Saenvan	Allard	d		Asmodeus	None	Lawful Evil
CHARACTER NAME	PLAYER	NAME		DEITY	REGION	ALIGNMENT
Cleric (Missionary) 10	Humar	ı Me	edium / 5 ft.	5' 9"	175 lbs.	Normal
CLASS	RACE	SIZ	E / FACE	HEIGHT	WEIGHT	VISION
10 / 9 10500	0 / 155000 19	Ma	ale			
Character Level / CR EXP / N	EXT LEVEL AGE	GE	NDER	EYES	HAIR	POINTS
ABILITY NAME ABILITY EQUIPPED ABILITY ABILI SCORE SCORE MODIFIER DAMA	AGE		WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR 13 +1	HP hit points	80				Walk 20 ft.
Strength	AC	22 21	12 10	0.2.2.0.		35 -3 0
DEX 14 +2	armor class			- - -	0 + 0 + 0 + 0 + 0 ATURAL DEFLEC- DODGE MISC	
CON 12 +1	T	TOTAL FLAT			TURAL DEFLEC- DODGE MISC RMOR TION	MISS ARCANE ARMOR SPELL CHANCE SPELL CHECK RESIST FAILURE PENALTY
Constitution	INITI	ATIVE +2	+2 + +0	TOTAL SKILLPOINTS: 70	SKILLS	1111/ 5 11// 5 10// 5
INT 14 +2	mo	odifier		SKILL NA	MEN ADMITTY	SKILL ABILITY RANKS MISC MODIFIER MODIFIER MODIFIER
WIS 20 24 +7	:=:	TOTAL	DEX MISC MODIFIER MODIFIER	/ Acrobatics	DEX	-1 = 2 + -3
WIS 20 24 +7		ATTACK	+7/+2	/ Appraise	INT	7 = 2 + 2 + 3
CHA 10 +0			Modium	/ Bluff	CHA	17 = 0 + 7 + 10
SAVING THROWS TOTAL	BASE ABILITY MAGIC MISC		Medium onditional Modifiers	Climb	STR	-2 = 1 + -3
	SAVE		•	Craft (Untrained)	INT	2 = 2
FORTITUDE +10 =	+7 +1 +2 + +0	+ +0 +		/ Diplomacy	CHA	18 = 0 + 8 + 10 10 = 0 + 7 + 3
REFLEX +7 = -	+3 + +2 + +2 + +0	+ +0 +	"	DisguiseEscape Artist	CHA DEX	10 = 0 + 7 + 3
(dexterity)				/ Fly	DEX	-1 = 2 + -3
WILL +18 = -	+7 + +7 + +2 + +2	+ +0 +		/ Heal	WIS	7 = 7
				/ Intimidate	CHA	7 = 0 + 7
TOTAL +8/+3	BASE ATTACK BONUS	STAT SIZE MIS		Knowledge (Nobility)	INT	8 = 2 + 3 + 3
attack bonus +6/+3	= +7/+2	+ +1 + +0 + +	0 + 0 +	Knowledge (Planes)	INT	14 = 2 + 9 + 3
RANGED +9/+4	= +7/+2	+ +2 + +0 + +	0+0+	Knowledge (Religion)	INT	17 = 2 + 10 + 5
attack bonus				Perception	WIS	7 = 7
CMB +8/+3	= +7/+2	+ +1 + +0 + ++	6 + +	Perform (Oratory)	CHA	9 = 0 + 6 + 3
attack bonus GRAPPLE	TRIP DISAR	M SUNDER	BULL RUSHOVERRUN	Perform (Untrained) Profession (Barrister)	CHA WIS	0 = 0
Offense +8/+3	+8/+3 +8/+		+8 +8	/ Ride	DEX	-1 = 2 + -3
Defense 20	20 20	20	20 20	Sense Motive	WIS	19 = 7 + 9 + 3
				Spellcraft	INT	15 = 2 + 10 + 3
*Mace +1 (Heavy/U	Inholy) HAND Primary		TICAL REACH 0/x2 5 ft.	✓ Stealth	DEX	6 = 2 + 4
To Hit	Dam	To Hit	Dam	/ Survival	WIS	7 = 7
1H-P +9/+4	1d8+2 ^{2W-P-(OH)}	+3/-2	1d8+2	/ Swim	STR	-1 = 1 + 1 + -3
1H-O +5/+0	1d8+1 2W-P-(OL)	+5/+0	1d8+2			= + +
2H +9/+4	2W-OH	-1	1d8+1	(,, h.,, d.	topic and W. acceleration allittle	= + +
Special Properties	evil aligned, +2d6 damage and 1 negative level bestower			✓: can be used t	untrained. X: exclusive skills.	: Skill Mastery.
*01.1.1.4	HAND	TYPE SIZE CRI	TICAL REACH	Char	nnel Negative En	ergy
*Shield +1 (Heavy	Off-hand		0/x2 5 ft.			
TOTAL ATTACK BONU	S	DAMAGE		Channel Negative Energy (Su):You		nergy. You must choose to deal
-6		1d4		5d6 points of negative energy damage damage. Creatures that take damage	ge to living creatures or to heal und	ead creatures of 5d6 points of
*Gauntlet (Spik	rod) HAND	TYPE SIZE CRI		damage. You can use this ability 3 til		
	Equippe		0/x2 5 ft.			
To Hit 1H-P +8/+3	Dam 1d4+1 2W-P-(OH)	To Hit +2/-3	Dam 1d4+1		Copycat	
1H-O +4/-1	1d4 2W-P-(OL)	+4/-1	1d4+1	Uses per Day		
2H +8/+3	2W-OH	+0	1d4	Copycat (Sp):You can create an illu		
*: weapon is equipped				single Mirror Image and lasts for 10 r have no more than one Copycat at a	time. This ability does not stack wi	
1H-P: One handed, in primary hand. 1H-O: On			s, primary hand (off	use this ability 10 times per day. [Pai	izo Inc Core Rulebook, p.48]	
hand weapon is heavy). 2W-P-(OL): 2 weapon	s, primary hand (off hand weapon is	light). 2W-OH : 2 weapons,	off hand.		Master's Illusion	
ARMOR	TYPE	AC MAXDEX CHEC				
*Elven Chain +	9	+8 +4 -2	20			
*Shield +1 (Heavy/S	30 hp/inch, hardness 15 Steel) Heav	v +3 -1	15	Master's Illusion (Sp): You can crea of allies within 30 feet for 10 rounds.		
Official 11 (Floavy/	- ricav	,1	10	disbelieve this effect is 22. The round		
					Coutho of Full	
					Scythe of Evil	

Uses per Day

Uses per Day

Scythe of Evil (Su):You can give a weapon you touch the Unholy special weapon quality for 10 rounds. You can use this ability 1 times per day. [Paizo Inc. - Core Rulebook, p.44]

Swaying Word

М	ace (Heavy/Alchemical	Silver)	HAND	TYPE	SIZE	CRITICAL	REACH
	(Heavy/Alchemical	Carried	В	M	20/x2	5 ft.	
	To Hit	Dam			To Hi	t	Dam
1H-P	+8/+3	1d8+1	2W-P-(OH)		+2/-3	3	1d8+1
1H-O	+4/-1	1d8	2W-P-(OL)	+4/-1			1d8+1
2H	+8/+3		2W-OH	-2			1d8
Special	Properties		10 hp/inch.	hardnes	s 8	·	

		D				HAND	TYPE	SIZE	CRITICAL	REACH
		υag	ger							
					Carried	PS M 19-20/x2			2 5 ft.	
		To H	it	Da	m			To Hi	t	Dam
1H-	Р	+8/+	3	1d4	+1	2W-P-(OH)		+2/-3	3	1d4+1
1H-0	0	+4/-	1	1d	4	2W-P-(OL)	+4/-1			1d4+1
2H		+8/+	3			2W-OH		+0		1d4
		10 ft.	20 ft.			30 ft.		40 ft.		50 ft.
TH	+9/+4 +7/+2		+5/+0	+3/-2		+1/-4				
Dam		1d4+1	1d4+	1		1d4+1	1	d4+1		1d4+1

	Crossh	OW (Light)		HAND	TYPE	SIZE	CR	ITICAL	REACH
	0.000	(Ligiti)		Carried	Р	M	19	-20/x2	5 ft.
F	Range: 30 ft.	-4		Da	mag	je: 1d8			
	80 ft.	160 ft.		240 ft.		320 ft.		40	00 ft.
TH	+9/+4	+7/+2		+5/+0	+5/+0 +3/-2 +1/-4		1/-4		
Dam	1d8	1d8		1d8 1d8 1c		1d8		d8	
	480 ft.	560 ft.		640 ft.		720 ft.		80	00 ft.
TH	-1/-6	-3/-8		-5/-10		-7/-12		-9	/-14
Dam	1d8	1d8	1d8		1d8		1d8		

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Circlet of Disguise (Wis)	Equipped	1	0	6,700
Headband of Inspired Wisdom +2	Equipped	1	1	4,000
Mace +1 (Heavy/Unholy) evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder	Equipped	1	8	18,312
Shield +1 (Heavy/Steel)	Equipped	1	15	1,170
Gauntlet (Spiked)	Equipped	1	0	5
Angelskin Shirt	Equipped	1	0	1,000
Cloak of Resistance +2	Equipped	1	1	4,000
Elven Chain +2	Equipped	1	20	9,150
30 hp/inch, hardness 15	Equipped	1	5	3,000
Rod (Extend/Lesser)	Lquippeu	'	3	3,000
Scroll (Animate Dead)	Equipped	2	0 (0)	375 (750)
Scroll (Cause Fear)	Equipped	2	0 (0)	25 (50)
□□ Scroll (Comprehend Languages)	Equipped	1	0	25
Scroll (Death Ward)	Equipped	2	0 (0)	700 (1,400)
Scroll (Dimensional Anchor)	Equipped	2	0 (0)	700 (1,400)
Scroll (Dismissal)	Equipped	2	0 (0)	700 (1,400)
Scroll (Dispel Magic)	Equipped	2	0 (0)	375 (750)
Scroll (Enthrall)	Equipped	1	0	150
□ Scroll (Ghostbane Dirge/Cleric/5th/ Divine/Minor)	Equipped	2	0 (0)	250 (500)
Scroll (Invisibility)	Equipped	1	0	150
Scroll (Magic Missile)	Equipped	1	0	25
□ Scroll (Remove Blindness/Deafness)	Equipped	1	0	375
Scroll (Remove Curse)	Equipped	2	0 (0)	375 (750)
Scroll (Remove Disease)	Equipped	1	0	375
□ Scroll (Resist Energy) 	Equipped	2	0 (0)	150 (300)
Scroll (Restoration (Lesser))	Equipped	2	0 (0)	150 (300)
TOTAL WEIGHT CARRIED/VA	LUE			/ 60,794
			lbs.	gp

FOLUDIAL				
EQUIPME				
ITEM	LOCATION	QTY	WT	COST
Scroll (Restoration)	Equipped	2	0 (0)	800
00				(1,600)
Scroll (Sending)	Equipped	2	0 (0)	700
00				(1,400)
Scroll (Silence)	Equipped	1	0	150
Scroll (Sleep)	Equipped	1	0	25
, ,, n				
Scroll (Stone Shape)	Equipped	1	0	375
5				
Scroll (Undetectable Alignment)	Equipped	1	0	150
	_qa.ppoa	•	ŭ	
⊔ Scroll (Vision of Hell)	Equipped	1	0	375
Scroll (vision of Hell)	Lquipped	'	U	373
Delta (Cranalani)(4.0)	Fauinned	4	1	4
Bolts (Crossbow/10)	Equipped	1	1	1
00000 00000				
Mace (Heavy/Alchemical Silver)	Carried	1	8	102
10 hp/inch, hardness 8	O-mi-d	_	4 (0)	0 (4)
Dagger	Carried	2	1 (2)	2 (4)
Crossbow (Light)	Carried	1	4	35
0 lbs.				
Wand (Cure Light Wounds/Cleric/1st)	Equipped	1	0	540
- مدمود مدمود م				
TOTAL WEIGHT CARRIED/VA	LUE		65.35	/ 60,794
			lbs.	gp
WEIGHT ALLO	MANOE		·	

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 Knot of Thorns, p.91]

Either you have defamed the great god Mitra or you have been found guilty of worshipping one of the forbidden deities (who preeminent among them is Asmodeus). Punishment: Death by burning. Benefit: +2 trait bonus to Knowledge (Religion) and Knowledge (Religion) becomes a class skill for you.

