroun □□□□□Summon Monster I School: Conjuration (Summoning)	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks.	1 standard action Target: Creature touc 1 round Target: One summon	ned 5 rounds [D]		Caster Level:5 V, S, F/DF	Concentration:+9 PFCR: p.350
□□□□□ Shield of Faith school: Abjuration fifect: This spell creates a shimmering, magical field aroun □□□□□□ Summon Monster I school: Conjuration (Summoning)	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks.	1 standard action Target: Creature touc 1 round Target: One summon	5 rounds [D] ad creature		Caster Level:5 V, S, F/DF Caster Level:5 Comp.	Concentration:+9 PFCR: p.350 Concentration:+9 Source
Shield of Faith School: Abjuration Greet: This spell creates a shimmering, magical field aroun Greet: This spell creates a shimmering, magical field aroun Greet: This spell summon Monster I School: Conjuration (Summoning) School: This spell summons an extraplanar creature. Name	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action	hed 5 rounds [D] ad creature Duration 5 minutes	Close (35 ft.)	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239
Shield of Faith School: Abjuration Summon Monster I Chool: Conjuration (Summoning) Summon Monster I Chool: Conjuration (Summoning) Summon an extraplanar creature. Name Aid School: Enchantment (Compulsion) [Mind-Affecting]	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time	hed 5 rounds [D] ad creature Duration 5 minutes	Close (35 ft.)	Caster Level:5 V, S, F/DF Caster Level:5 Comp.	Concentration:+9 PFCR: p.350 Concentration:+9 Source
Shield of Faith ichool: Abjuration iffect: This spell creates a shimmering, magical field aroun ightharpool: Conjuration (Summoning) iffect: This spell summons an extraplanar creature. Name ightharpool: Aid ichool: Enchantment (Compulsion) [Mind-Affecting] iffect: Aid grants +1 morale bonus on attack rolls and save	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action	5 rounds [D] ed creature Duration 5 minutes e touched 5 minutes	Close (35 ft.) Range Touch	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240
Shield of Faith ichool: Abjuration iffect: This spell creates a shimmering, magical field aroun ightharpool: Conjuration (Summoning) iffect: This spell summons an extraplanar creature. Name ightharpool: Aid ichool: Enchantment (Compulsion) [Mind-Affecting] iffect: Aid grants +1 morale bonus on attack rolls and save	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points	1 standard action Target: Creature touc 1 round Target: One summon LEVEL 7 Time 1 standard action Target: Living creature 1 standard action Target: Weapon touch	5 rounds [D] ed creature Duration 5 minutes e touched	Close (35 ft.) Range Touch	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose.	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon touck casting	hed 5 rounds [D] ad creature Duration 5 minutes a touched 5 minutes ned or 50 projectiles [all of which must be tog	Close (35 ft.) Range Touch Touch gether at the time of	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun chool: Conjuration (Summon Monster I chool: Conjuration (Summoning) ffect: This spell summons an extraplanar creature. Name Name Aid chool: Enchantment (Compulsion) [Mind-Affecting] ffect: Aid grants +1 morale bonus on attack rolls and save chool: Transmutation iffect: Align weapon makes a weapon chaotic, evil, good, or iffect: Align weapon makes a weapon (Evil Only)	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon toucle casting 1 standard action	hed 5 rounds [D] ad creature Duration 5 minutes a touched 5 minutes hed or 50 projectiles [all of which must be tog 5 minutes	Close (35 ft.) Range Touch Touch gether at the time of Touch	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose.	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon toucle casting 1 standard action	ned 5 rounds [D] ed creature Duration 5 minutes e touched 5 minutes ned or 50 projectiles [all of which must be to	Close (35 ft.) Range Touch Touch gether at the time of Touch	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun chool: Conjuration (Summoning) ffect: This spell summons an extraplanar creature. Name Name Aid chool: Enchantment (Compulsion) [Mind-Affecting] ffect: Aid gratts +1 morale bonus on attack rolls and save chool: Transmutation iffect: Align weapon makes a weapon chaotic, evil, good, or chool: Transmutation [Evil] ffect: Weapon becomes evil.	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl	ned 5 rounds [D] ed creature Duration 5 minutes e touched 5 minutes ned or 50 projectiles [all of which must be to	Close (35 ft.) Range Touch Touch gether at the time of Touch	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.198
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl casting 1 standard action Target: Yeapon toucl other at the time of ca	hed 5 rounds [D] ed creature 2 Duration 5 minutes e touched 5 minutes hed or 50 projectiles [all of which must be touched 5 minutes	Range Touch Touch gether at the time of Touch contact with each	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.198 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon touch casting 1 standard action Target: Weapon touch cast the time of ca 1 minute Target: You	hed 5 rounds [D] ed creature 2 Duration 5 minutes e touched 5 minutes hed or 50 projectiles [all of which must be touched 5 minutes	Range Touch Touch gether at the time of Touch contact with each	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.198 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun chool: Conjuration (Summoning) ffect: This spell summons an extraplanar creature. Name Aid chool: Enchantment (Compulsion) [Mind-Affecting] ffect: Aid grants +1 morale bonus on attack rolls and save Align Weapon chool: Transmutation ffect: Align weapon makes a weapon chaotic, evil, good, on chool: Transmutation ffect: Weapon becomes evil. Chool: Divination ffect: Weapon becomes evil. Chool: Divination ffect: An augury chool: Divination ffect: Bear's Endurance chool: Transmutation	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creature 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl other at the time of call minute Target: You 1 standard action Target: Creature touc	bed 5 rounds [D] ed creature 2 Duration 5 minutes e touched 5 minutes ned or 50 projectiles [all of which must be together to the content of the content o	Range Touch Touch gether at the time of Touch n contact with each	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.198 Concentration:+9 PFCR: p.245 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun chool: Conjuration (Summoning) ffect: This spell summons an extraplanar creature. Name Aid chool: Enchantment (Compulsion) [Mind-Affecting] ffect: Aid grants +1 morale bonus on attack rolls and save chool: Transmutation ffect: Align weapon makes a weapon chaotic, evil, good, or chool: Transmutation ffect: Weapon becomes evil. Chool: Divination ffect: Weapon tell you whether a particular action we chool: Transmutation ffect: The affected creature gains greater vitality and stam ffect: The affected creature gains greater vitality and stam ffect: The affected creature gains greater vitality and stam ffect: The affected creature gains greater vitality and stam ffect: The affected creature gains greater vitality and stam ffect: The affected creature gains greater vitality and stam	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon touch casting) 1 standard action Target: Weapon touch constitute the time of call 1 minute Target: You 1 ture. 1 standard action Target: Creature touch 1 constitution.	bed 5 rounds [D] ad creature 2 Duration 5 minutes a touched 5 minutes ned or 50 projectiles [all of which must be touched 5 minutes in the control of the	Range Touch Touch gether at the time of Touch r contact with each Personal	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.198 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creature 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl other at the time of call minute Target: You 1 standard action Target: Creature touc	hed 5 rounds [D] ad creature Duration 5 minutes a touched 5 minutes hed or 50 projectiles [all of which must be tog string] Instantaneous 5 minutes hed 5 minutes fingle [all of which must be insting] Instantaneous 5 minutes hed 5 minutes hed 5 minutes hed 5 minutes [see below]	Range Touch Touch gether at the time of Touch n contact with each	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.198 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun chool: Conjuration (Summoning) ffect: This spell summons an extraplanar creature. Name	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: ill bring good or bad results for you in the immediat DC: 16, Will negates (harmless) SR: Yes ina granting the subject a +4 enhancement bonus DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl other at the time of ca 1 minute Target: You 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc to Constitution. 1 standard action	bed 5 rounds [D] ed creature 2 Duration 5 minutes e touched 5 minutes ned or 50 projectiles [all of which must be touched 15 minutes ned or fifty projectiles [all of which must be insting] Instantaneous 5 minutes hed 5 minutes hed 5 minutes hed 5 minutes hed	Range Touch Touch gether at the time of Touch contact with each Personal Touch Close (35 ft.)	Caster Level:5 V, S, F/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.198 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.246 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun Chool: Conjuration (Summoning) Chool: Conjuration (Summoning) Chool: Conjuration (Summoning) Chool: Enchantment (Compulsion) [Mind-Affecting] Chool: Enchantment (Compulsion) [Mind-Affecting] Chool: Transmutation Chool: Transmutation Chool: Transmutation Chool: Transmutation Chool: C	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) CC: 16, Will negates (harmless)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon touch casting) 1 standard action Target: Weapon touch other at the time of casting 1 minute Target: You 1 turne. 1 standard action Target: Creature touch to Constitution. 1 standard action Target: one living creature touch of the constitution. 1 standard action Target: one living creature touch the constitution.	bed 5 rounds [D] ad creature 2 Duration 5 minutes a touched 5 minutes ned or 50 projectiles [all of which must be touched 5 minutes insting] Instantaneous 5 minutes hed 5 minutes 5 minutes 5 minutes 6 minutes	Range Touch Touch gether at the time of Touch r contact with each Personal	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) CC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creature 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl other at the time of call 1 minute Target: You 1 standard action Target: Creature touc to Constitution. 1 standard action Target: one living creature 1 standard action Target: One living creature 1 standard action Target: Creature touc	bed 5 rounds [D] ed creature 2 Duration 5 minutes e touched 5 minutes hed or 50 projectiles [all of which must be touched 5 minutes hed or fifty projectiles [all of which must be insting] Instantaneous 5 minutes hed 5 minutes hed 5 minutes hed 5 minutes [see below] siture 6 minutes	Range Touch Touch gether at the time of Touch n contact with each Personal Touch Close (35 ft.)	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 Caster Level:5 Caster Level:5 Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.198 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun chool: Conjuration (Summoning) ffect: This spell summons an extraplanar creature. Name Aid chool: Enchantment (Compulsion) [Mind-Affecting] ffect: Aid grants +1 morale bonus on attack rolls and save chool: Transmutation ffect: Align Weapon chaotic, evil, good, on chool: Transmutation ffect: Align weapon (Evil Only) chool: Transmutation [Evil] ffect: Weapon becomes evil. Augury chool: Divination ffect: An augury can tell you whether a particular action we chool: Transmutation ffect: The affected creature gains greater vitality and stam chool: Conjuration (Healing) ffect: Grants a +2 bonus on saves vs. fear and death. Chool: Transmutation ffect: Grants a +2 bonus on saves vs. fear and death. Chool: Transmutation ffect: Transmutation ffect: Transmutation ffect: Grants a +2 bonus on saves vs. fear and death. Chool: Transmutation ffect: Transmutation	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 16, Will negates (harmless) SR: Yes ina granting the subject a +4 enhancement bonus DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl other at the time of cast the time of c	bed 5 rounds [D] ed creature 2 Duration 5 minutes e touched 5 minutes ned or 50 projectiles [all of which must be touched 5 minutes ned or fifty projectiles [all of which must be insting] Instantaneous 5 minutes hed 5 minutes hed 5 minutes [see below] atture 5 minutes hed Concentration, up to 5 rounds [D]	Range Touch Touch gether at the time of Touch contact with each Personal Touch Close (35 ft.)	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.251