Natural-Born Leader [Paizo Inc. - Advanced Player's Guide, p.330]

You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event from your early childhood where you led several other children to accomplish a goal that each of you individually could not. All cohorts, followers, or summoned creatures under your leadership gain a +1 morale bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.

Special Attacks Channel Negative Energy (Su) [Paizo Inc. - Core Rulebook, p.40]

You can unleash a wave of negative energy. You must choose to deal 5d6 points of negative energy damage to living creatures or to heal undead creatures of 5d6 points of damage. Creatures that take damage from channeled energy receive a DC 15 Will save to halve the damage. You can use this ability 3 times per day.

Swaying Word (Ex) [Allard Hoeve -Houserules, p.41]

Once per day you may speak a word of divinely inspired wisdom that causes a single creature to switch its alliance to you. The target must be within line of sight and able to

hear you. If he fails his Will save (DC 22), he is affected by dominate person, except the duration is only 1 minute. This ability replaces Channel Energy at 7th level.

Special Qualities

Aura (Ex) [Paizo Inc. - Core Rulebook, p.]

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

Aura of Evil (Ex) [Paizo Inc. - Core Rulebook]

[Paizo Inc. - Core Aura of Law (Ex) Rulebook]

You project a strong lawful aura.

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

Humans select one extra feat at 1st level

Bonus Spell Penetration (Outsiders) (3x) [Paizo Inc. - Advanced Player's Guide]

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

Charm of Wisdom (Ex) Houserules, p.41]

You use your Wisdom modifier instead of your Charisma modifier when making Bluff, Diplomacy, and Intimidate checks. This ability replaces Channel Energy at 1st level. Copycat (Sp) [Paizo Inc. - Core

Rulebook, p.481 You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 10 rounds, or until the illusory duplicate is dispelled or destroyed. You can have no more than one Copycat at a time. This ability

does not stack with the Mirror Image spell. You can use this ability 10 times per day. Hell's Corruption (Su) [Paizo Inc. - Advanced Player's Guide, p.90]

You can cause a creature to become more susceptible to corruption as a melee touch attack. Creatures touched take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for 5 rounds. You can use this ability 10 times per day.

Master's Illusion (Sp) [Paizo Inc. - Core Rulebook, p.48]

You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 10 rounds. This ability otherwise functions like the spell Veil. The save DC to disbelieve this effect is 22. The rounds do not need to be consecutive.

[Paizo Inc. - Core Orisons 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 10.

Scythe of Evil (Su) [Paizo Inc. - Core Rulebook, p.44]

You can give a weapon you touch the Unholy special weapon quality for 10 rounds. You can use this ability 1 times per day.

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

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

Spontaneous Casting

[Allard Hoeve Houserules, p.40] An evangelist does not gain the ability to spontaneously cast cure or inflict spells by

sacrificing prepared spells. However, an evangelist can spontaneously cast: command (1st. DC 19). hold person (2nd, DC 20),

tongues (3rd). suggestion (4th, DC 22),

greater command (5th, DC 23),

geas/quest (6th, DC 24),

mass suggestion (7th, DC 25),

sympathy (8th, DC 26) and

demand (9th, DC 27)

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

Neapon and Armor Proficiency

[Paizo Inc. - Core Rulebook1

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

Feats

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

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

Craft Wondrous Item

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

You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use

up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 for more information. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

Divine Leadership [Allard Hoeve Houserules, p.1]

This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table 5-2 for what level of cohort and how many followers you can recruit.

Special: This feat works exactly like Leadership, except that you add your Wisdom modifier to your Leadership Score instead of your Charisma modifier.

Special: You cannot take this feat if you have the Leadership feat.

Special: Any effect that modifies your Leadership score also affects your Divine eadership Score. You can take any feat that depends on Leadership if you take Divine

Your current Divine Leadership score is 18. You can attract a cohort of up to level 8

Scribe Scroll

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

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

Spell Focus (Enchantment)

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

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

Spell Penetration

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

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

Escape Route

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

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

Iron Will

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

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

DOMAINS

Devil Subdomain (Evil)

Trickery

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

PROFICIENCIES

TEMPLATES

Nessian Knot Training

Way of the Wicked Villain

Wisdom of Abbadon

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	6+1	6+1	5+1	4+1	3+1	_	_	_	
Concentration	+17									

		LEVEL (1			
Name	Save Information	Time	Duration	Range	Comp.	Source
	DC: 17, Will negates	1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.249
School: Necromancy	SR: Yes	Target: One living cre	ature		Caster Level:10	Concentration:+17
Effect: You cause a living creature that is below 0 hit points	out stabilized to resume dying.	1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.262
School: Conjuration (Creation) [Water]	SR: No	Target: Up to 20 gallo		01030 (00 11.)	Caster Level:10	Concentration:+17
Effect: This spell generates wholesome, drinkable water, jus						
DDDD Detect Magic		1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	CR: p.267
School: Divination Effect: You detect magical auras.	SR: No	Target: Cone-shaped	emanation		Caster Level:10	Concentration:+17
DDDD Detect Poison		1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.268
School: Divination	SR: No	Target: Or Area one of	reature, one object, or a 5-ft. cube		Caster Level:10	Concentration:+17
Effect: You determine whether a creature, object, or area ha	s been poisoned or is poisonous. DC: 17, Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	CR: p.292
School: Divination	SR: Yes	Target: Creature touc	· ·		Caster Level:10	Concentration:+17
Effect: This spell imbues the subject with a touch of divine g						
DDDD Light	00 N	1 standard action	100 minutes	Touch	V, M/DF	CR: p.304
School: Evocation [Light, WoodSchool] Effect: This spell causes a touched object to glow like a torci	<i>SR</i> : No 1.	Target: Object touche	a .		Caster Level:10	Concentration:+17
□□□□ Mending	DC: 17, Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	CR: p.312
School: Transmutation [MetalSchool]	SR: Yes (harmless, object)	Target: One object of	up to 10 lb.		Caster Level:10	Concentration:+17
Effect: This spell repairs damaged objects, restoring 1d4 hit Purify Food and Drink	DC: 17, Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	CR: p.328
School: Transmutation	SR: Yes (object)		ntaminated food and water		Caster Level:10	Concentration:+17
Effect: This spell makes spoiled, rotten, diseased, poisonous		-	and drinking. 100 minutes	Poreonal	VSE	CP: p 320
School: Divination	SR:	1 standard action Target: You	100 IIIIIIules	Personal	V, S, F Caster Level:10	CR: p.330 Concentration:+17
Effect: You can decipher magical inscriptions on objectsbo	oks, scrolls, weapons, and the likethat would oth	erwise be unintelligible				
□□□□ Resistance	DC: 17, Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	CR: p.334
School: Abjuration Effect: You imbue the subject with magical energy that prote	SR: Yes (harmless)	Target: Creature touc	ned		Caster Level:10	Concentration:+17
DDDD Spark	DC: 17, Fortitude negates (object)	1 standard action	Instantaneous	Close (50 ft.)	V or S	APG: p.246
School: Evocation, FireSchool [Fire]	SR: Yes (object)	Target: one Fine obje	et		Caster Level:10	Concentration:+17
Effect: Ignites flammable objects.	DC: 17, Will negates (harmless)	1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.348
School: Conjuration (Healing)	SR: Yes (harmless)	Target: One living cre		Close (50 It.)	Caster Level:10	Concentration:+17
Effect: Upon casting this spell, you target a living creature th		ranges. One living ore	ataio		Custor Level. 10	Concentration: 117
ODDO <u>Virtue</u>		1 standard action	1 min.	Touch	V, S, DF	CR: p.365
School: Transmutation Effect: With a touch, you infuse a creature with a tiny surge of	SR: Yes (harmless) of life, granting the subject 1 temporary hit point.	Target: Creature touc	ned		Caster Level:10	Concentration:+17
		LEVEL	1			
			•	_	_	_
Name	Save Information	Time 1 standard action	Duration 10 minutes	Range	Comp. V, S, M/DF (a single	Source UC: p.222
Abundant Ammunition		Time 1 standard action	Duration 10 minutes	Range	V, S, M/DF (a single piece of ammunition)	UC: p.222
	Save Information SR: No	Time	Duration 10 minutes	Range	V, S, M/DF (a single	
School: Conjuration (Summoning)		Time 1 standard action	Duration 10 minutes	Range	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small	UC: p.222
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation)	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless)	Time 1 standard action Target: one container 1 standard action	Duration 10 minutes touched	Touch	V, S, M/DF (a single piece of ammunition) Caster Level:10	UC: p.222 Concentration:+17
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object.	Time 1 standard action Target: one container 1 standard action Target: one creature of	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand	Touch ded weapon	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless)	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohance 20 hours	Touch	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley)	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object.	Time 1 standard action Target: one container 1 standard action Target: one creature of	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohance 20 hours	Touch ded weapon	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless)	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohance 20 hours	Touch ded weapon	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley)	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Chool: Enchantment (Compulsion) [Fear, Mind-Affecting,	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless)	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes	Touch ded weapon Touch	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S. M/DF (a small pulley) Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes	Touch ded weapon Touch	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours and 10 minutes urst, centered on you 10 minutes	Touch ded weapon Touch 50 ft.	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Bless School: Enchantment (Compulsion) [Mind-Affecting]	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes urst, centered on you	Touch ded weapon Touch 50 ft.	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohance 20 hours and 10 minutes urst, centered on you 10 minutes	Touch ded weapon Touch 50 ft.	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Bless School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion]	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless)	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to	Touch ded weapon Touch 50 ft. he caster	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Bless School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action Target: One living cre	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours end 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on touch the second of the	Touch ded weapon Touch 50 ft. 50 ft. he caster Close (50 ft.)	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S Caster Level:10 Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Bless School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours eed 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 144 rounds or 1 round; see text atture with 5 or fewer HD	Touch ded weapon Touch 50 ft. he caster	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, DF	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bless fills your enemies with fear and doubt. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened. Change Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action Target: One living cre 1 standard action Target: One living cre	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours eed 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 144 rounds or 1 round; see text atture with 5 or fewer HD	Touch ded weapon Touch 50 ft. 50 ft. he caster Close (50 ft.)	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, Caster Level:10 V, S	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bless fills your enemies with fear and doubt. Bless School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened. Chool: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it obeging the subject a single command.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action Target: One living cre 1 standard action Target: One living cre	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours eed 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 144 rounds or 1 round; see text atture with 5 or fewer HD	Touch ded weapon Touch 50 ft. 50 ft. he caster Close (50 ft.)	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, Caster Level:10 V, S	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting) Effect: Bes fills your allies with courage. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting) Effect: The affected creature becomes frightened. Cause Fear School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes C: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action Target: One living cre 1 standard action Target: One living cre 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 1d4 rounds or 1 round; see text lature with 5 or fewer HD 1 round lature 1 round	Touch ded weapon Touch 50 ft. 50 ft. Close (50 ft.)	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, Caster Level:10 V Caster Level:10 V Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.256 Concentration:+17
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened. Chool: 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]	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action Target: One living cre 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 1d4 rounds or 1 round; see text lature with 5 or fewer HD 1 round lature 1 round	Touch ded weapon Touch 50 ft. 50 ft. Close (50 ft.)	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, Caster Level:10 V Caster Level:10 V Caster Level:10 V	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting) Effect: Bes fills your allies with courage. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting) Effect: The affected creature becomes frightened. Cause Fear School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action Target: One living cre 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 1d4 rounds or 1 round; see text lature with 5 or fewer HD 1 round lature 1 round	Touch ded weapon Touch 50 ft. 50 ft. Close (50 ft.)	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, Caster Level:10 V Caster Level:10 V, S, M (a drop of you	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bleas fills your enemies with fear and doubt. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion] Effect: You give the subject a single command, which it ober Compulsion] Effect: You give the subject a single command, which it ober Compulsion] Effect: You give the subject a single command, which it ober Compulsion Enchantment (Compulsion) Engage Pependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion Enchantment (Compulsion) Engage Pependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Person Enchantment (Compulsion) Engage Pependent, Mind-Affecting)	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action Target: One living cre 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 1d4 rounds or 1 round; see text ature with 5 or fewer HD 1 round ature 1 round ature	Touch ded weapon Touch 50 ft. 50 ft. close (50 ft.) Close (50 ft.)	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Bless School: Enchantment (Compulsion) [Mind-Affecting] Effect: Base fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened. Cause Fear School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the subject as single command.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster and 1 standard action Target: One living cre 1 standard action Target: Standard action Target: One living cre 1 standard action Target: You	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours end 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 1d4 rounds or 1 round; see text ature with 5 or fewer HD 1 round ature 10 rounds	Touch ded weapon Touch 50 ft. 50 ft. Close (50 ft.) Close (50 ft.) Personal	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Base fills your enemies with fear and doubt. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened. Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion] Compel Hostility School: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compel Hostility School: Enchantment (Compulsion) [Mind-Affecting] Effect: Compels opponents to attack you instead of your allied.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes CC: 19, Will partial SR: Yes DC: 18, Will partial SR: Yes CC: 19, Will negates SR: Yes SR: Yes SR: Yes To: 10, Will negates SR: Yes To: 19, Will negates SR: Yes	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action Target: One living cre 1 standard action Target: You 1 standard action Target: You 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 1d4 rounds or 1 round; see text ature with 5 or fewer HD 1 round ature 1 round ature	Touch ded weapon Touch 50 ft. 50 ft. close (50 ft.) Close (50 ft.)	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V, S, M (a drop of you blood) Caster Level:10 V, S, M/DF	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.258
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Bless School: Enchantment (Compulsion) [Mind-Affecting] Effect: Base fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened. Cause Fear School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the compulsion of the subject as single command, which it ober the subject as single command.	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, See text SR: See text SR:	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action Target: One living cre 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours end 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 1d4 rounds or 1 round; see text ature with 5 or fewer HD 1 round ature 10 rounds	Touch ded weapon Touch 50 ft. 50 ft. Close (50 ft.) Close (50 ft.) Personal	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17
School: Conjuration (Summoning) Effect: Replaces normagical ammunition every round. Compand Compand Cause Fear School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your diles with courage. Cause Fear Cachoel: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: Triptes carrying capacity of a creature. Cause Fear Cause Fear Cachoel: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your enemies with fear and doubt. Cause Fear Cachoel: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your dilles with courage. Cause Fear Cachoel: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it obey Compand Compan	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, See text SR: See text SR:	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action Target: One living cre 1 standard action Target: You 1 standard action Target: You 1 standard action Target: You	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours end 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 1d4 rounds or 1 round; see text ature with 5 or fewer HD 1 round ature 10 rounds	Touch ded weapon Touch 50 ft. 50 ft. Close (50 ft.) Close (50 ft.) Personal	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V, S, M (a drop of you blood) Caster Level:10 V, S, M/DF	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.258
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened. Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion: Enchantment (Compulsion) [Mind-Affecting] Effect: You can understand the spoken words of creatures or Compulsion: Compulsion (Healing)	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes CC: 19, Will partial SR: Yes DC: 19, Will negates SR: Yes CC: 19, Will negates SR: Yes CC: 19, Will negates SR: Yes SR: Yes CC: 19, Will negates SR: Yes CC: 18, Will heaft (harmless); see text SR: Yes CC: 18, Will half (harmless); see text SR: Yes (harmless); see text	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action 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: Creature touch Target: Creature touch	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours leed 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on touch the stature with 5 or fewer HD 1 round ature 10 rounds 100 minutes Instantaneous	Touch ded weapon Touch 50 ft. 50 ft. he caster Close (50 ft.) Close (50 ft.) Personal	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.258 Concentration:+17
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Line Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes CC: 19, Will partial SR: Yes DC: 19, Will negates SR: Yes CC: 19, Will negates SR: Yes CC: 19, Will negates SR: Yes SR: Yes CC: 19, Will negates SR: Yes CC: 18, Will heaft (harmless); see text SR: Yes CC: 18, Will half (harmless); see text SR: Yes (harmless); see text	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action 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: Creature touch Target: Creature touch	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours leed 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on touch the stature with 5 or fewer HD 1 round ature 10 rounds 100 minutes Instantaneous	Touch ded weapon Touch 50 ft. 50 ft. he caster Close (50 ft.) Close (50 ft.) Personal	V, S. M/DF (a single piece of ammunition) S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V Caster Level:10 V, S, M (a drop of you blood) V, S, M/DF Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.258 Concentration:+17 CR: p.258 Concentration:+17 CR: p.258 Concentration:+17 CR: p.258
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Renchantment (Compulsion) [Language-Dependent, 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 ober Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion] Compel Hostility School: Enchantment (Compulsion) [Mind-Affecting] Effect: Compels opponents to attack you instead of your allied and the spoken words of creatures of Compels of Compulsion (Healing) Effect: When laying your hand upon a living creature, you chapping Water School: Necromancy [Evil]	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, see text SR: SR: read otherwise incomprehensible written messar DC: 18, Will half (harmless); see text SR: Yes (harmless); see text annel positive energy that cures 1d8+5 points of opc: 18, Will negates (object) SR: Yes (object)	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action 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: Creature touclamage.	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 1d4 rounds or 1 round; see text ature with 5 or fewer HD 1 round ature 1 round ature 10 rounds 100 minutes Instantaneous ned Instantaneous	Touch ded weapon Touch 50 ft. 50 ft. Close (50 ft.) Close (50 ft.) Personal Personal Touch	V, S, M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V V, S, M (a drop of you blood) Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF Caster Level:10 V, S, Caster Level:10 V, S, M/DF Caster Level:10 Caster Level:10 Caster Level:10 Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.258 Concentration:+17 CR: p.263 Concentration:+17
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting) Effect: Bes fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened. Cause Fear School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion] Compel Hostility School: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compel Hostility School: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compel Hostility School: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compel Hostility School: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compel Hostility School: Enchantment (Compulsion) [Mind-Affecting] Effect: Compels opponents to attack you instead of your allied to the subject of the subject	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, see text SR: SR: read otherwise incomprehensible written messar DC: 18, Will half (harmless); see text SR: Yes (harmless); see text annel positive energy that cures 1d8+5 points of opc: 18, Will negates (object) SR: Yes (object)	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action 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: Creature touclamage. 1 minute Target: Flask of water	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours end 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on to 1d4 rounds or 1 round; see text ature with 5 or fewer HD 1 round ature 10 rounds 100 minutes 110 minutes 110 rounds	Touch Jed weapon Touch 50 ft. 50 ft. he caster Close (50 ft.) Close (50 ft.) Personal Personal Touch Touch	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V, S, M (a drop of you blood) Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF Caster Level:10 V, S, Caster Level:10 V, S, M/DF Caster Level:10 Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.258 Concentration:+17 CR: p.263 Concentration:+17 CR: p.263 Concentration:+17
Abundant Ammunition School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Air Bubble School: Conjuration (Creation) Effect: Creates a small pocket of air around your head or an Ant Haul School: Transmutation Effect: Triples carrying capacity of a creature. Bane School: Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] Effect: Bane fills your enemies with fear and doubt. Cause Fear School: Enchantment (Compulsion) [Mind-Affecting] Effect: Bless fills your allies with courage. Cause Fear School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: The affected creature becomes frightened. Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Command School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion: Enchantment (Compulsion) [Mind-Affecting] Effect: You give the subject a single command, which it ober Compulsion: Compulsion (Mind-Affecting) Effect: You give the subject a single command, which it ober Compulsion: Compulsion (Mind-Affecting) Effect: You give the subject a single command, which it ober Compulsion: Compulsion (Mind-Affecting) Effect: You give the subject a single command, which it ober Compulsion: Compulsion (Mind-Affecting) Effect: You give the subject a single command, which it ober Compulsion: Compulsion (Mind-Affecting) Effect: You give the subject a single command, which it ober Compulsion: Compulsion (Mind-Affecting) Effect: You give the subject a single command, which it ober Compulsion: Compulsion (Mind-Affecting) E	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes CC: 19, Will partial SR: Yes DC: 19, Will negates SR: Yes CC: 18, Will negates SR: Yes CC: 18, Will negates SR: Yes CC: 18, Will negates SR: SR: Yes CC: 18, Will negates DC: 18, Will negates DC: 18, Will negates DC: 18, Will negates DC: 18, Will negates (object) SR: Yes (object) e energy, turning it into unholy water.	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action 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 2 standard action Target: You 2 standard action Target: You 3 standard action Target: You 4 standard action Target: You 5 standard action Target: Creature touclamage. 1 minute Target: Flask of water 1 standard action	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours end 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on touched 11 round 12 round 13 round 14 rounds or 1 round; see text 15 round 16 round 17 round 18 round 19 round 10 rounds 100 minutes 11 round 11 round 12 round 13 round 14 rounds 15 round 16 rounds 17 round 18 round 19 rounds 19 rounds 100 minutes	Touch ded weapon Touch 50 ft. 50 ft. Close (50 ft.) Close (50 ft.) Personal Personal Touch	V, S. M/DF (a single piece of ammunition) Caster Level:10 V, S. M/DF (a small bladder filled with air) Caster Level:10 V, S. M/DF (a small pulley) Caster Level:10 V, S. DF Caster Level:10 V, S. DF Caster Level:10 V, S. DF Caster Level:10 V, S. M Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V, S, M (a drop of you blood) Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF Caster Level:10 V, S, Caster Level:10 V, S, M/DF Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S, F (a lantern)	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.258 Concentration:+17 CR: p.263
School: Conjuration (Summoning) Effect: Replaces nonmagical ammunition every round. Image: Replaces nonmagical ammunition every round. Effect: Creates a small pocket of air around your head or an an ammunition. Effect: Transmutation Effect: Triples carrying capacity of a creature. Image: Replaces ammunition Effect: Bane fills your enemies with fear and doubt. Image: Replaces ammunition every fear, Mind-Affecting) Effect: Bane fills your ellies with courage. Image: Replaces fills your allies fills fi	SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) object. DC: 18, Fortitude negates (harmless) SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes (harmless) DC: 18, Will partial SR: Yes DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, Will negates SR: Yes sto the best of its ability at its earliest opportunity DC: 19, see text SR: SR: read otherwise incomprehensible written messar DC: 18, Will half (harmless); see text SR: Yes (harmless); see text annel positive energy that cures 1d8+5 points of opc: 18, Will negates (object) SR: Yes (object)	Time 1 standard action Target: one container 1 standard action Target: one creature of 1 standard action Target: creature touch 1 standard action Target: 50-ftradius b 1 standard action Target: The caster an 1 standard action 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: Creature touclamage. 1 minute Target: Flask of water	Duration 10 minutes touched 10 minutes or one object no larger than a Large twohand 20 hours led 10 minutes urst, centered on you 10 minutes d all allies within a 50-ft. burst, centered on the lature with 5 or fewer HD 1 round lature 10 rounds 100 minutes Instantaneous ned Instantaneous touched 10 hours [D] Iantern	Touch Jed weapon Touch 50 ft. 50 ft. he caster Close (50 ft.) Close (50 ft.) Personal Personal Touch Touch	V, S. M/DF (a single piece of ammunition) Caster Level:10 S, M/DF (a small bladder filled with air) Caster Level:10 V, S, M/DF (a small pulley) Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V, S, M (a drop of you blood) Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF Caster Level:10 V, S, Caster Level:10 V, S, M/DF Caster Level:10 Caster Level:10	UC: p.222 Concentration:+17 UC: p.222 Concentration:+17 APG: p.202 Concentration:+17 CR: p.246 Concentration:+17 CR: p.249 Concentration:+17 CR: p.252 Concentration:+17 CR: p.256 Concentration:+17 CR: p.256 Concentration:+17 CR: p.258 Concentration:+17 CR: p.263 Concentration:+17 CR: p.263 Concentration:+17