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: (ill bring good or bad results for you in the immediat DC: 16, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) sement bonus to Strength. DC: 16, Will negates SR: Yes	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Weapon toucl casting) 1 standard action Target: Weapon toucl other at the time of ca 1 minute Target: You e tuture. 1 standard action Target: Creature touc to Constitution. Target: one living creat 1 standard action Target: Creature touc Target: Creature touc 1 standard action Target: Creature touc	bed 5 rounds [D] ed creature 2 Duration 5 minutes e touched 5 minutes ned or 50 projectiles [all of which must be togother to the company of the company o	Range Touch Touch gether at the time of Touch n contact with each Personal Touch Close (35 ft.) Touch	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.250 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.252 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun Summon Monster chool: Conjuration (Summoning) ffect: This spell summons an extraplanar creature. Name	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 16, Will negates (harmless) SR: Yes ina granting the subject a +4 enhancement bonus DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Weapon toucl casting) 1 standard action Target: Weapon toucl other at the time of ca 1 minute Target: You e tuture. 1 standard action Target: Creature touc to Constitution. Target: one living creat 1 standard action Target: Creature touc Target: Creature touc 1 standard action Target: Creature touc	bed 5 rounds [D] ed creature 2 Duration 5 minutes e touched 5 minutes ned or 50 projectiles [all of which must be touched 5 minutes ned or fifty projectiles [all of which must be insting] Instantaneous 5 minutes hed 5 minutes hed 5 minutes [see below] atture 5 minutes hed Concentration, up to 5 rounds [D]	Range Touch Touch gether at the time of Touch n contact with each Personal Touch Close (35 ft.)	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.252
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun Chool: Conjuration (Summoning) ffect: This spell summons an extraplanar creature. Name	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 16, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) or Will half; see text	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creature 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl other at the time of call 1 minute Target: You 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc	bed 5 rounds [D] ad creature 2 Duration 5 minutes a touched 5 minutes and or 50 projectiles [all of which must be touched 5 minutes and or fifty projectiles [all of which must be insting] Instantaneous 5 minutes and of fifty projectiles [all of which must be insting] Instantaneous 5 minutes and Concentration, up to 5 rounds [D] 120-ftradius spread Instantaneous	Range Touch Touch gether at the time of Touch n contact with each Personal Touch Close (35 ft.) Touch	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.250 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.252 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 16, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) or Will half; see text	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creature 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl other at the time of call 1 minute Target: You 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc	bed 5 rounds [D] ad creature 2 Duration 5 minutes a touched 5 minutes and or 50 projectiles [all of which must be touched 5 minutes and or fifty projectiles [all of which must be insting] Instantaneous 5 minutes and of fifty projectiles [all of which must be insting] Instantaneous 5 minutes and Concentration, up to 5 rounds [D] 120-ftradius spread Instantaneous	Range Touch Touch gether at the time of Touch n contact with each Personal Touch Close (35 ft.) Touch	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.252 Concentration:+9 PFCR: p.252 Concentration:+9 PFCR: p.253
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun Chool: Conjuration (Summoning) ffect: This spell summons an extraplanar creature. Name	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 16, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) or yes; see text hannel positive energy that cures 2d8+5 points of SR: No	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon touch casting) 1 standard action Target: Weapon touch costing) 1 standard action Target: Weapon touch costing) 1 standard action Target: You 1 ture. 1 standard action Target: Creature touch 1 standard action	bed 5 rounds [D] ad creature 2 Duration 5 minutes a touched 5 minutes and or 50 projectiles [all of which must be together to the company of the company o	Range Touch Touch gether at the time of Touch roontact with each Personal Touch Close (35 ft.) Touch Medium (150 ft.)	Caster Level:5 V, S, F/DF Caster Level:5 Comp. V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.252 Concentration:+9 PFCR: p.253 Concentration:+9 PFCR: p.253 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 16, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) or yes; see text hannel positive energy that cures 2d8+5 points of SR: No	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon touch casting 1 standard action Target: Weapon touch other at the time of casting 1 standard action Target: You e future. 1 standard action Target: Creature touch to Constitution. 1 standard action Target: Creature touch tandard action Target: Creature touch standard action	bed 5 rounds [D] ad creature 2 Duration 5 minutes a touched 5 minutes and or 50 projectiles [all of which must be to string] Instantaneous 5 minutes and or fifty projectiles [all of which must be in string] Instantaneous 5 minutes and Concentration, up to 5 rounds [D] 120-ftradius spread Instantaneous 6 minutes and Instantaneous 1 minutes and Instantaneous 1 minutes and Instantaneous 1 minutes and Instantaneous 1 minutes [D] d Instantaneous/10 minutes per HD of	Range Touch Touch gether at the time of Touch roontact with each Personal Touch Close (35 ft.) Touch Medium (150 ft.)	Caster Level:5 V, S, F/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, M/DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.252 Concentration:+9 PFCR: p.263 Concentration:+9
Shield of Faith Ichool: Abjuration Siffect: This spell creates a shimmering, magical field aroun Siffect: This spell creates a shimmering, magical field aroun Siffect: This spell creates a shimmering, magical field aroun Siffect: This spell creates a shimmering, magical field aroun Siffect: This spell summons an extraplanar creature. 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DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 16, Will negates (harmless) SR: Yes ina granting the subject a +4 enhancement bonus DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) or yes; see text hannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy that cures 2d8+5 points of the see text bannel positive energy the see text	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creature 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl other at the time of casting 1 standard action Target: You 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc to Standard action Target: Creature touc to Standard action Target: Creature touc to Standard action Target: Creature touc thamage. 1 standard action Target: Creature touc standard action Target: Creature touc standard action Target: Object touched 1 standard action Target: Object touched 1 standard action	puration 5 minutes 1 minut	Range Touch Touch gether at the time of Touch routh contact with each Personal Touch Close (35 ft.) 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Shield of Faith ichool: Abjuration iffect: This spell creates a shimmering, magical field around infects. This spell creates a shimmering, magical field around infect: This spell creates a shimmering, magical field around infect: This spell summons an extraplanar creature. Name	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 16, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) CC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates SR: Yes DC: 16, Will negates SR: Yes (harmless) or yes; see text hannel positive energy that cures 2d8+5 points of the see to the first of the law of the see the see to the law of the see th	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl other at the time of ca 1 minute 1 standard action Target: You 1 standard action Target: Creature touc 1 standard action Target: Living creature 1 standard action Target: Living creature	bed 5 rounds [D] ad creature 2 Duration 5 minutes a touched 5 minutes and or 50 projectiles [all of which must be touched 5 minutes and or fifty projectiles [all of which must be insting] Instantaneous 5 minutes and 6 minutes and 6 minutes and 6 minutes and 7 minutes and 8 minutes and 9 minutes and 9 minutes and 1 minutes and 2 minutes and 3 minutes and 3 minutes and 4 minutes and 4 minutes and 4 minutes and 5 minutes and 5 minutes and 6 minut	Range Touch Touch gether at the time of Touch n contact with each Personal Touch Close (35 ft.) Touch Medium (150 ft.) Touch Touch	Caster Level:5 V, S, F/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.252 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.264 Concentration:+9