		Cleric Spe	عااد			
Double Deadeye's Lore		1 round	10 hours	Personal	V, S	UC: p.227
School: Divination	SR:	Target: You			Caster Level:10	Concentration:+17
Effect: Gain a +4 bonus on Survival and move full speed where the Deathwatch	nie tracking.	1 standard action	100 minutes	30 ft.	V, S	CR: p.265
School: Necromancy	SR: No	Target: Cone-shaped	emanation		Caster Level:10	Concentration:+17
Effect: Using the powers of necromancy, you can determine Decompose Corpse	DC: 18, Fortitude negates (object)	1 standard action	Instantaneous or 1 minute; see text	Touch	V, S, M	UM: p.216
School: Necromancy	SR: Yes (object)	Target: One corpse or	corporeal undead		Caster Level:10	Concentration:+17
Effect: Turn corpse into clean skeleton. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD		1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S, DF	CR: p.266
School: Divination Effect: You can sense the auras of chaotic creatures.	SR: No	Target: Cone-shaped	emanation		Caster Level:10	Concentration:+17
Detect Evil		1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S, DF	CR: p.266
School: Divination Effect: You can sense the presence of evil.	SR: No	Target: Cone-shaped	emanation		Caster Level:10	Concentration:+17
Detect Good		1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S, DF	CR: p.267
School: Divination Effect: You can sense the presence of good.	SR: No	Target: Cone-shaped	emanation		Caster Level:10	Concentration:+17
Detect Law		1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S, DF	CR: p.267
School: Divination Effect: You can sense the auras of lawful creatures.	SR: No	Target: Cone-shaped	emanation		Caster Level:10	Concentration:+17
Detect Undead		1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, M/DF	CR: p.269
School: Divination Effect: You can detect the aura that surrounds undead crea	SR: No tures.	Target: Cone-shaped	emanation		Caster Level:10	Concentration:+17
Dagnose Disease		1 standard action	Instantaneous	Close (50 ft.)	V, S	UM: p.216
School: Divination Effect: Detect and identify diseases.	SR: No	Target: One creature,	one object, or a 5-ft. cube		Caster Level:10	Concentration:+17
□□□□*Disguise Self		1 standard action	100 minutes [D]	Personal	V, S	CR: p.271
School: Illusion (Glamer) Effect: You make yourselfincluding clothing, armor, weapon	SR: ons, and equipmentlook different.	Target: You			Caster Level:10	Concentration:+17
□□□□□ <u>Divine Favor</u>		1 standard action	1 minute	Personal	V, S, DF	CR: p.273
School: Evocation Effect: Calling upon the strength and wisdom of a deity, you	SR: gain a +3 luck bonus on attack and weapon dam	Target: You age rolls.			Caster Level:10	Concentration:+17
Doom Doom	DC: 18, Will negates	1 standard action	10 minutes	Medium (200 ft.)	V, S, DF	CR: p.274
School: Necromancy [Fear, Mind-Affecting, Emotion] Effect: This spell fills a single subject with a feeling of horrib	SR: Yes le dread that causes it to become shaken.	Target: One living cre	ature		Caster Level:10	Concentration:+17
DDDD Endure Elements	DC: 18, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	CR: p.277
School: Abjuration Effect: A creature protected by endure elements suffers no	SR: Yes (harmless) harm from being in a hot or cold environment.	Target: Creature touc	hed		Caster Level:10	Concentration:+17
DDDD Entropic Shield	25	1 standard action	10 minutes [D]	Personal	V, S	CR: p.278
School: Abjuration Effect: A magical field appears around you, glowing with a continuous section of the sectio			ther ranged attacks.		Caster Level:10	Concentration:+17
Chapter Specific Computation It anguage Dependent	DC: 19, Will negates	1 standard action	1 round	Close (50 ft.)	V Caster Level:10	UM: p.220 Concentration:+17
School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Tes	Target: One creature			Caster Level:10	Concentration:+17
Effect: Target obeys your command to not do something.	DC: 18, Will negates (harmless); see text	1 standard action	100 minutes [D]	Touch	V, S, DF	CR: p.296
Effect: Target obeys your command to not do something.	SR: Yes	1 standard action Target: 10 creatures t		Touch	V, S, DF Caster Level:10	CR: p.296 Concentration:+17
Effect: Target obeys your command to not do something. DDDDDHide from Undead	SR: Yes			Touch		
Effect: Target obeys your command to not do something.	SR: Yes I by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless)	Target: 10 creatures to 1 round Target: Creature touck	ouched 1 minute hed		Caster Level:10	Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes I by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless)	Target: 10 creatures to 1 round Target: Creature touck	ouched 1 minute hed		Caster Level:10 V, S, M	Concentration:+17 House: p.295
Effect: Target obeys your command to not do something.	SR: Yes I by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) DO: 18, Will half SR: Yes	Target: 10 creatures to 1 round Target: Creature toucliver or good damage. 1 1 standard action Target: Creature toucliver.	ouched 1 minute hed arget detects as evil for the duration. Instantaneous	Touch	Caster Level:10 V, S, M Caster Level:10	Concentration:+17 House: p.295 Concentration:+17
Effect: Target obeys your command to not do something. Choci Abjuration Effect: Undead cannot see, hear, or smell creatures warded Choci Conjuration (Healing) [Evil] Effect: Anoint a wounded creature with devil's blood or unhance of the conjuration (Healing) [Evil] Effect: Anoint a wounded creature with devil's blood or unhance of the conjuration (Healing) [Evil]	SR: Yes I by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) DO: 18, Will half SR: Yes	Target: 10 creatures to 1 round Target: Creature toucliver or good damage. 1 1 standard action Target: Creature toucliver.	ouched 1 minute hed arget detects as evil for the duration. Instantaneous	Touch	Caster Level:10 V, S, M Caster Level:10 V, S	Concentration:+17 House: p.295 Concentration:+17 CR: p.300
Effect: Target obeys your command to not do something.	SR: Yes I by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) DO: 18, Will half SR: Yes	Target: 10 creatures to 1 round Target: Creature touclider or good damage. To 1 standard action Target: Creature touclinge.	ouched 1 minute hed 'arget detects as evil for the duration. Instantaneous	Touch	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes I by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) DC: 18, Will half SR: Yes I negative energy that deals 1d8+5 points of dams SR: No DC: 18, Will negates (harmless)	Target: 10 creatures to 1 round Target: Creature touch itser or good damage. 1 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action	ouched 1 minute hed 'arget detects as evil for the duration. Instantaneous hed	Touch	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233
Effect: Target obeys your command to not do something.	SR: Yes I by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) DC: 18, Will half DC: 18, Will half SR: Yes In negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless)	Target: 10 creatures to 1 round Target: Creature touch itser of your damage. 1 1 standard action Target: Creature touch age. 1 minute Target: You	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous	Touch Touch Personal	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) ly water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes el negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) te action and gains a bonus on it. DC: 18, Will negates (harmless, object)	Target: 10 creatures to 1 round Target: Creature touch item of good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: one creature 1 standard action	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous and Instantaneous instantaneous and Instantaneous	Touch Touch Personal	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V Caster Level:10 V, S, DF	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310
Effect: Target obeys your command to not do something.	SR: Yes I by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Joy water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes I negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) tie action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object)	Target: 10 creatures to 1 round Target: Creature touch itser or good damage. 1 standard action Target: Creature touch age. 1 minute 1 standard action Target: one creature 1 standard action Target: Up to three pe	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged	Touch Touch Personal Close (50 ft.)	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes Lby this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) DD: 18, Will half SR: Yes In egative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes Let action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Lb en ol larger than sling bullets, so that they strike DC: 18, Will negates (harmless, object)	Target: 10 creatures to 1 round Target: Creature touch liver or good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: up to three pe with great force when to 1 standard action 1 standard a	ouched 1 minute hed arget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged biblies touched hrown or slung. 10 minutes	Touch Touch Personal Close (50 ft.)	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310
Effect: Target obeys your command to not do something.	SR: Yes by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Joy water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes el negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) te action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) be no larger than sling bullets, so that they strike DC: 18, Will negates (harmless, object) SR: Yes (harmless, days object) SR: Yes (harmless, object)	Target: 10 creatures to 1 round Target: Creature toucliver or good damage. 1 standard action Target: Creature touclage. 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pe with great force when t	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged lebbles touched hrown or slung. 10 minutes hed	Touch Touch Personal Close (50 ft.) Touch	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V Caster Level:10 V, S, DF Caster Level:10 Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes I by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jy water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes I negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) LDC: 18, Will negates (harmless, object) SR: Yes (harmless, object) LDC: 18, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) OC: 18, Will negates (harmless, object) OC: 18, Will negates (harmless, object) ON: SR: Yes (harmless, object) ON:	Target: 10 creatures to 1 round Target: Creature touch liver or good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pewith great force when to 1 standard action Target: Weapon touch 1 standard action Target: Weapon touch 1 standard action Target: Weapon touch 1 standard action 1 stan	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged lebbles touched hrown or slung. 10 minutes need 10 minutes or until discharged	Touch Touch Personal Close (50 ft.) Touch Touch 50 ft.	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF (rabbit fur)	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237
Effect: Target obeys your command to not do something.	SR: Yes by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jy water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes el negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) sR: Yes (harmless) tte action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) be no larger than sling bullets, so that they strike DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) onus on attack and damage rolls.	Target: 10 creatures to 1 round Target: Creature touch items of 200 damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pewith great force when to 1 standard action Target: Weapon touch 1 standard action Target: Weapon touch 1 standard action Target: The caster and 200 damage.	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged bibles touched hrown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the	Touch Touch Personal Close (50 ft.) Touch Touch 50 ft. caster	Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V Caster Level:10 V , S, DF Caster Level:10 Caster Level:10 V , S, M/DF (rabbit fur) Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes By this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jly water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes Id negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) Ute action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates	Target: 10 creatures to 1 round Target: Creature touch liver or good damage. 1 standard action Target: Creature touch age 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pe with great force when to 1 standard action Target: Weapon touch 1 standard action Target: The caster and 1 standard action Target: The caster and 1 standard action	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged biblies touched hrown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round	Touch Touch Personal Close (50 ft.) Touch Touch 50 ft.	Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V Caster Level:10 V Caster Level:10 V S, DF Caster Level:10 V S, DF Caster Level:10 V S, M/DF (rabbit fur) Caster Level:10 V	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 UM: p.230
Effect: Target obeys your command to not do something.	SR: Yes by this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jy water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes el negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) sR: Yes (harmless) tte action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) be no larger than sling bullets, so that they strike DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) onus on attack and damage rolls.	Target: 10 creatures to 1 round Target: Creature touch liver or good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pewith great force when to 1 standard action Target: Weapon touch 1 standard action Target: The caster an 1 standard action Target: One living cre	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged brown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round atture	Touch Touch Personal Close (50 ft.) Touch Touch 50 ft. caster Close (50 ft.)	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, MDF (rabbit fur) Caster Level:10 V Caster Level:10 V Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 UM: p.230 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes By this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jy water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes I negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) Ite action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates SR: Yes	Target: 10 creatures to 1 round Target: Creature touch iver or good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: One creature 1 standard action Target: Up to three pewith great force when to 1 standard action Target: Weapon touch 1 standard action Target: The caster and 1 standard action Target: One living cre 1 standard action	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged behown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round ature 10 minutes [D]	Touch Touch Personal Close (50 ft.) Touch Touch 50 ft. caster	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, MDF (rabbit fur) Caster Level:10 V Caster Level:10 V Caster Level:10 V, S, MIDF (rabbit fur) Caster Level:10 V, S	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 UC: p.230 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 CR: p.310
Effect: Target obeys your command to not do something.	SR: Yes Lby this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) DI water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes In negative energy that deals 1d8+5 points of dams SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) Let action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Let on olarger than sling bullets, so that they strike DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes SR: No g all sight, including darkvision, beyond 5 feet.	Target: 10 creatures to 1 round Target: Creature touch liver or good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: Up to three pe with great force when to 1 standard action Target: Weapon touch 1 standard action Target: The caster and 1 standard action Target: One living creating	ouched 1 minute hed arget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged biblies touched hrown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round ature 10 minutes [D] s in 20-ft. radius from you, 20 ft. high	Touch Touch Personal Close (50 ft.) Touch Touch 50 ft. caster Close (50 ft.)	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, MDF (rabbit fur) Caster Level:10 V Caster Level:10 V Caster Level:10 V, Caster Level:10 Caster Level:10 Caster Level:10 Caster Level:10 Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 UM: p.230 Concentration:+17 CR: p.311 CR: p.311 CR: p.310 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes Lby this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Dby water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes Id negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) Lte action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Libe no larger than sling bullets, so that they strike DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes SR: No g all sight, including darkvision, beyond 5 feet. DC: 18, Will negates (harmless)	Target: 10 creatures to 1 round Target: Creature touch liver or good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: Up to three pe with great force when to 1 standard action Target: Weapon touch 1 standard action Target: The caster an 1 standard action Target: One living cre 1 standard action Target: Cloud spreads 1 standard action	ouched 1 minute hed arget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged bibbles touched hrown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round atture 10 minutes [D] s in 20-ft. radius from you, 20 ft. high 10 minutes [D]	Touch Touch Personal Close (50 ft.) Touch Touch 50 ft. caster Close (50 ft.)	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF (rabbit fur) Caster Level:10 V, S, M/DF (rabbit fur) Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310 Concentration:+17 CR: p.317 Concentration:+17 CR: p.317 Concentration:+17 CR: p.317