Shield of Faith ichool: Abjuration iffect: Abjuration iffect: This spell creates a shimmering, magical field around ithe control is spell creates a shimmering, magical field around ithe control is spell creates a shimmering, magical field around ithe control is spell creates a shimmering, magical field around ithe control is spell summons an extraplanar creature. Name	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) CC: 16, Will negates (harmless) SR: Yes ina granting the subject a +4 enhancement bonus DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates SR: Yes DC: 16, Will half (harmless) or Will half; see text hannel positive energy that cures 2d8+5 points of the see that the	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creature 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl other at the time of casting 1 standard action Target: You e future. 1 standard action Target: Creature touc to Constitution. Target: one living creature 1 standard action Target: Creature touc to Constitution. Target: Creature touc to Constitution. Target: Creature touc to Constitution. Target: Creature touc to the standard action Target: Creature touc the standard action Target: Creature touc the standard action Target: Creature touc the standard action Target: Living creature 1 standard action Target: Living creature 1 standard action Target: Living creature 1 standard action	bed 5 rounds [D] ed creature 2 Duration 5 minutes e touched 5 minutes ned or 50 projectiles [all of which must be touched 5 minutes ned or fifty projectiles [all of which must be insting] Instantaneous 5 minutes ned 5 minutes ned Concentration, up to 5 rounds [D] 120-ftradius spread Instantaneous bed 5 minutes ped Concentration, up to 5 rounds [D] 10-ftradius spread Instantaneous 1-ftradius spread 1-ftradius	Range Touch Touch gether at the time of Touch routh contact with each Personal Touch Close (35 ft.) Touch Medium (150 ft.) Touch	Caster Level:5 V, S, F/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.264 Concentration:+9 PFCR: p.264 Concentration:+9 PFCR: p.264 Concentration:+9 PFCR: p.265
Shield of Faith ichool: Abjuration iffect: This spell creates a shimmering, magical field around iffect: This spell creates a shimmering, magical field around iffect: This spell summons an extraplanar creature. Name Aid ichool: Conjuration (Summoning) Iffect: This spell summons an extraplanar creature. Name Aid ichool: Enchantment (Compulsion) [Mind-Affecting] Iffect: Ald grants +1 morale bonus on attack rolls and save and ichool: Transmutation Iffect: Align weapon makes a weapon chaotic, evil, good, on the condition of	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless) SR: Yes In a granting the subject a +4 enhancement bonus DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates SR: Yes DC: 16, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touc 1 round Target: One summon Target: One summon Target: Using creature 1 standard action Target: Weapon toucl casting) 1 standard action Target: Weapon toucl casting) 1 standard action Target: Weapon toucl other at the time of ca 1 minute Target: You a tuture. 1 standard action Target: Creature touc to Constitution. Target: Creature touc 1 standard action Target: Living creature 1 standard action	bed 5 rounds [D] ed creature 2 Duration 5 minutes e touched 5 minutes ned or 50 projectiles [all of which must be touched 5 minutes ned or fifty projectiles [all of which must be insting] Instantaneous 5 minutes ned 5 minutes ned Concentration, up to 5 rounds [D] 120-ftradius spread Instantaneous bed 5 minutes ped Concentration, up to 5 rounds [D] 10-ftradius spread Instantaneous 1-ftradius spread 1-ftradius	Range Touch Touch gether at the time of Touch n contact with each Personal Touch Close (35 ft.) Touch Medium (150 ft.) Touch Touch	Caster Level:5 V, S, F/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.252 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.264 Concentration:+9
Shield of Faith chool: Abjuration ffect: This spell creates a shimmering, magical field aroun	SR: Yes (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 16, Will negates (harmless) SR: Yes ina granting the subject a +4 enhancement bonus DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates SR: Yes DC: 16, Will negates SR: Yes (harmless) or yes; see text hannel positive energy that cures 2d8+5 points of or the positive energy that cures	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl casting 1 standard action Target: Weapon toucl constitution. 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc	bed 5 rounds [D] ad creature 2 Duration 5 minutes a touched 5 minutes and or 50 projectiles [all of which must be to string] Instantaneous 5 minutes and or fifty projectiles [all of which must be in string] Instantaneous 5 minutes and Concentration, up to 5 rounds [D] 120-ftradius spread Instantaneous and Instantaneous/10 minutes per HD of subject; see text a touched 5 hours and Inours	Range Touch Touch gether at the time of Touch n contact with each Personal Touch Close (35 ft.) Touch Medium (150 ft.) Touch Touch	Caster Level:5 V, S, F/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, DF	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.252 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.264 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.265 Concentration:+9
Shield of Faith School: Abjuration Siffect: This spell creates a shimmering, magical field aroun Siffect: This spell creates a shimmering, magical field aroun Siffect: This spell creates a shimmering, magical field aroun Siffect: This spell summons an extraplanar creature. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Siffect: Aid grants +1 morale bonus on attack rolls and save Align Weapon School: Transmutation Siffect: Align weapon makes a weapon chaotic, evil, good, on School: Transmutation [Evil] Siffect: Weapon becomes evil. Augury School: Divination Siffect: An augury can tell you whether a particular action we Siffect: The affected creature gains greater vitality and stam Siffect: The affected creature gains greater vitality and stam Siffect: Grants a +2 bonus on saves vs. fear and death. Chool: Transmutation Siffect: The subject becomes stronger granting a +4 enhance Chool: Enchantment (Compulsion) [Mind-Affecting] Siffect: The subject becomes stronger granting a +4 enhance Chool: Enchantment (Compulsion) [Mind-Affecting] Siffect: The subject becomes tronger granting a parkness School: Enchantment (Compulsion) [Mind-Affecting] Siffect: This spell calms agitated creatures Chool: Enchantment (Compulsion) [Mind-Affecting] Siffect: This spell calms agitated creatures Chool: Evocation [Darkness] Siffect: This spell causes an object to radiate darkness out to a compute the subject becomes temporarily immune to poison Chool: Evocation (Healing) Siffect: The subject becomes temporarily immune to poison Chool: Evocation [Evil]	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless) SR: Yes In a granting the subject a +4 enhancement bonus DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates SR: Yes DC: 16, Will negates (harmless) SR: Yes DC: 16, Will negates SR: Yes DC: 16, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon touch casting) 1 standard action Target: Weapon touch casting) 1 standard action Target: Weapon touch constitution. 1 standard action Target: Creature touc 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Creature touch 1 standard action Target: Living creatur	bed 5 rounds [D] ad creature 2 Duration 5 minutes a touched 5 minutes and or 50 projectiles [all of which must be to string] Instantaneous 5 minutes and or fifty projectiles [all of which must be in string] Instantaneous 5 minutes and Concentration, up to 5 rounds [D] 120-ftradius spread Instantaneous and Instantaneous/10 minutes per HD of subject; see text a touched 5 hours and Inours	Range Touch Touch gether at the time of Touch Close (35 ft.) Touch Close (35 ft.) Touch	Caster Level:5 V, S, F/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.350 Concentration:+9 Source PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.252 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.264 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.265 Concentration:+9 PFCR: p.265 Concentration:+9
Shield of Faith School: Abjuration School: Shight creates a shimmering, magical field aroun School: Conjuration (Summoning) School: Sechool: Sec	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates SR: Yes (harmless) DC: 16, Will negates SR: Yes (harmless) or will half; see text hannel positive energy that cures 2d8+5 points of the control of the	1 standard action Target: Creature touc 1 round Target: One summon LEVEL Time 1 standard action Target: Living creatur 1 standard action Target: Weapon touch casting) 1 standard action Target: Weapon touch casting) 1 standard action Target: Weapon touch constitution. 1 standard action Target: Creature touc	puration 5 minutes 1 minutes 1 minutes 2 minutes 1 minutes 2 minutes 2 minutes 3 minutes 3 minutes 4 minutes 4 minutes 5 minutes 5 minutes 6 minutes 7 minutes 8 minutes 8 minutes 8 minutes 8 minutes 9 minut	Range Touch Touch gether at the time of Touch Close (35 ft.) Touch Close (35 ft.) Touch	Caster Level:5 V, S, F/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, DF Caster Level:5 V, S, M, DF Caster Level:5 V, S, M, DF Caster Level:5 V, S, M/DF	PFCR: p.246 Concentration:+9 PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.264 Concentration:+9 PFCR: p.264 Concentration:+9 PFCR: p.265 Concentration:+9
Shield of Faith School: Abjuration Siffect: This spell creates a shimmering, magical field aroun School: Conjuration (Summoning) Siffect: This spell summons an extraplanar creature. Name Aid School: Enchantment (Compulsion) [Mind-Affecting] Siffect: Aid grants +1 morale bonus on attack rolls and save Align Weapon School: Transmutation Siffect: Align weapon makes a weapon chaotic, evil, good, on the second of	DC: 15, Will negates (harmless) SR: Yes (harmless) d the target that averts and deflects attacks. SR: No Save Information SR: Yes (harmless) s vs fear effects, plus 1d8 + 5 temporary hit points DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) or lawful, as you choose. DC: 16, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) CC: 16, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) DC: 16, Will negates (harmless) SR: Yes (harmless) or Will half; see text SR: Yes (harmless) or yes; see text hannel positive energy that cures 2d8+5 points of the see that th	1 standard action Target: Creature touc 1 round Target: One summon Target: Using creature 1 standard action Target: Weapon toucl casting) 1 standard action Target: Weapon toucl casting) 1 standard action Target: Weapon toucl other at the time of ca 1 minute Target: You 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc to Constitution. 1 standard action Target: Creature touc 1 standard action Target: Living creatur 1 standard action Target: Living creatur 1 standard action Target: Creature touc	bed 5 rounds [D] ad creature 2 Duration 5 minutes a touched 5 minutes and or 50 projectiles [all of which must be touched 5 minutes and or fifty projectiles [all of which must be insting] Instantaneous 5 minutes and 6 minutes and 7 minutes and 8 minutes and 9 minutes and 9 minutes and 10 minutes [D] 4 minutes [D] 5 minutes [D] 6 minutes [D] 7 minutes [D] 8 minutes [D] 9 minu	Range Touch Touch gether at the time of Touch Close (35 ft.) Touch Personal Touch Close (35 ft.) Touch Touch Touch Close (35 ft.) Touch Close (35 ft.)	Caster Level:5 V, S, F/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, F Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, M, DF Caster Level:5	PFCR: p.246 Concentration:+9 PFCR: p.239 Concentration:+9 PFCR: p.240 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.245 Concentration:+9 PFCR: p.246 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.251 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.263 Concentration:+9 PFCR: p.264 Concentration:+9 PFCR: p.264 Concentration:+9 PFCR: p.265 Concentration:+9

Cleric Spells						
					11.0	PEOP
School: Enchantment (Charm) [Language-Dependent,	DC: 16, Will negates; see text SR: Yes	1 round	1 hour or less	Medium (150 ft.)	V, S Caster Level:5	PFCR: p.278 Concentration:+9
Mind-Affecting, Sonic]		Target: Any number of	or creatures		Caster Level:5	Concentration:+9
Effect: If you have the attention of a group of creatures, you	can use this spell to hold them enthralled.	1 standard action	5 minutes	Personal	V, S	PFCR: p.281
□□□□□ Find Traps School: Divination	SR:	Target: You	3 minutes	reisona	Caster Level:5	Concentration:+9
Effect: You gain intuitive insight into the workings of traps.						
□□□□□Ghostbane Dirge	DC: 16, Fortitude negates	1 standard action	5 rounds	Close (35 ft.)	V, S, M/DF (an old reed from a wind	PFAPG: p.225
School: Transmutation	SR: Yes	Target; one incorpore	al areature		instrument)	Concentration
School: Transmutation Effect: Incorporeal creature takes half damage from nonmage.		Target: one incorpore	ai creature		Caster Level:5	Concentration:+9
□□□□□ Grace		1 swift action	see text	Personal	V	PFAPG: p.226
School: Abjuration	SR:	Target: You			Caster Level:5	Concentration:+9
Effect: Movement doesn't provoke attacks of opportunity. ————— Heroic Fortune	DC: 16, Will negates (harmless)	1 standard action	5 rounds	Touch	V, S, DF, M	PFAPG: p.324
School: Evocation	SR: No	Target: Creature touc	hed		Caster Level:5	Concentration:+9
Effect: Subject gains 1 temporary hero point.	DO 40 W//	A standard selfer	5	M. F (450 (t))	V 0 5/05	DEOD . OOO
Hold Person	DC: 16, Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (150 ft.)	V, S, F/DF	PFCR: p.296
School: Enchantment (Compulsion) [Mind-Affecting] Effect: The subject becomes paralyzed and freezes in place	SR: Yes e.	Target: One humanoi	d creature		Caster Level:5	Concentration:+9
Inflict Moderate Wounds	DC: 16, Will half	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
School: Necromancy	SR: Yes	Target: Creature touc	hed		Caster Level:5	Concentration:+9
Effect: When laying your hand upon a creature, you channe Instant Armor	I negative energy that deals 208+5 points of dama	age. 1 standard action	5 minutes [D]	Personal	V, S, DF	PFAPG: p.229
School: Conjuration (Creation) [Force]	SR:	Target: You			Caster Level:5	Concentration:+9
Effect: Summon armor temporarily replacing your current at	ttire.		C minutes (D)	Damasal		
□□□□ *Invisibility	DC: 16, Will negates (harmless) or Will negates (harmless, object)	1 standard action	5 minutes [D]	Personal or touch	V, S, M/DF	PFCR: p.301
School: Illusion (Glamer)	SR: Yes (harmless) or yes (harmless, object)	Target: You or a creat	ture or object weighing no more than 500 lbs	s.	Caster Level:5	Concentration:+9
Effect: The creature or object touched becomes invisible. Make Whole	DC: 16, Will negates (harmless, object)	10 minutes	Instantaneous	Close (35 ft.)	V, S	PFCR: p.311
School: Transmutation	SR: Yes (harmless, object)	Target: One object of	up to 50 cu. ft. or one construct creature of a		Caster Level:5	Concentration:+9
Effect: This spell functions as mending, except that it repair	s 5d6 points of damage when cast on a construct of	creature.				
Owl's Wisdom	DC: 16, Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	PFCR: p.318
School: Transmutation Effect: The transmuted creature becomes wiser gaining a +	SR: Yes 4 enhancement bonus to Wisdom.	Target: Creature touc	neu		Caster Level:5	Concentration:+9
□□□□□ Remove Paralysis	DC: 16, Will negates (harmless)	1 standard action	Instantaneous	Close (35 ft.)	V, S	PFCR: p.332
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Up to four cre	atures, no two of which can be more than 30	ft. apart	Caster Level:5	Concentration:+9
Effect: You can free one or more creatures from the effects Resist Energy	of temporary paralysis or related magic. DC: 16, Fortitude negates (harmless)	1 standard action	50 minutes	Touch	V, S, DF	PFCR: p.334
School: Abjuration	SR: Yes (harmless)	Target: Creature touc			Caster Level:5	Concentration:+9
[AirSchool, EarthSchool, FireSchool, WaterSchool] Effect: This abjuration grants a creature limited protection fr		-				
Brectoration (Lesser)	DC: 16, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	PFCR: p.334
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touc	hed		Caster Level:5	Concentration:+9
Effect: Lesser restoration dispels any magical effects reduci		points of temporary ab 1 standard action	oility damage to one of the subject's ability so 24 hours	ores. Touch	V, S, M (a page from a	DEADC: p 242
Share Language	DC: 16, Will negates (harmless)	i Standard action	24 Hours	Touch	dictionary)	
School: Divination Effect: Subject understands chosen language.	SR: Yes (harmless)	Target: creature touch	ned		Caster Level:5	Concentration:+9
DDDDShatter	DC: 16, Will negates (object); Will negates	1 standard action	Instantaneous	Close (35 ft.)	V, S, M/DF	PFCR: p.341
School: Evocation [Sonic, EarthSchool]	(object) or Fortitude half; see text SR: Yes	Target: Or Target 5-ft	-radius spread; or one solid object or one cr	vstalline creature	Caster Level:5	Concentration:+9
Effect: Shatter creates a loud, ringing noise that breaks britt	tle, nonmagical objects; sunders a single solid, nor	nmagical object; or dan	nages a crystalline creature.			
Shield Other	DC: 16, Will negates (harmless)	1 standard action	5 hours [D]	Close (35 ft.)	V, S, F	PFCR: p.342
School: Abjuration Effect: This spell wards the subject and creates a mystic co	SR: Yes (harmless) innection between you and the subject so that som	Target: One creature ne of its wounds are tra	nsferred to you.		Caster Level:5	Concentration:+9
□□□□□ Silence	DC: 16, Will negates; see text or none	1 round	5 rounds [D]	Long (600 ft.)	V, S	PFCR: p.343
School: Illusion (Glamer)	(object) SR: Yes; see text or no (object)	Target: 20-ftradius e	manation centered on a creature, object, or	point in space	Caster Level:5	Concentration:+9
Effect: Upon the casting of this spell, complete silence previous		A standard suffer	Later transport	01 (05.61)	V 0 5/05	DEOD . 040
School: Evocation (Sonic)	DC: 16, Fortitude partial SR: Yes	1 standard action Target: 10-ftradius s	Instantaneous	Close (35 ft.)	V, S, F/DF Caster Level:5	PFCR: p.346 Concentration:+9
Effect: You blast an area with a tremendous cacophony.	Sh. Tes	rarget. 10-11radius s	preau		Caster Level.5	Concentration.+9
□□□□□Spiritual Weapon		1 standard action	5 rounds [D]	Medium (150 ft.)	V, S, DF	PFCR: p.348
School: Evocation [Force]	SR: Yes	Target: Magic weapor	n of force		Caster Level:5	Concentration:+9
Effect: A weapon made of force appears and attacks foes a	DC: 16, Will negates (harmless)	1 standard action	5 hours	Touch	V, S	PFCR: p.349
School: Divination	SR: Yes (harmless)	Target: 1 living creatu	ires		Caster Level:5	Concentration:+9
Effect: When you need to keep track of comrades who may				Close (35 ft.)	V. S. F/DF	PFCR: p.352
School: Conjuration (Summoning)	SR: No	Target: One summon		Close (30 It.)	V, S, F/DF Caster Level:5	Concentration:+9
[AirSchool,EarthSchool,FireSchool,WaterSchool]		-			Castor Level.3	CSHCCHII audii.+9
Effect: This spell functions like summon monster I, except th Undetectable Alignment	hat you can summon one creature from the 2nd-lev DC: 16, Will negates (object)	vel list or 1d3 creatures 1 standard action	s of the same kind from the 1st-level list. 24 hours	Close (35 ft.)	V, S	PFCR: p.363
School: Abjuration	SR: Yes (object)	Target: One creature		,,	Caster Level:5	Concentration:+9
Effect: An undetectable alignment spell conceals the alignment	nent of an object or a creature from all forms of divi	ination.	•	-		
□□□□ Weapon of Awe	DC: 16, Will negates (harmless, object)	1 standard action	5 minutes	Touch	V, S, DF	PFAPG: p.256
School: Transmutation Effect: Weapon gets +2 on damage rolls.	SR: Yes (harmless, object)	Target: weapon touch	lea		Caster Level:5	Concentration:+9
□□□□□Zone of Truth	DC: 16, Will negates	1 standard action	5 minutes	Close (35 ft.)	V, S, DF	PFCR: p.371
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: 20-ftradius e	manation		Caster Level:5	Concentration:+9
Effect: Creatures within the emanation area [or those who e	गांखा ।। canτ speak any deliberate and intentional li					
		LEVEL:	3			
Name	Save Information	Time	Duration	Range	Comp.	Source
Agonize	DC: 17, Fortitude negates	1 standard action	1 full round	Close (35 ft.)	V, S	PoD: p.46
School: Evocation [Evil] Effect: You afflict a creature you have conjured with a callin	SR: Yes ag spell with bolts of vicious energy to make it more		outsider or elemental [see text]		Caster Level:5	Concentration:+9
□□□□□ Animate Dead	9,	1 standard action	Instantaneous	Touch	V, S, M	PFCR: p.241
School: Necromancy [Evil]	SR: No	Target: One or more	corpses touched		Caster Level:5	Concentration:+9
Effect: Turns corpses into undead skeletons or zombies tha	t obey your snoken commands		Permanent	Touch	V, S	PFCR: p.247
		1 standard action		. 500	., •	
□□□□ Bestow Curse	DC: 17, Will negates	1 standard action Target: Creature touc	hed		Caster Level:5	Concentration:±0
Bestow Curse School: Necromancy	DC: 17, Will negates SR: Yes	Target: Creature touc			Caster Level:5	Concentration:+9
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 17, Will negates SR: Yes DC: 17, Fortitude negates	Target: Creature touc 1 standard action	Permanent [D]	Medium (150 ft.)	V	PFCR: p.250
Bestow Curse School: Necromancy Effect: You place a curse on the subject. Blindness/Deafness School: Necromancy	DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes	Target: Creature touc	Permanent [D]	Medium (150 ft.)		