Effect: Target obeys your command to not do something.	SR: Yes By this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jly water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes Id negative energy that deals 1d8+5 points of dame SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) Ide action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Oc: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) CC: 19, Will negates SR: No g all sight, including darkvision, beyond 5 feet. DC: 18, Will negates (harmless) SR: No; see text	Target: 10 creatures to 1 round Target: Creature touch iver or good damage. 1 standard action Target: Creature touch age 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pe with great force when to 1 standard action Target: Weapon touch 1 standard action Target: The caster and 1 standard action Target: One living credit 1 standard action Target: Cloud spreads 1 standard action Target: Cloud spreads 1 standard action Target: Cloud spreads 1 standard action Target: Creature touch d creatures.	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged biblies touched hrown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round lature 10 minutes [D] s in 20-ft. radius from you, 20 ft. high 10 minutes [D] hed	Touch Touch Personal Close (50 ft.) Touch 50 ft. caster Close (50 ft.) 20 ft. Touch	Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF (rabbit fur) Caster Level:10 V, S, M/DF (rabbit fur) Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF Caster Level:10 Caster Level:10 Caster Level:10 Caster Level:10 Caster Level:10 Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310 Concentration:+17 CR: p.323 Concentration:+17 CR: p.317 Concentration:+17 CR: p.327 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes By this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jly water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes Id negative energy that deals 1d8+5 points of dame SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) Ute action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) CC: 19, Will negates SR: Yes SR: No gg all sight, including darkvision, beyond 5 feet. DC: 18, Will negates (harmless) SR: No; see text reatures, from mental control, and from summone DC: 18, Will negates (harmless)	Target: 10 creatures to 1 round Target: Creature touch iver or good damage. 1 standard action Target: Creature touch age 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pe with great force when touch a standard action Target: The caster and 1 standard action Target: One living creature 1 standard action Target: Cloud spreads 1 standard action Target: Creature touch defended action Target: Standard action Target: Creature touch defended action Target: Standard action Standard	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged biblies touched hrown or slung, 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round lature 10 minutes [D] s in 20-ft. radius from you, 20 ft. high 10 minutes [D] hed 10 minutes [D]	Touch Touch Personal Close (50 ft.) Touch Touch 50 ft. caster Close (50 ft.)	Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310 Concentration:+17 CR: p.320 Concentration:+17 CR: p.317 Concentration:+17 CR: p.327 Concentration:+17 CR: p.328
Effect: Target obeys your command to not do something.	SR: Yes By this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jly water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes I negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) Ite action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: Yes SR: No gall sight, including darkvision, beyond 5 feet. DC: 18, Will negates (harmless) SR: No; see text treatures, from mental control, and from summone DC: 18, Will negates (harmless) SR: No; see text atures, from mental control, and from summone	Target: 10 creatures to 1 round Target: Creature touch iver or good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pewith great force when to 1 standard action Target: Weapon touch 1 standard action Target: One living cre 1 standard action Target: Cloud spreads 1 standard action Target: Cloud spreads 1 standard action Target: Cloud spreads 1 standard action Target: Creature touch acreatures.	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged bibles touched brown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round ature 10 minutes [D] s in 20-ft. radius from you, 20 ft. high 10 minutes [D] hed 10 minutes [D] hed	Touch Touch Personal Close (50 ft.) Touch Touch Close (50 ft.) 20 ft. Touch Touch Touch	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF (rabbit fur) Caster Level:10 V, S, M/DF Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 CR: p.310 Concentration:+17 CR: p.327 Concentration:+17 CR: p.317 Concentration:+17 CR: p.328 Concentration:+17 CR: p.328 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes Lby this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jby water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes Id negative energy that deals 1d8+5 points of dame SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: No gg all sight, including darkvision, beyond 5 feet. DC: 18, Will negates (harmless) SR: No; see text DC: 18, Will negates (harmless) SR: No; see text	Target: 10 creatures to 1 round Target: Creature touch iver or good damage. 1 standard action Target: Creature touch age 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pewith great force when to 1 standard action Target: Weapon touch 1 standard action Target: One living cre 1 standard action Target: Cloud spreads 1 standard action Target: Cloud spreads 1 standard action Target: Creature touch action T	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged biblies touched hrown or slung, 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round lature 10 minutes [D] s in 20-ft. radius from you, 20 ft. high 10 minutes [D] hed 10 minutes [D]	Touch Touch Personal Close (50 ft.) Touch 50 ft. caster Close (50 ft.) 20 ft. Touch	Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310 Concentration:+17 CR: p.320 Concentration:+17 CR: p.317 Concentration:+17 CR: p.327 Concentration:+17 CR: p.328
Effect: Target obeys your command to not do something.	SR: Yes Lby this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jby water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes Id negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) Ide action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Lbe no larger than sling bullets, so that they strike DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: No LC: 18, Will negates (harmless) SR: No; see text treatures, from mental control, and from summone DC: 18, Will negates (harmless) SR: No; see text atures, from mental control, and from summoned DC: 18, Will negates (harmless) SR: No; see text atures, from mental control, and from summoned DC: 18, Will negates (harmless)	Target: 10 creatures to 1 round Target: Creature touch liver or good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: One creature 1 standard action Target: Up to three pewith great force when to 1 standard action Target: Weapon touch 1 standard action Target: The caster an 1 standard action Target: Creature touch decreatures. 1 standard action Target: Creature touch decreatures. 1 standard action Target: Creature touch creatures. 1 standard action Target: Ray	ouched 1 minute hed arget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged bibles touched hrown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round ature 10 minutes [D] s in 20-ft. radius from you, 20 ft. high 10 minutes [D] hed 10 minutes [D] hed 10 minutes [D]	Touch Touch Personal Close (50 ft.) Touch Touch 50 ft. caster Close (50 ft.) 20 ft. Touch Touch Close (50 ft.)	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 CR: p.310 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UM: p.230 Concentration:+17 CR: p.317 Concentration:+17 CR: p.328 Concentration:+17 UM: p.234 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes Lby this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Dly water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes In egative energy that deals 1d8+5 points of dams SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) Lte action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Le no larger than sling bullets, so that they strike DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: No LG: 19, Will negates SR: Yes SR: No; see text sures, from mental control, and from summoned DC: 18, Will negates (harmless) SR: No; see text sures, from mental control, and from summoned DC: 18, Fortitude partial; see text SR: Yes DC: 18, Will negates (harmless, object)	Target: 10 creatures to 1 round Target: Creature touch liver or good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: Up to three pe with great force when to 1 standard action Target: Weapon touch 1 standard action Target: The caster an 1 standard action Target: Cloud spreads 1 standard action Target: Cloud spreads 1 standard action Target: Creature touch of creatures. 1 standard action Target: Creature touch creatures. 1 standard action Target: Ray 1 standard action Target: Ray	ouched 1 minute hed arget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged biblies touched hrown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round ature 10 minutes [D] s in 20-ft. radius from you, 20 ft. high 10 minutes [D] hed 10 minutes [D] hed 10 minutes [D] hed 10 minutes [D]	Touch Touch Personal Close (50 ft.) Touch Touch Close (50 ft.) 20 ft. Touch Touch Touch	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF (rabbit fur) Caster Level:10 V, S, M/DF (a metal pin)	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UM: p.230 Concentration:+17 CR: p.317 Concentration:+17 CR: p.327 Concentration:+17 UM: p.238 Concentration:+17 UM: p.234 Concentration:+17 UM: p.234 Concentration:+17 UC: p.241
Effect: Target obeys your command to not do something.	SR: Yes By this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jly water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes I negative energy that deals 1d8+5 points of dame SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) Bute action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: No gall sight, including darkvision, beyond 5 feet. DC: 18, Will negates (harmless) SR: No; see text treatures, from mental control, and from summone DC: 18, Will negates (harmless) SR: No; see text atures, from mental control, and from summoned DC: 18, Fortitude partial; see text SR: Yes DC: 18, Will negates (harmless, object) SR: Yes DC: 18, Will negates (harmless, object) SR: Yes	Target: 10 creatures to 1 round Target: Creature touch liver or good damage. 1 standard action Target: Creature touch age. 1 minute Target: You 1 immediate action Target: One creature 1 standard action Target: Up to three pewith great force when to 1 standard action Target: Weapon touch 1 standard action Target: The caster an 1 standard action Target: Creature touch decreatures. 1 standard action Target: Creature touch decreatures. 1 standard action Target: Creature touch creatures. 1 standard action Target: Ray	ouched 1 minute hed arget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged biblies touched hrown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round ature 10 minutes [D] s in 20-ft. radius from you, 20 ft. high 10 minutes [D] hed 10 minutes [D] hed 10 minutes [D] hed 10 minutes [D]	Touch Touch Personal Close (50 ft.) Touch Touch Close (50 ft.) 20 ft. Touch Touch Touch Touch Touch Touch Touch	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF (rabbit fur) Caster Level:10 V, S, M/DF Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 UM: p.230 Concentration:+17 CR: p.317 Concentration:+17 UM: p.230 Concentration:+17 UM: p.230 Concentration:+17 UC: p.327 Concentration:+17 UC: p.328 Concentration:+17 UM: p.234 Concentration:+17 UC: p.241 Concentration:+17
Effect: Target obeys your command to not do something.	SR: Yes By this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) Jly water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes I negative energy that deals 1d8+5 points of dame SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) Itte action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Use no larger than sling bullets, so that they strike DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: No Use (la lisipht, including darkvision, beyond 5 feet. DC: 18, Will negates (harmless) SR: No; see text treatures, from mental control, and from summone DC: 18, Will negates (harmless) SR: No; see text atures, from mental control, and from summoned DC: 18, Fortitude partial; see text SR: Yes DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object) SR: Yes (harmless, object)	Target: 10 creatures to 1 round Target: Creature touch iver or good damage. 1 standard action Target: Creature touch age 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pe with great force when to 1 standard action Target: Weapon touch 1 standard action Target: One living cre 1 standard action Target: Cloud spreads 1 standard action Target: Creature touch do creatures. 1 standard action Target: One armor suit 1 standard action 1 st	ouched 1 minute hed larget detects as evil for the duration. Instantaneous hed Instantaneous Instantaneous Instantaneous 30 minutes or until discharged bibles touched brown or slung, 10 minutes hed 10 minutes or until discharged d allies within a 50-ft, burst centered on the 1 round ature 10 minutes [D] s in 20-ft, radius from you, 20 ft, high 10 minutes [D] hed 10 minutes [D] hed 10 minutes 10 minutes (D) hed 10 minutes 100 minutes	Touch Touch Personal Close (50 ft.) Touch 50 ft. caster Close (50 ft.) 20 ft. Touch Touch Close (50 ft.) Touch Close (50 ft.)	Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF (rabbit fur) Caster Level:10 V, S, M/DF (a metal pin) Caster Level:10 V, S	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 UM: p.230 Concentration:+17 CR: p.317 Concentration:+17 UM: p.230 Concentration:+17 UM: p.230 Concentration:+17 UM: p.231 Concentration:+17 UC: p.327 Concentration:+17 UC: p.328 Concentration:+17 UM: p.234 Concentration:+17 UC: p.241 Concentration:+17 CR: p.332
Effect: Target obeys your command to not do something.	SR: Yes Lby this spell. DC: 18, Will negates (harmless) SR: Yes (harmless) bly water giving it fast healing 1. Does not repair si DC: 18, Will half SR: Yes Id negative energy that deals 1d8+5 points of dama SR: No DC: 18, Will negates (harmless) SR: Yes (harmless) ste action and gains a bonus on it. DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Lbe no larger than sling bullets, so that they strike DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) Onus on attack and damage rolls. SR: Yes (harmless) DC: 19, Will negates SR: Yes SR: No gg all sight, including darkvision, beyond 5 feet. DC: 18, Will negates (harmless) SR: No; see text reatures, from mental control, and from summone DC: 18, Will negates (harmless) SR: No; see text atures, from mental control, and from summoned DC: 18, Fortitude partial; see text SR: Yes DC: 18, Will negates (harmless, object) SR: Yes (harmless, object) LB; Will negates (harmless)	Target: 10 creatures to 1 round Target: Creature touch iver or good damage. 1 standard action Target: Creature touch age 1 minute Target: You 1 immediate action Target: one creature 1 standard action Target: Up to three pe with great force when to 1 standard action Target: Weapon touch 1 standard action Target: One living cre 1 standard action Target: Cloud spreads 1 standard action Target: Creature touch do creatures. 1 standard action Target: One armor suit 1 standard action 1 st	ouched 1 minute hed arget detects as evil for the duration. Instantaneous hed Instantaneous instantaneous 30 minutes or until discharged bibles touched hrown or slung. 10 minutes hed 10 minutes or until discharged d allies within a 50-ft. burst centered on the 1 round atture 10 minutes [D] is in 20-ft. radius from you, 20 ft. high 10 minutes [D] hed 10 minutes [D] hed 10 minutes (D)	Touch Touch Personal Close (50 ft.) Touch 50 ft. caster Close (50 ft.) 20 ft. Touch Touch Close (50 ft.) Touch Close (50 ft.)	Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF (rabbit fur) Caster Level:10 V, S, M/DF Caster Level:10	Concentration:+17 House: p.295 Concentration:+17 CR: p.300 Concentration:+17 UM: p.226 Concentration:+17 UC: p.233 Concentration:+17 CR: p.310 Concentration:+17 UC: p.237 Concentration:+17 UC: p.237 Concentration:+17 UM: p.230 Concentration:+17 CR: p.317 Concentration:+17 UM: p.230 Concentration:+17 UM: p.230 Concentration:+17 UC: p.327 Concentration:+17 UC: p.328 Concentration:+17 UM: p.234 Concentration:+17 UC: p.241 Concentration:+17

		Cleric Spe	ells			
Remove Sickness School Conjugation (Hapling)	DC: 18, Fortitude negates (harmless)	1 standard action	100 minutes; see text	Close (50 ft.)	V, S	UM: p.234 Concentration:+17
School: Conjuration (Healing) Effect: Suppress disease, nausea, and the sickened condition	SR: Yes (harmless) on.	Target: One creature			Caster Level:10	
School: Necromancy Effect: Skeletal corpse grows flesh.	SR: No	1 standard action Target: Corpse toucher	Instantaneous	Touch	V, S Caster Level:10	UM: p.235 Concentration:+17
School: Abjuration	DC: 18, Will negates SR: No	1 standard action Target: Creature touch	10 rounds hed	Touch	V, S, DF Caster Level:10	CR: p.336 Concentration:+17
Effect: Any opponent attempting to directly attack the warde School: Abjuration	DC: 18, Will negates (harmless) SR: Yes (harmless)	pt a will save. 1 standard action Target: Creature touch	10 minutes	Touch	V, S, M Caster Level:10	CR: p.342 Concentration:+17
Effect: This spell creates a shimmering, magical field around Summon Minor Monster	the target that averts and deflects attacks.	1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF	UM: p.241
School: Conjuration (Summoning) Effect: Summon 1d3 Tiny animals	SR: No	Target: 1d3 summone	ed creatures		Caster Level:10	Concentration:+17
School: Conjuration (Summoning) Effect: This spell summons an extraplanar creature.	SR: No	1 round Target: One summone	10 rounds [D] ed creature	Close (50 ft.)	V, S, F/DF Caster Level:10	CR: p.350 Concentration:+17
School: Transmutation [Fire] Effect: Weapon touched bursts into flames.	DC: 18, Fortitude negates (object) SR: Yes (object)	1 standard action Target: one melee we	10 rounds [see text] apon	Touch	V, S Caster Level:10	UC: p.245 Concentration:+17
Enough received service me married.		LEVEL:	2			
Name	Save Information	Time	Duration	Range	Comp.	Source
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes (harmless)	1 standard action Target: Living creature	10 minutes e touched	Touch	V, S, DF Caster Level:10	CR: p.239 Concentration:+17
Effect: Aid grants +1 morale bonus on attack rolls and saves	s vs fear effects, plus 1d8 + 10 temporary hit point	s.				
School: Transmutation	DC: 19, Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	CR: p.240
School: Transmutation Effect: Align weapon makes a weapon chaotic, evil, good, o	SR: Yes (harmless, object)	Target: Weapon touch casting]	ned or 50 projectiles [all of which must be tog	getrier at the time of	Caster Level:10	Concentration:+17
Effect: Align Weapon makes a weapon chaotic, evil, good, o	DC: 19, Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	CR: p.198
School: Transmutation [Evil] Effect: Weapon becomes evil.	SR: Yes (harmless, object)	Target: Weapon touch other at the time of ca	ned or fifty projectiles [all of which must be in sting]	contact with each	Caster Level:10	Concentration:+17
Animate Dead, Lesser	SR: No	1 standard action	Instantaneous	Touch	V, S, M (25 gp onyx gem/undead HD)	UM: p.205 Concentration:+17
School: Necromancy [Evil] Effect: Create one skeleton or zombie.	DC: 19, Fortitude negates (harmless)	Target: One corpse 1 standard action	20 hours	Touch	V, S, M/DF (a small	UC: p.223
School: Transmutation Effect: As ant haul, but you may divide the duration among a	SR: Yes (harmless)	Target: creatures touc			pulley) Caster Level:10	Concentration:+17
School: Evocation [Lawful]	DC: 19, Will partial (see text) SR: Yes	1 standard action Target: Arrow-shaped	Instantaneous [1 round]; see text projectile of lawful energy	Close (50 ft.)	V, S, DF Caster Level:10	UM: p.207 Concentration:+17
Effect: Harm and possibly daze chaotic creatures. Augury		1 minute	Instantaneous	Personal	V, S, M, F	CR: p.245
School: Divination Effect: An augury can tell you whether a particular action wil	SR: I bring good or bad results for you in the immediat	Target: You e future.			Caster Level:10	Concentration:+17
School: Transmutation	DC: 19, Will negates (harmless) SR: Yes	1 standard action Target: Creature touch	10 minutes hed	Touch	V, S, M/DF Caster Level:10	CR: p.246 Concentration:+17
Effect: The affected creature gains greater vitality and stami	na granting the subject a +4 enhancement bonus DC: 20, Will negates (harmless)	to Constitution. 1 standard action	10 minutes	Close (50 ft.)	V, S, M (pieces of shaved metal)	UC: p.224
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Grant a creature proficiency in a single weapon for si	· · · · · · · · · · · · · · ·	Target: one creature 1 standard action	10 minutes [see below]	Close (50 ft.)	Caster Level:10 V, S, DF	Concentration:+17 APG: p.205
School: Conjuration (Healing) [Emotion] Effect: Grants a +2 bonus on saves vs. fear and death.	SR: Yes (harmless)	Target: one living crea	ature	0.030 (30 it.)	Caster Level:10	Concentration:+17
School: Transmutation	DC: 19, Fortitude negates (see text) SR: Yes	1 standard action Target: 3 creatures, n	Concentration + 10 rounds o two of which may be more than 30 ft. apart	Medium (200 ft.) t	V, S Caster Level:10	UM: p.209 Concentration:+17
Effect: Targets take 1 fire damage each round; orcs get +2 stargets by Bull's Strength School: Transmutation	Strength. DC: 19, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touch	10 minutes	Touch	V, S, M/DF Caster Level:10	CR: p.251 Concentration:+17
Effect: The subject becomes stronger granting a +4 enhance		1 standard action	Concentration, up to 10 rounds [D]	Medium (200 ft.)	V, S, DF	CR: p.252
School: Enchantment (Compulsion) [Mind-Affecting, Emotio Effect: This spell calms agitated creatures.		Target: Creatures in a		(200 11.)	Caster Level:10	Concentration:+17
School: Enchantment (Compulsion) [Emotion, Mind-Affectin	DC: 20, Will negates	1 standard action Target: One creature	10 rounds	Close (50 ft.)	V, S Caster Level:10	UM: p.211 Concentration:+17
Effect: Target is compelled to help injured ally. Cure Moderate Wounds	DC: 19, Will half (harmless) or Will half; see text		Instantaneous	Touch	V, S	CR: p.263
School: Conjuration (Healing) Effect: When laying your hand upon a living creature, you ch	SR: Yes (harmless) or yes; see text nannel positive energy that cures 2d8+10 points of	Target: Creature toucle damage.	hed		Caster Level:10	Concentration:+17
School: Evocation [Darkness]	SR: No	1 standard action Target: Object touche	10 minutes [D]	Touch	V, M/DF Caster Level:10	CR: p.263 Concentration:+17
Effect: This spell causes an object to radiate darkness out to	a 20-foot radius.			Tough		
Death Knell	DC: 19, Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	CR: p.264
School: Necromancy [Death, Evil] Effect: You draw forth the ebbing life force of a creature and	SR: Yes use it to fuel your own power.	Target: Living creature	e touched		Caster Level:10	Concentration:+17
School: Enchantment [Emotion]	DC: 20, Will negates SR: Yes	1 standard action Target: One creature	10 hours	Close (50 ft.)	V, S Caster Level:10	UM: p.216 Concentration:+17
Effect: Ignore pain. Delay Poison	DC: 19, Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	CR: p.265
School: Conjuration (Healing) Effect: The subject becomes temporarily immune to poison.	SR: Yes (harmless)	Target: Creature touc			Caster Level:10	Concentration:+17
School: Evocation [Evil]	SR: Yes	1 standard action Target: 20-ftradius e	20 hours manation	Close (50 ft.)	V, S, M, DF Caster Level:10	CR: p.265 Concentration:+17
Effect: This spell imbues an area with negative energy. Disfiguring Touch School: Transmutation [Curse]	DC: 19, Will negates SR: Yes	1 standard action	10 days	Touch	V, S Caster Level:10	UM: p.217 Concentration:+17
School: Transmutation [Curse] Effect: Target becomes disfigured.	on. res	Target: Creature touc			Caster Lever:10	Concentration:+17
		* =Domain/Speciality	Spell			