Bestow Curse School: Necromancy Effect: You place a curse on the subject. Blindness/Deafness School: Necromancy Effect: You call upon the powers of unlife to render the subj	DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes	Target: Creature touc 1 standard action	Permanent [D]	Medium (150 ft.)	V Caster Level:5 V, S, M/DF (a scrap of	PFCR: p.250 Concentration:+9
Destow Curse School: Necromancy Effect: You place a curse on the subject. Destination Blindness/Deafness School: Necromancy Effect: You call upon the powers of unlife to render the subj	DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes ect blinded or deafened, as you choose. DC: 17, Will negates (see text)	Target: Creature touc 1 standard action Target: One living cre 1 minute	Permanent [D] ature Instantaneous		V Caster Level:5 V, S, M/DF (a scrap of parchment)	PFCR: p.250 Concentration:+9 f PFAPG: p.206
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes iect blinded or deafened, as you choose.	Target: Creature touc 1 standard action Target: One living cre 1 minute Target: one creature's	Permanent [D] ature Instantaneous s blood or one bloodstain		V Caster Level:5 V, S, M/DF (a scrap of	PFCR: p.250 Concentration:+9
Bestow Curse School: Necromancy Effect: You place a curse on the subject. Glober School: Necromancy Effect: You call upon the powers of unlife to render the subj Glober School: Divination	DC: 17, Will negates SR: Yes DC: 17, Fortitude negates SR: Yes ect blinded or deafened, as you choose. DC: 17, Will negates (see text)	Target: Creature touc 1 standard action Target: One living cre 1 minute	Permanent [D] ature Instantaneous s blood or one bloodstain		V Caster Level:5 V, S, M/DF (a scrap of parchment)	PFCR: p.250 Concentration:+9 f PFAPG: p.206

		Cleric Spe	ells			
□□□□□ Contagion	DC: 17, Fortitude negates	1 standard action	Instantaneous	Touch	V, S	PFCR: p.259
School: Necromancy [Evil] Effect: The subject contracts a disease.	SR: Yes	Target: Living creature	e touched		Caster Level:5	Concentration:+9
Continual Flame		1 standard action	Permanent	Touch	V, S, M	PFCR: p.260
School: Evocation [Light] Effect: A flame, equivalent in brightness to a torch, springs f	SR: No forth from an object that you touch.	Target: Object toucher			Caster Level:5	Concentration:+9
Create Food and Water		10 minutes	24 hours; see text	Close (35 ft.)	V, S	PFCR: p.261
School: Conjuration (Creation) Effect: The food that this spell creates is simple fare of your	SR: No r choicehighly nourishing, if rather bland.	Target: Food and water	er to sustain 15 humans or 5 horses for 24 h	nours	Caster Level:5	Concentration:+9
Cure Serious Wounds	DC: 17, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (35 ft.)	V, S	PFCR: p.263
School: Conjuration (Healing)	SR: Yes (harmless) or yes; see text	Target: Creature touch	hed		Caster Level:5	Concentration:+9
Effect: When laying your hand upon a living creature, you cl Daylight	hannel positive energy that cures 3d8+5 points of o	damage. 1 standard action	50 minutes [D]	Touch	V, S	PFCR: p.264
School: Evocation [Light]	SR: No	Target: Object touched	• •		Caster Level:5	Concentration:+9
Effect: You touch an object when you cast this spell, causin Deeper Darkness	g the object to shed bright light in a 60-foot radius.	. 1 standard action	5 minutes [D]	Touch	V, M/DF	PFCR: p.265
School: Evocation [Darkness]	SR: No	Target: Object touched		100011	Caster Level:5	Concentration:+9
Effect: This spell functions as darkness, except that objects	radiate darkness in a 60-foot radius and the light l	level is lowered by two standard action	steps. Instantaneous	Medium (150 ft.)	V, S	PFCR: p.272
School: Abjuration	SR: No	Target: One spellcaste		Wedidiii (130 it.)	Caster Level:5	Concentration:+9
Effect: You can use dispel magic to end one ongoing spell t		orarily suppress the ma		another spellcaster's s Personal		PFAPG: p.218
School: Divination [Air, Earth, Fire, Water,	SR:	1 standard action Target: You	5 minutes	reisoliai	Caster Level:5	Concentration:+9
AirSchool, EarthSchool, FireSchool, WaterSchool]		raigot. Fou			Cucior Ecrosic	Concontiduon.
Effect: Enables you to speak to elementals and some create Enter Image	ures.	1 standard action	concentration	250 ft.	V, S, M/DF (a drop of	PFAPG: p.219
, and the second se					paint and a ball of clay)	
School: Transmutation Effect: Transfers your consciousness to an object bearing y	SR: No	Target: transfer consc	ciousness to any object bearing your likenes	s	Caster Level:5	Concentration:+9
Effect: Transfers your consciousness to an object bearing y	DC: 17, Will negates (object)	1 standard action	5 days	Touch	V, S, M/DF	PFCR: p.289
School: Necromancy	SR: Yes (object)	Target: Corpse touche	ed		Caster Level:5	Concentration:+9
Effect: You preserve the remains of a dead creature so that Glyph of Warding	t they do not decay. DC: 17, See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	PFCR: p.290
School: Abjuration	SR: No (object) and yes; see text	Target: Object touched			Caster Level:5	Concentration:+9
Effect: This powerful inscription harms those who enter, pas Guiding Star	ss, or open the warded area or object.	1 minute	5 days [D]	Personal	V, S, M (a spool of	PFAPG: p.226
School: Divination	SR:	Target: You	,,		thread or string) Caster Level:5	Concentration:+9
Effect: Know approximate distance from where you cast this		-				
□□□□□ Helping Hand	00 N	1 standard action	5 hours	5 miles	V, S, DF	PFCR: p.295
School: Evocation Effect: You create the ghostly image of a hand, which you c	SR: No can send to find a creature within 5 miles.	Target: Ghostly hand			Caster Level:5	Concentration:+9
□□□□□ Inflict Serious Wounds	DC: 17, Will half	1 standard action	Instantaneous	Touch	V, S	PFCR: p.301
School: Necromancy Effect: When laying your hand upon a creature, you channe	SR: Yes al negative energy that deals 3d8+5 points of dama	Target: Creature touch age.	hed		Caster Level:5	Concentration:+9
□□□□□ Invisibility Purge		1 standard action	5 minutes [D]	Personal	V, S	PFCR: p.302
School: Evocation Effect: You surround yourself with a sphere of power with a	SR:	Target: You			Caster Level:5	Concentration:+9
Locate Object	Tadas of 20 foot that nogator an formo of minoral	1 standard action	5 minutes	Long (600 ft.)	V, S, F/DF	PFCR: p.305
School: Divination Effect: You sense the direction of a well-known or clearly vis	SR: No	Target: Circle, centere	ed on you, with a radius of 600 ft.		Caster Level:5	Concentration:+9
□□□□□ Magic Circle against Chaos	DC: 17, Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M/DF	PFCR: p.308
School: Abjuration [Lawful] Effect: All creatures within the area gain the effects of a pro-	SR: No; see text		emanation from touched creature		Caster Level:5	Concentration:+9
□□□□□Magic Circle against Good	DC: 17, Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M/DF	PFCR: p.308
School: Abjuration [Evil]	SR: No; see text	•	manation from touched creature		Caster Level:5	Concentration:+9
Effect: All proptures within the area gain the offects of a pro-						
		1 standard action	5 hours	Touch	V, S, DF	PFCR: p.310
□□□□ Magic Vestment School: Transmutation	ptection from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object)		5 hours	Touch	V, S, DF Caster Level:5	PFCR: p.310 Concentration:+9
□□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance	ptection from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	5 hours	Touch Personal		
School: Transmutation Effect: You imbue a suit of armor or a shield with an enhand Meld into Stone School: Transmutation [Earth]	otection from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR:	1 standard action Target: Armor or shield	5 hours ld touched		Caster Level:5	Concentration:+9
Chool: Transmutation Effect: You imbue a suit of armor or a shield with an enhance of the chool: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and p	otection from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: possessions into a single block of stone.	1 standard action Target: Armor or shield 1 standard action Target: You	5 hours Id touched 50 minutes	Personal	Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9
□□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhand □□□□□ Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and p	otection from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: possessions into a single block of stone. DC: 17, Will negates (harmless)	standard action Target: Armor or shield standard action Target: You minute	5 hours Id touched 50 minutes 8 hours		Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp)	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233
□□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhanc □□□□□ Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and p □□□□□ Nap Stack School: Necromancy	Direction from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: possessions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) can sleep even longer for more benefits.	1 standard action Target: Armor or shield 1 standard action Target: You	5 hours Id touched 50 minutes 8 hours	Personal	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9
□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhanc □□□□ Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and p □□□□ Nap Stack School: Necromancy Effect: Subjects only need 2 hours for a night's sleep, and c □□□□□ *Nondetection	Direction from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: possessions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) can sleep even longer for more benefits. DC: 17, Will negates (harmless, object)	standard action Target: Armor or shield standard action Target: You minute Target: 30-ftradius er standard action	5 hours Id touched 50 minutes 8 hours manation 5 hours	Personal	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317
□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhand □□□□ Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and p □□□□ Nap Stack School: Necromancy Effect: Subjects only need 2 hours for a night's sleep, and c □□□□□ *Nondetection School: Abjuration	Dc: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: SR: Yes (harmless, object) SR: SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object)	standard action Target: Armor or shield standard action Target: You minute Target: 30-ftradius en standard action Target: Creature or ob	5 hours Id touched 50 minutes 8 hours manation 5 hours bject touched	Personal 30 ft.	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9
□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance □□□□□ Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound you to meld your body and you to meld you to meld your body and you to meld you to meld you to meld your body and you to meld your body and you to meld you to	Dc: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: SR: Yes (harmless, object) SR: Possessions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) san sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) etect by divination spells such as clairaudience/cla DC: 17, Will negates (object)	standard action Target: Armor or shield standard action Target: You minute Target: 30-ftradius en standard action Target: Creature or ob irroyance, locate object standard action	5 hours Id touched 50 minutes 8 hours Immanation 5 hours Spicet touched tt, and detect spells. 8 hours [D]	Personal 30 ft.	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317
Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance Company Meld Into Stone School: Transmutation (Earth) Effect: Meld into stone enables you to meld your body and so Company Stack School: Necromancy Effect: Subjects only need 2 hours for a night's sleep, and company Com	cection from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: possessoions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) can sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object)	standard action Target: Armor or shield standard action Target: You minute Target: 30-ftradius end standard action Target: Creature or oblimoyance, locate object standard action Target: One object tou	5 hours Id touched 50 minutes 8 hours manation 5 hours jetet touched jt, and detect spells.	Personal 30 ft. Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9
Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance Check: You imbue a suit of armor or a shield with an enhance Check: Transmutation (Earth) Effect: Meld into stone enables you to meld your body and particular or the stone enables you to meld your body and particular or Nap Stack School: Necromancy Effect: Subjects only need 2 hours for a night's sleep, and carried and the state of t	cection from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: possessoions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) can sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object)	standard action Target: Armor or shield standard action Target: You minute Target: 30-ftradius end standard action Target: Creature or oblimoyance, locate object standard action Target: One object tou	5 hours Id touched 50 minutes 8 hours Immanation 5 hours Spicet touched tt, and detect spells. 8 hours [D]	Personal 30 ft. Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317
□□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhanc □□□□□ Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and p □□□□□ Nap Stack School: Necromancy Effect: Subjects only need 2 hours for a night's sleep, and c □□□□□ *Nondetection School: Abjuration Effect: The warded creature or object becomes difficult to de □□□□□ Obscure Object School: Abjuration Effect: This spell hides an object from location by divination □□□□□ Prayer School: Enchantment (Compulsion) [Mind-Affecting]	nection from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: DC: 17, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) can sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (object) L[scrying] effects, such as the scrying spell or a cry SR: Yes	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature or obtivroyance, locate object 1 standard action Target: One object toustal ball. 1 standard action	5 hours Id touched 50 minutes 8 hours manation 5 hours bject touched tt, and detect spells. 8 hours [D] uched of up to 500 lbs.	Personal 30 ft. Touch 40 ft.	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9
Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance of the control of the contr	nection from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: DC: 17, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) can sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (object) L[scrying] effects, such as the scrying spell or a cry SR: Yes	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature or obtivroyance, locate object 1 standard action Target: One object toustal ball. 1 standard action	5 hours Id touched 50 minutes 8 hours manation 5 hours bject touched st, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds	Personal 30 ft. Touch 40 ft.	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.314
Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance Company Meld Into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and particularly to the stone of	cetcion from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: possessions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) san sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) sR: Yes (harmless, object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object) sR: Yes (object) sR: Yes swhile bringing disfavor to your enemies.	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius end 1 standard action Target: Creature or obigroyance, locate object obigroyance, locate object toutstal ball. 1 standard action Target: One object toutstal ball. 1 standard action Target: All allies and for	5 hours Id touched 50 minutes 8 hours manation 5 hours bject touched tt, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged	Personal 30 ft. Touch 40 ft. you	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.324 Concentration:+9
□□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance □□□□□ Meld into Stone School: Transmutation (Earth) Effect: Meld into stone enables you to meld your body and public to the stone enables you to meld your body and public to the stone enables you to meld your body and public to the stone enables you to meld your body and public to the stone enables you to meld your body and public the school: Necromancy Effect: Subjects only need 2 hours for a night's sleep, and current of the school: Abjuration Effect: This spell hides an object becomes difficult to defect the spell hides an object from location by divination □□□□□ Prayer School: Enchantment (Compulsion) [Mind-Affecting] Effect: You bring special favor upon yourself and your allies □□□□□ Protection from Energy School: Abjuration AirSchool, EarthSchool, FireSchool, WaterSchool] Effect: Protection from energy grants temporary immunity to	prection from good spell, and good summoned creat DC: 17, Will negates (harmless, object) \$R: Yes (harmless, object) \$R: SR: yes (harmless, object) \$R: possessions into a single block of stone. DC: 17, Will negates (harmless) \$R: Yes (harmless) an sleep even longer for more benefits. DC: 17, Will negates (harmless, object) \$R: Yes (harmless, object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) \$R: Yes (object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) \$R: Yes (object) letryingl effects, such as the scrying spell or a cry \$R: Yes (object) \$R: Yes (object)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature or obtivoyance, locate object 1 standard action Target: One object toutstal ball. 1 standard action Target: All allies and fe 1 standard action Target: Creature touch	5 hours Id touched 50 minutes 8 hours manation 5 hours bject touched st, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed	Personal 30 ft. Touch Touch 40 ft. you Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.324 Concentration:+9 PFCR: p.327 Concentration:+9
□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance □□□□□ Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into stone enables you to meld your body and pound into school: Abjuration Effect: This spell hides an object from location by divination □□□□□ Prayer School: Abjuration Effect: This spell hides an object from location by divination □□□□□ Prayer School: Enchantment (Compulsion) [Mind-Affecting] Effect: You bring special favor upon yourself and your allies □□□□□ Protection from Energy School: Abjuration [AirSchool, EarthSchool, FireSchool, WaterSchool] Effect: Protection from energy grants temporary immunity to □□□□□ Remove Blindness/Deafness	prection from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless) possessions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) san sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) sR: Yes (object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (harmless) DC: 17, Fortitude negates (harmless) sr: Yes (harmless) othe type of energy you specify when you cast it. DC: 17, Fortitude negates (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius end 1 standard action Target: Creature or obtive of the standard action Target: One object toustal ball. 1 standard action Target: All allies and for the standard action 1 standard action Target: Creature touch 1 standard action Target: Creature touch 1 standard action	5 hours Id touched 50 minutes 8 hours smanation 5 hours bject touched st, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed Instantaneous	Personal 30 ft. Touch 40 ft. you	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.324 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.327
Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance Company Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and particularly to the stone of	cection from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: DC: 17, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) can sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) Letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object) Letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (boject) Letect by divination spells such as clairaudience/cla DC: 17, Fortitude negates (harmless) SR: Yes (harmless) CC: 17, Fortitude negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature or obtivoyance, locate object 1 standard action Target: One object toutstal ball. 1 standard action Target: All allies and fe 1 standard action Target: Creature touch	5 hours Id touched 50 minutes 8 hours smanation 5 hours bject touched st, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed Instantaneous	Personal 30 ft. Touch Touch 40 ft. you Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, Caster Level:5 Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.327 Concentration:+9
Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance	cetcion from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: possessions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) an sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object) [scrying] effects, such as the scrying spell or a cry SR: Yes (object) SR: Yes (object) SR: Yes (harmless) swhile bringing disfavor to your enemies. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) othe type of energy you specify when you cast it. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) fness. DC: 17, Will negates (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature or obtivoyance, locate object 1 standard action Target: One object toustal ball. 1 standard action Target: All allies and fe 1 standard action Target: Creature touch 1 standard action Target: Creature touch 1 standard action Target: Creature touch 1 standard action	5 hours Id touched 50 minutes 8 hours manation 5 hours bject touched st, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed Instantaneous hed Instantaneous	Personal 30 ft. Touch Touch 40 ft. you Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.332 PFCR: p.332 PFCR: p.332