		Cleric Spe	ells			
Dread Bolt	DC: 19, Will partial (see text)	1 standard action	Instantaneous [1d4 rounds]	Close (50 ft.)	V, S, DF	UM: p.217
School: Evocation [Evil] Effect: Harm and possibly sicken good creatures.	SR: Yes	Target: Arrow-shaped	projectile of evil energy		Caster Level:10	Concentration:+17
School: Transmutation	DC: 19, Will negates (harmless) SR: Yes	1 standard action Target: Creature touch	10 minutes ned	Touch	V, S, M/DF Caster Level:10	CR: p.275 Concentration:+17
Effect: The transmuted creature becomes more poised, artic	sulate, and personally forceful gaining a +4 enhance					
School: Transmutation	SR:	1 standard action Target: You	10 minutes	Personal	V, S Caster Level:10	UC: p.228 Concentration:+17
Effect: Armor you wear no longer slows your speed. DDDDDDEndure Elements (Communal)	DC: 19, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	UC: p.228
School: Abjuration	SR: Yes (harmless)	Target: creatures touc	hed		Caster Level:10	Concentration:+17
Effect: As endure elements, but you may divide the duration Enthrall	among creatures touched. DC: 20, Will negates; see text	1 round	1 hour or less	Medium (200 ft.)	V, S	CR: p.278
School: Enchantment (Charm) [Language-Dependent, Mind Affecting, Sonic]		Target: Any number of			Caster Level:10	Concentration:+17
Effect: If you have the attention of a group of creatures, you Find Traps	can use this spell to hold them enthralled.	1 standard action	10 minutes	Personal	V, S	CR: p.281
School: Divination	SR:	Target: You			Caster Level:10	Concentration:+17
Effect: You gain intuitive insight into the workings of traps. Gentle Repose	DC: 19, Will negates (object)	1 standard action	10 days	Touch	V, S, M/DF	CR: p.289
School: Necromancy	SR: Yes (object)	Target: Corpse touche	ed		Caster Level:10	Concentration:+17
Effect: You preserve the remains of a dead creature so that Ghostbane Dirge	DC: 19, Will negates	1 standard action	10 rounds	Close (50 ft.)	V, S, M/DF (an old reed from a wind	APG: p.225
School: Transmutation	SR: Yes	Target: one incorporea	al creature		instrument) Caster Level:10	Concentration:+17
Effect: Incorporeal creature takes half damage from nonmag	jical weapons.	1 swift action	see text	Personal	V	APG: p.226
School: Abjuration Effect: Movement doesn't provoke attacks of opportunity.	SR:	Target: You			Caster Level:10	Concentration:+17
□□□□□ Hold Person	DC: 20, Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 ft.)	V, S, F/DF	CR: p.296
School: Enchantment (Compulsion) [Mind-Affecting] Effect: The subject becomes paralyzed and freezes in place	SR: Yes	Target: One humanoid	d creature		Caster Level:10	Concentration:+17
DDDD Imbue with Aura	DC: 19, Will negates (see text)	1 standard action	10 minutes	Close (50 ft.)	V, S, DF	UM: p.225
School: Transmutation Effect: Target emulates your cleric aura.	SR: Yes	Target: One creature			Caster Level:10	Concentration:+17
School: Necromancy	DC: 19, Will half SR: Yes	1 standard action Target: Creature touch	Instantaneous	Touch	V, S Caster Level:10	CR: p.300 Concentration:+17
Effect: When laying your hand upon a creature, you channel	negative energy that deals 2d8+10 points of dam	age.		Dornanal	V, S, DF	ABC: p 220
School: Conjuration (Creation) [Force]	SR:	1 standard action Target: You	10 minutes [D]	Personal	Caster Level:10	APG: p.229 Concentration:+17
Effect: Summon armor temporarily replacing your current att	DC: 19, Will negates (harmless, object), see	1 standard action	10 minutes	Touch	V, S	UC: p.232
School: Transmutation	text SR: Yes (harmless, object), see text	Target: weapon touche	ed		Caster Level:10	Concentration:+17
Effect: Weapon exudes divine fury, granting a bonus on Intir	nidate checks. DC: 19, Will negates (harmless) or Will	1 standard action	10 minutes [D]	Personal or touch	V, S, M/DF	CR: p.301
School: Illusion (Glamer)	negates (harmless, object) SR: Yes (harmless) or yes (harmless, object)		ure or object weighing no more than 1000 lt		Caster Level:10	Concentration:+17
Effect: The creature or object touched becomes invisible.	DC: 19, Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	UC: p.236
School: Transmutation	SR: Yes (harmless, object)	Target: one siege engi		100011	Caster Level:10	Concentration:+17
Effect: Siege engine gains +1 on targeting and damage rolls Make Whole	DC: 19, Will negates (harmless, object)	10 minutes	Instantaneous	Close (50 ft.)	V, S	CR: p.311
School: Transmutation [MetalSchool]	SR: Yes (harmless, object)	Target: One object of	up to 100 cu. ft. or one construct creature of		Caster Level:10	Concentration:+17
Effect: This spell functions as mending, except that it repairs Masterwork Transformation	5d6 points of damage when cast on a construct of	reature. 1 hour	Instantaneous	Touch	V, S, M (see text)	UM: p.228
School: Transmutation	SR: No		suit of armor, tool, or skill kit touched		Caster Level:10	Concentration:+17
Effect: Make a normal item into a masterwork one. Owl's Wisdom	DC: 19, Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	CR: p.318
School: Transmutation Effect: The transmuted creature becomes wiser gaining a +4	SR: Yes	Target: Creature touch	ned		Caster Level:10	Concentration:+17
DDDD <u>Pilfering Hand</u>	enhancement bonds to Wisdom.	1 standard action	see text	Close (50 ft.)	S	UC: p.239
School: Evocation [Force] Effect: You may seize an object or manipulate it from afar.	SR: Yes (object)	Target: one object			Caster Level:10	Concentration:+17
Protection from Chaos (Communal)	DC: 19, Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M/DF	UC: p.240
School: Abjuration [Lawful] Effect: As protection from chaos, but you may divide the dur	SR: No; see text	Target: creatures touc	hed		Caster Level:10	Concentration:+17
□□□□□ Protection from Good	DC: 19, Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M/DF	UC: p.240
(Communal) School: Abjuration [Evil]	SR: No; see text	Target: creatures touc	hed		Caster Level:10	Concentration:+17
Effect: As protection from good, but you may divide the dura		1 standard action	100 minutes	Touch	V, S	UM: p.233
School: Evocation [Darkness]	SR: Yes	Target: Creature touch		TOUGH	v, S Caster Level:10	Concentration:+17
Effect: Shadow protects the target from light. Reinforce Armaments	DC: 19, Will negates (harmless, object)	1 standard action	100 minutes	Touch	V, S, M/DF (a metal	UC: p.241
(Communal) School: Transmutation	SR: Yes (harmless, object)	Target: armor suits or	weapons touched		pin) Caster Level:10	Concentration:+17
Effect: As reinforce armaments, but you may divide the spel	's duration among objects touched.			Olean (50 (s)		
School: Conjuration (Healing)	DC: 19, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: Up to four crea	Instantaneous atures, no two of which can be more than 30	Close (50 ft.)) ft. apart	V, S Caster Level:10	CR: p.332 Concentration:+17
Effect: You can free one or more creatures from the effects	of temporary paralysis or related magic.	- '	100 minutes		V, S, DF	CR: p.334
School: Abjuration, AirSchool, EarthSchool, FireSchool,	DC: 19, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touch		Touch	V, S, DF Caster Level:10	CR: p.334 Concentration:+17
WaterSchool Effect: This abjuration grants a creature limited protection fro	om damage of whichever one of five energy types	you select.				
Restoration (Lesser)	DC: 19, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	CR: p.334
School: Conjuration (Healing) Effect: Lesser restoration dispels any magical effects reduci	SR: Yes (harmless) ng one of the subject's ability scores or cures 1d4	Target: Creature touch points of temporary abi		cores.	Caster Level:10	Concentration:+17
□□□□□ Returning Weapon	DC: 19, Will negates (harmless, object)	1 standard action	10 minutes	Close (50 ft.)	V, S	UC: p.242
School: Conjuration (Teleportation) Effect: Grants a weapon the returning special weapon qualit	SR: Yes (harmless, object) y.	Target: one weapon th	ial can de thrown		Caster Level:10	Concentration:+17
		* =Domain/Speciality S	Spell			