Magic Vestment School: Transmutation Effect: You brings special favor upon yourself and your allies Effect: Subjuration Abjuration The warded creature or object becomes difficult to de Company Prayer School: Abjuration Company Prayer School: Abjuration Prayer School: Abjuration Prayer School: Abjuration Company Prayer School: Enchantment (Compulsion) [Mind-Affecting] Effect: You bring special favor upon yourself and your allies Company Protection from Energy School: Abjuration Effect: The School, FireSchool, WaterSchool] Effect: Protection from energy grants temporary immunity to Company Prayer School: Conjuration (Healing) Effect: Remove blindness/deafness cures blindness or deaf Company Protector (Healing) Effect: Remove blindness/deafness cures blindness or deaf Company Protector Curse School: Conjuration (Healing)	procession from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) In the summon spells such as clairaudience/clated by divination spells such as clairaudience/clated by SR: Yes (high legates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Will negates (harmless) SR: Yes (harmless) DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature or ob invoyance, locate object 1 standard action Target: One object toustal ball. 1 standard action Target: All allies and for 1 standard action Target: Creature touch 1 standard action Target: Creature touch 1 standard action Target: Creature touch	5 hours Id touched 50 minutes 8 hours manation 5 hours bject touched st, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed Instantaneous hed Instantaneous	Personal 30 ft. Touch Touch 40 ft. you Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, Caster Level:5 Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.327 Concentration:+9
Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance of the school: Transmutation (Earth) Effect: Meld into Stone School: Transmutation (Earth) Effect: Meld into stone enables you to meld your body and particularly the school: Transmutation (Earth) Effect: Meld into stone enables you to meld your body and particularly the school: Necromancy Effect: Subjects only need 2 hours for a night's sleep, and compared to the school: Abjuration Effect: The warded creature or object becomes difficult to decompared to the school: Abjuration Effect: This spell hides an object from location by divination Effect: This spell hides an object from location by divination Effect: You bring special favor upon yourself and your allies Effect: You bring special favor upon yourself and your allies Effect: You bring special favor upon yourself and your allies Effect: Protection from Energy Effect: Protection from energy grants temporary immunity to Effect: Remove Blindness/Deafness School: Conjuration (Healing) Effect: Remove blindness/deafness cures blindness or deaf Effect: Remove curse can remove all curses on an object or Effect: Remove Curse School: Abjuration Effect: Remove Curse can remove all curses on an object or	procession from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) In the summon spells such as clairaudience/clated by divination spells such as clairaudience/clated by SR: Yes (high legates (harmless) SR: Yes (harmless) DC: 17, Fortitude negates (harmless) SR: Yes (harmless) DC: 17, Will negates (harmless) SR: Yes (harmless) DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature or obtivoyance, locate object 1 standard action Target: One object toustal ball. 1 standard action Target: All allies and fe 1 standard action Target: Creature touch 1 standard action Target: Creature touch 1 standard action Target: Creature touch 1 standard action	5 hours Id touched 50 minutes 8 hours manation 5 hours bject touched st, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed Instantaneous hed Instantaneous	Personal 30 ft. Touch Touch 40 ft. you Touch Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, MDF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, Caster Level:5 V, S Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.332 PFCR: p.332 PFCR: p.332
Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance Company of the work of the	prection from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: possessions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) san sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object) scryingl effects, such as the scrying spell or a cry SR: Yes (object) scryingl effects, such as the scrying spell or a cry SR: Yes (harmless) bothe type of energy you specify when you cast it. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) fress. DC: 17, Will negates (harmless) SR: Yes (harmless) To: 17, Fortitude negates (harmless) SR: Yes (harmless) To: 17, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius er 1 standard action Target: Creature or obtivitoyance, locate object 1 standard action Target: One object toustal ball. 1 standard action Target: All allies and for 1 standard action Target: Creature touch	5 hours Id touched 50 minutes 8 hours manation 5 hours biject touched ct, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed Instantaneous biject touched Instantaneous	Personal 30 ft. Touch 40 ft. you Touch Touch Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, MDF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, CS Caster Level:5 V, S Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.324 Concentration:+9 PFCR: p.322 Concentration:+9 PFCR: p.332 Concentration:+9 PFCR: p.332 Concentration:+9
□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance □□□□□ Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and policity in the store of	prection from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) cement bonus of +1. SR: possessions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) san sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object) scryingl effects, such as the scrying spell or a cry SR: Yes (object) scryingl effects, such as the scrying spell or a cry SR: Yes (harmless) bothe type of energy you specify when you cast it. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) fress. DC: 17, Will negates (harmless) SR: Yes (harmless) To: 17, Fortitude negates (harmless) SR: Yes (harmless) To: 17, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature or obtinovyance, locate object 1 standard action Target: One object toustal ball. 1 standard action Target: All allies and find 1 standard action Target: Creature touch 1 standard action	5 hours Id touched 50 minutes 8 hours manation 5 hours biject touched ct, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed Instantaneous biject touched Instantaneous	Personal 30 ft. Touch 40 ft. you Touch Touch Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, MDF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, Caster Level:5 V, S Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.322 Concentration:+9 PFCR: p.332 Concentration:+9
□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance □□□□□ Meld into Stone School: Transmutation [Earth] Effect: Reld into stone enables you to meld your body and particular in the stone enables you to meld your body and particular in the stone enables you to meld your body and particular in the stone enables you to meld your body and particular in the stone enables you to meld your body and particular in the stone in the stone enables you to meld your body and particular in the stone in the stone enables you to meld your body and particular in the stone in the stone enable your enables in the stone enable	procession from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) Letect by divination spells such as clairaudience/cladicity DC: 17, Will negates (harmless, object) SR: Yes (object) Leterory (big to be compared to the scriping spell or a cryology of the compared to the scriping spell or a cryology of the compared to your enemies. DC: 17, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute 1 standard action Target: 30-ftradius et 1 standard action Target: Creature or obi invoyance, locate object 1 standard action Target: One object tourstal ball. 1 standard action Target: All allies and fe 1 standard action Target: Creature touch	5 hours Id touched 50 minutes 8 hours manation 5 hours object touched ct, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed Instantaneous hed Instantaneous object touched Instantaneous hed 50 minutes [D]	Personal 30 ft. Touch Touch 40 ft. you Touch Touch Touch Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.324 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.332 Concentration:+9
□□□□ Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance □□□□□ Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and pure feet: Meld into stone enables you to meld your body and pure feet: Meld into stone enables you to meld your body and pure feet: Meld into stone enables you to meld your body and pure feet: Meld into stone enables you to meld your body and pure feet: School: Nercomancy Effect: Subjects only need 2 hours for a night's sleep, and cure feet: Abjuration Effect: This spell hides an object becomes difficult to deschool: Abjuration Effect: This spell hides an object from location by divination □□□□□ Prayer School: Enchantment (Compulsion) [Mind-Affecting] Effect: You bring special favor upon yourself and your allies □□□□□ Protection from Energy School: Abjuration [Alf-School, EarthSchool, FireSchool, WaterSchool] Effect: Protection from energy grants temporary immunity to □□□□□ Remove Blindness/Deafness School: Conjuration (Healing) Effect: Remove curse can remove all curses on an object or □□□□□ Remove Disease School: Conjuration (Healing) Effect: Remove disease can cure all diseases from which the □□□□□ Sacred Bond School: Conjuration (Healing)	prection from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless) SR: Yes (harmless, object) Letter by divination spells such as clairaudience/clater by divination spells such as the scrying spell or a cry SR: Yes (baped) SR: Yes (baped) DC: 17, Fortitude negates (harmless) SR: Yes (harmless) finess. DC: 17, Will negates (harmless) SR: Yes (harmless) r a creature. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) PR: Yes (harmless) R: Yes (harmless) DC: 17, Will negates (harmless) SR: Yes (harmless) DC: 17, Will negates (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute 1 standard action Target: 30-ftradius et 1 standard action Target: Coate object 1 standard action Target: One object toustal ball. 1 standard action Target: All allies and fe 1 standard action Target: Creature touch 1 round	5 hours Id touched 50 minutes 8 hours manation 5 hours object touched ct, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed Instantaneous hed Instantaneous object touched Instantaneous hed 50 minutes [D]	Personal 30 ft. Touch Touch 40 ft. you Touch Touch Touch Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, MDF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, Caster Level:5 V, S Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.324 Concentration:+9 PFCR: p.322 Concentration:+9 PFCR: p.332