		Cleric Spe	lls			
□□□□□Shard of Chaos	DC: 19, Will partial (see text)		Instantaneous [1d6 rounds]	Close (50 ft.)	V, S, DF	UM: p.237
School: Evocation [Chaos] Effect: Harm and possibly slow lawful creatures.	SR: Yes		ojectile of chaotic energy		Caster Level:10	Concentration:+17
□□□□ Share Language	DC: 19, Will negates (harmless)	1 standard action	24 hours	Touch	V, S, M (a page from a dictionary)	APG: p.243
School: Divination Effect: Subject understands chosen language.	SR: Yes (harmless)	Target: creature touche	ed		Caster Level:10	Concentration:+17
Shatter	DC: 19, Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (50 ft.)	V, S, M/DF	CR: p.341
School: Evocation, EarthSchool [Sonic, MetalSchool]	SR: Yes		radius spread; or one solid object or one cr	ystalline creature	Caster Level:10	Concentration:+17
Effect: Shatter creates a loud, ringing noise that breaks britt Shield Other	DC: 19, Will negates (harmless)		10 hours [D]	Close (50 ft.)	V, S, F	CR: p.342
School: Abjuration	SR: Yes (harmless)	Target: One creature			Caster Level:10	Concentration:+17
Effect: This spell wards the subject and creates a mystic co	DC: 19, Will negates; see text or none		10 rounds [D]	Long (800 ft.)	V, S	CR: p.343
School: Illusion (Glamer)	(object) SR: Yes; see text or no (object)	Target: 20-ftradius em	nanation centered on a creature, object, or	point in space	Caster Level:10	Concentration:+17
Effect: Upon the casting of this spell, complete silence prevail Sound Burst School: Evocation [Sonic]	DC: 19, Fortitude partial SR: Yes	1 standard action Target: 10-ftradius spi	Instantaneous	Close (50 ft.)	V, S, F/DF Caster Level:10	CR: p.346 Concentration:+17
Effect: You blast an area with a tremendous cacophony.	51X.130		10 rounds [D]	Medium (200 ft.)	V, S, DF	CR: p.348
School: Evocation [Force]	SR: Yes	Target: Magic weapon	of force		Caster Level:10	Concentration:+17
Effect: A weapon made of force appears and attacks foes at Status	 a distance, as you direct it, dealing 1d8+3 force of DC: 19, Will negates (harmless) 		10 hours	Touch	V, S	CR: p.349
School: Divination	SR: Yes (harmless)	Target: 3 living creature			Caster Level:10	Concentration:+17
Effect: When you need to keep track of comrades who may	get separated, status allows you to mentally moni-			Close (50 ft.)	V, S, F/DF	CR: p.352
School: Conjuration, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning)	SR: No	1 round Target: One summoned	10 rounds [D] d creature	0.030 (30 ft.)	Caster Level:10	Concentration:+17
Effect: This spell functions like summon monster I, except the	at you can summon one creature from the 2nd-lev		of the same kind from the 1st-level list. 10 rounds	Personal	V, S	UM: p.241
School: Abjuration	SR:	Target: You	TO TOURIUS	i croundl	V, S Caster Level:10	Concentration:+17
Effect: Temporarily suppress one condition. Undetectable Alignment	DC: 19, Will negates (object)	1 standard action	24 hours	Close (50 ft.)	V, S	CR: p.363
School: Abjuration	SR: Yes (object)	Target: One creature of			Caster Level:10	Concentration:+17
Effect: An undetectable alignment spell conceals the alignm Weapon of Awe	ent of an object or a creature from all forms of divi DC: 19, Will negates (harmless, object)		10 minutes	Touch	V, S, DF	APG: p.256
School: Transmutation [Emotion]	SR: Yes (harmless, object)	Target: weapon touche			Caster Level:10	Concentration:+17
Effect: Weapon gets +2 on damage rolls. DDDDDDWeb Shelter		1 minute	10 hours [D]	Close (50 ft.)	V, S, DF	UM: p.249
School: Conjuration (Creation) Effect: Create a comfortable shelter made of webbing.	SR: No	Target: 5 ft10 ft. diam	eter web sphere or 5 ft20 ft. hemisphere		Caster Level:10	Concentration:+17
Zone of Truth	DC: 20, Will negates	1 standard action	10 minutes	Close (50 ft.)	V, S, DF	CR: p.371
School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creatures within the emanation area [or those who e	SR: Yes	Target: 20-ftradius em	nanation		Caster Level:10	Concentration:+17
Elect. Greatures within the citianiation area for those who e	nter tij dan i speak arry denberate and intertional in	LEVEL 3	}			
Name	Once before the			_	_	
Italiic	Save Information	Time	Duration	Range	Comp.	Source
Name Agonize School: Evocation [Evil, Pain]	DC: 20, Fortitude negates SR: Yes	1 standard action	Duration 1 round putsider or elemental [see text]	Close (50 ft.)	V, S Caster Level:10	Source UM: p.205 Concentration:+17
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you.	DC: 20, Fortitude negates	1 standard action Target: One conjured of	1 round outsider or elemental [see text]	Close (50 ft.)	V, S Caster Level:10	UM: p.205 Concentration:+17
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil]	DC: 20, Fortitude negates SR: Yes SR: No	1 standard action Target: One conjured of	1 round outsider or elemental [see text] Instantaneous	_	V, S	UM: p.205
Chook: Evocation (Evil, Pain) Effect: Pain encourages an outsider to obey you. Animate Dead	DC: 20, Fortitude negates SR: Yes SR: No	1 standard action Target: One conjured of 1 standard action Target: One or more con	1 round outsider or elemental [see text] Instantaneous	Close (50 ft.)	V, S Caster Level:10 V, S, M	UM: p.205 Concentration:+17 CR: p.241
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies tha	DC: 20, Fortitude negates SR: Yes SR: No obey your spoken commands.	1 standard action Target: One conjured of 1 standard action Target: One or more con	1 round utsider or elemental [see text] Instantaneous propose touched	Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Tuns corpses into undead skeletons or zombies that Badger's Ferocity. School: Transmutation	DC: 20, Fortitude negates SR: Yes SR: No obey your spoken commands. DC: 20, Will negates (harmless)	standard action Target: One conjured of standard action Target: One or more con standard action Target: 3 weapons	1 round utsider or elemental [see text] Instantaneous pryses touched Concentration	Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that Badger's Ferocity School: Transmutation Effect: Weapons are keen while you concentrate. School: Necromancy [Curse] Effect: You place a curse on the subject.	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates	standard action Target: One conjured of standard action Target: One or more co standard action Target: 3 weapons standard action Target: Creature touch	1 round utsider or elemental [see text] Instantaneous preses touched Concentration Permanent ed	Close (50 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S Caster Level:10	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that a Badger's Ferocity School: Transmutation Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Blessing of the Mole School: Transmutation	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates	standard action Target: One conjured of standard action Target: One or more co standard action Target: 3 weapons standard action Target: Creature touch	1 round utsider or elemental [see text] Instantaneous pryses touched Concentration	Close (50 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S V, S	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Tums corpses into undead skeletons or zombies that Badger's Ferocity School: Transmutation Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject.	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes	1 standard action Target: One conjured of 1 standard action Target: One or more con 1 standard action Target: 3 weapons 1 standard action Target: Creature touched 1 round Target: 10 creatures	1 round utsider or elemental [see text] Instantaneous preses touched Concentration Permanent ed	Close (50 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that a Badger's Ferocity School: Transmutation Effect: Wappons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Bessing of the Mole School: Transmutation Effect: 10 allies gain darkvision and a +2 Stealth bonus.	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes	1 standard action Target: One conjured of 1 standard action Target: One or more con 1 standard action Target: 3 weapons 1 standard action Target: Creature touched 1 round Target: 10 creatures	1 round utsider or elemental [see text] Instantaneous preses touched Concentration Permanent ed 10 minutes Permanent [D]	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 Caster Level:10	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that a school: Transmutation Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Blessing of the Mole School: Transmutation Effect: 10 allies gain darkvision and a +2 Stealth bonus. Blindness/Deafness School: Necromancy [Curse]	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless)	1 standard action Target: One conjured of 1 standard action Target: One or more co 1 standard action Target: 3 weapons 1 standard action Target: Creature touched 1 round Target: 10 creatures 1 standard action Target: One living creat	1 round utsider or elemental [see text] Instantaneous preses touched Concentration Permanent ed 10 minutes Permanent [D]	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that a subject. School: Transmutation Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Blessing of the Mole School: Transmutation Effect: 1 allies gain darkvision and a +2 Stealth bonus. Blindness/Deafness School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy	DC: 20, Fortitude negates SR: Yes SR: No obey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes C: 20, Fortitude negates SR: Yes DC: 20, Fortitude negates SR: Yes DC: 20, Fortitude negates SR: Yes SR: Yes	1 standard action Target: One conjured of 1 standard action Target: One or more co 1 standard action Target: 3 weapons 1 standard action Target: Creature touched 1 round Target: 10 creatures 1 standard action Target: One living creat	1 round utsider or elemental [see text] Instantaneous propose touched Concentration Permanent ed 10 minutes Permanent [D] ture Permanent [D]	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, Caster Level:10 V Caster Level:10	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17
Agonize School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that Badger's Ferocity School: Transmutation Effect: Wappons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Bessing of the Mole School: Transmutation Effect: 10 allies gain darkvision and a +2 Stealth bonus. Blindness/Deafness School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause) Blindness)	DC: 20, Fortitude negates SR: Yes SR: No obey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes C: 20, Fortitude negates SR: Yes DC: 20, Fortitude negates SR: Yes DC: 20, Fortitude negates SR: Yes SR: Yes	1 standard action Target: One conjured of 1 standard action Target: One or more oc 1 standard action Target: 3 weapons 1 standard action Target: Creature touche 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat	1 round utsider or elemental [see text] Instantaneous propose touched Concentration Permanent ed 10 minutes Permanent [D] ture Permanent [D]	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V, S, M/DF (a scrap of	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that an including the school: Transmutation Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Blindness/Deafness School: Transmutation Effect: 10 allies gain darkvision and a +2 Stealth bonus. Blindness/Deafness School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy Effect: You call upon the powers of unlife to render the subject.	DC: 20, Fortitude negates SR: Yes SR: No Lobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes Lot blinded or deafened, as you choose. DC: 20, Fortitude negates SR: Yes Lot blinded or deafened, as you choose. SR: Yes Lot blinded or deafened, as you choose. SR: Yes Lot blinded or deafened, as you choose.	1 standard action Target: One conjured of 1 standard action Target: One or more of 1 standard action Target: 3 weapons 1 standard action Target: Creature touche 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute	1 round utsider or elemental [see text] Instantaneous orpses touched Concentration Permanent ed 10 minutes Permanent [D] ture	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250
Cohooi: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Cohooi: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that he cohooi: Necromancy [Evil] Effect: Weapons are keen while you concentrate. Cohooi: Transmutation Effect: Weapons are keen while you concentrate. Effect: You call upoa a curse on the subject. Blindness/Deafness Schooi: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) Schooi: Necromancy Effect: You call upon the powers of unlife to render the subject. Blood Biography	DC: 20, Fortitude negates SR: Yes SR: No Lobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes act blinded or deafened, as you choose. DC: 20, Will negates (see text)	1 standard action Target: One conjured of 1 standard action Target: One or more co 1 standard action Target: 3 weapons 1 standard action Target: Creature touche 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute Target: one creature's l	1 round utsider or elemental [see text] Instantaneous orpses touched Concentration Permanent ed 10 minutes Permanent [D] ture Permanent [D] ture	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V Caster Level:10	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 f APG: p.206 Concentration:+17
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that a school: Necromancy [Evil] Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Blessing of the Mole School: Transmutation Effect: 10 allies gain darkvision and a +2 Stealth bonus. Blindness/Deafness School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness) School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness) School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness) School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blood Biography School: Divination Effect: Learn about a creature with its blood.	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes ct blinded or deafened, as you choose. DC: 20, Fortitude negates SR: Yes st blinded or deafened, as you choose. DC: 20, Will negates (see text) SR: No SR: Yes	1 standard action Target: One conjured of 1 standard action Target: One or more oc 1 standard action Target: 3 weapons 1 standard action Target: Creature touched 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute Target: one creature's 1 1 standard action Target: 1 standard action	1 