□□□□Magic Vestment School: Transmutation Effect: You imbue a suit of armor or a shield with an enhance □□□□□Meld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and public the state of the st	cetcion from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: yes (harmless, object) cement bonus of +1. SR: possessions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) an sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object) L[scrying] effects, such as the scrying spell or a cry SR: Yes swhile bringing disfavor to your enemies. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) to the type of energy you specify when you cast it. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) fness. DC: 17, Will negates (harmless) SR: Yes (harmless) ra creature. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) ne subject is suffering. DC: 17, Will negates (harmless) SR: Yes (harmless) sex byes (harmless) he subject is suffering. DC: 17, Will negates (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature touch 1 standard action Target: All allies and fid 1 standard action Target: Creature touch 1 standard action Target: Ray	5 hours Id touched 50 minutes 8 hours Immanation 5 hours Spicet touched Lt, and detect spells. 8 hours [D] In the spice of the spice o	Personal 30 ft. Touch Touch 40 ft. you Touch Touch Touch Touch Touch Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, M/DF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, Caster Level:5 V, S Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.324 Concentration:+9 PFCR: p.327 Concentration:+9 PFCR: p.332 Concentration:+9
□□□□ Magic Vestment School: Transmutation Effect: You bring special favor upon yourself and your allies Effect: Shool: Enchantment (Compulsion) [Mind-Affecting] Effect: Pou bring special favor upon yourself and your allies Effect: Transmutation [Earth] Effect: Subjects only need 2 hours for a night's sleep, and c □□□□□ *Nondetection School: Abjuration Effect: The warded creature or object becomes difficult to de □□□□□ Obscure Object School: Abjuration Effect: This spell hides an object from location by divination □□□□□ Prayer School: Enchantment (Compulsion) [Mind-Affecting] Effect: You bring special favor upon yourself and your allies □□□□□ Protection from Energy School: Abjuration [AirSchool, EarthSchool, FireSchool, WaterSchool] Effect: Protection from energy grants temporary immunity to □□□□□ Remove Blindness/Deafness School: Conjuration (Healing) Effect: Remove blindness/deafness cures blindness or deaf □□□□□ Remove Curse School: Abjuration Effect: Remove disease can cure all diseases from which th □□□□□ Searing Light School: Conjuration (Healing) Effect: Remove disease can cure all diseases from which th □□□□□ Searing Light School: Conjuration (Healing) Effect: Focusing divine power like a ray of the sun, you project.	cetcion from good spell, and good summoned crea DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: yes (harmless, object) cement bonus of +1. SR: possessions into a single block of stone. DC: 17, Will negates (harmless) SR: Yes (harmless) an sleep even longer for more benefits. DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) letect by divination spells such as clairaudience/cla DC: 17, Will negates (object) SR: Yes (object) L[scrying] effects, such as the scrying spell or a cry SR: Yes swhile bringing disfavor to your enemies. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) to the type of energy you specify when you cast it. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) fness. DC: 17, Will negates (harmless) SR: Yes (harmless) ra creature. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) ne subject is suffering. DC: 17, Will negates (harmless) SR: Yes (harmless) sex byes (harmless) he subject is suffering. DC: 17, Will negates (harmless)	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature touch 1 standard action Target: All allies and fid 1 standard action Target: Creature touch 1 standard action Target: Ray	5 hours Id touched 50 minutes 8 hours Immanation 5 hours Spicet touched Lt, and detect spells. 8 hours [D] In the spice of the spice o	Personal 30 ft. Touch Touch 40 ft. you Touch Touch Touch Touch Touch Touch	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, MDF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, Caster Level:5 V, S Caster Level:5 V, S, Ga pair of golden bracelets worth 100 gp each worn by both you and the target) Caster Level:5 V, S	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.324 Concentration:+9 PFCR: p.322 Concentration:+9 PFCR: p.332
Ghool: Transmutation Effect: You imbue a suit of armor or a shield with an enhance of Effect: You imbue a suit of armor or a shield with an enhance of Effect: You imbue a suit of armor or a shield with an enhance of Effect: Tweld into Stone School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and provided in the stone of	prection from good spell, and good summoned creat DC: 17, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) Letect by divination spells such as clairaudience/clation DC: 17, Will negates (object) SR: Yes (object) Letect by divination spells such as clairaudience/clation DC: 17, Will negates (object) SR: Yes (object) Letect by divination spells such as clairaudience/clation DC: 17, Will negates (object) SR: Yes (object) SR: Yes (object) Letect by divination spells such as clairaudience/clation DC: 17, Fortitude negates (harmless) SR: Yes (harmless) The type of energy you specify when you cast it. DC: 17, Fortitude negates (harmless) SR: Yes (harmless) The control of the spell of the spel	1 standard action Target: Armor or shield 1 standard action Target: You 1 minute Target: 30-ftradius et 1 standard action Target: Creature or obi irroyance, locate object 1 standard action Target: One object toustal ball. 1 standard action Target: All allies and fe 1 standard action Target: Creature touch 1 standard action Target: Greature touch 1 standard action	5 hours Id touched 50 minutes 8 hours manation 5 hours bject touched bt, and detect spells. 8 hours [D] uched of up to 500 lbs. 5 rounds foes within a 40-ftradius burst centered on 50 minutes or until discharged hed Instantaneous hed Instantaneous bject touched Instantaneous hed S0 minutes [D]	Personal 30 ft. Touch Touch 40 ft. you Touch Touch Touch Touch Touch Medium (150 ft.)	Caster Level:5 V, S, DF Caster Level:5 V, S, M (a little silk pillow worth 100 gp) Caster Level:5 V, S, M Caster Level:5 V, S, MDF Caster Level:5 V, S, DF Caster Level:5 V, S, DF Caster Level:5 V, S, Caster Level:5 V, S Caster Level:5 V, S, F (a pair of golden bracelets worth 100 gp each worm by both you and the target) Caster Level:5 V, S Caster Level:5 V, S Caster Level:5	Concentration:+9 PFCR: p.312 Concentration:+9 PFAPG: p.233 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.317 Concentration:+9 PFCR: p.322 Concentration:+9 PFCR: p.332 Concentration:+9 PFCR: p.338 Concentration:+9

		Cleric Sp	ells			
Effect: Target is shaken and cannot use hero points.						
□□□□□ Speak with Dead	DC: 17, Will negates; see text	10 minutes	5 minutes	10 ft.	V, S, DF	PFCR: p.346
School: Necromancy [Language-Dependent]	SR: No	Target: One dead c	reature		Caster Level:5	Concentration:+9
Effect: You grant the semblance of life to a corpse, allowing	it to answer questions.					
□□□□□ Stone Shape		1 standard action	Instantaneous	Touch	V, S, M/DF	PFCR: p.349
School: Transmutation [Earth, EarthSchool]	SR: No	Target: Stone or sto	ne object touched, up to 15 cu. ft.		Caster Level:5	Concentration:+9
Effect: You can form an existing piece of stone into any sha						
□□□□□*Suggestion	DC: 17, Will negates	1 standard action	5 hours or until completed	Close (35 ft.)	V, M	PFCR: p.350
School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Yes	Target: One living c	reature		Caster Level:5	Concentration:+9
Effect: You influence the actions of the target creature by su	ingesting a course of activity					
□□□□□Summon Monster III		1 round	5 rounds [D]	Close (35 ft.)	V, S, F/DF	PFCR: p.352
School: Conjuration (Summoning)	SR: No	Target: One summo	oned creature		Caster Level:5	Concentration:+9
Effect: This spell functions like summon monster I, except the				d4+1 creatures of the s		
Unravel Destiny	DC: 17, Will negates	1 standard action	5 rounds	Close (35 ft.)	V, S, DF	PFAPG: p.325
School: Divination	SR: Yes	Target: One creatur	e		Caster Level:5	Concentration:+
Effect: Target gets -2 on ability checks, attack rolls, saving to	hrows, and skill check per hero point it possesse	s and takes 2d6 dama	ige when spending hero points.			
□□□□ Vision of Hell	DC: 17, Will Negates		CASTERLEVEL minutes [D]	Medium (150 ft.)	V, M (a pinch of brimstone)	PoD: p.47
School: Illusion (Glamer) [Evil]	SR: No	Target: 50-ftradius	emanation		Caster Level:5	Concentration:+
Effect: You overlay a realistic illusion of a terrifying hellscape	e upon an area, causing creatures to be shaken.	, and the second				
□□□□ Water Breathing	DC: 17, Will negates (harmless)	1 standard action	10 hours; see text	Touch	V, S, M/DF	PFCR: p.368
School: Transmutation [WaterSchool]	SR: Yes (harmless)	Target: Living create	ures touched		Caster Level:5	Concentration:+
Effect: The transmuted creatures can breathe water freely.						
□□□□ Water Walk	DC: 17, Will negates (harmless)	1 standard action	50 minutes [D]	Touch	V, S, DF	PFCR: p.368
School: Transmutation [Water]	SR: Yes (harmless)	Target: 5 touched c	reatures		Caster Level:5	Concentration:+
Effect: The transmuted creatures can tread on any liquid as						
□□□□ Wind Wall	DC: 17, None; see text	1 standard action	5 rounds	Medium (150 ft.)	V, S, M/DF	PFCR: p.370
School: Evocation [Air, AirSchool]	SR: Yes	Target: Wall up to 5	0 ft. long and 25 ft. high [S]		Caster Level:5	Concentration:+
Effect: An invisible vertical curtain of wind appears.	DO 47 MCH	4 - 1 - 1 - 1 - 1	E with the	T	1)/ 0 DE	DE4.DO . 655
□□□□□ Wrathful Mantle	DC: 17, Will negates (harmless)	1 standard action	5 minutes	Touch or 5 ft.; see to	ext V, S, DF	PFAPG: p.257
School: Evocation [Force, Light]	SR: Yes (harmless)	Target: creature tou	ched or all creatures within 5 ft.; see text		Caster Level:5	Concentration:+
Effect: Subject shines and gets 1 on all saves.						
		* =Domain/Specialit	y Spell			

Saenvan	
	Human
	RACE
	19
	AGE
	Male
	GENDER
	VISION
	Lawful Evil
	ALIGNMENT
	Right
	DOMINANT HAND
	5' 9"
	HEIGHT
	175 lbs.
	WEIGHT
	EYE COLOUR
	SKIN COLOUR
	,
	HAIR
	PHOBIAS
	1
	PERSONALITY TRAITS
	INTERESTS
	SPOKEN STYLE / CATCH PHRASE
	RESIDENCE
	LOCATION
	None
	REGION

Description: Biography: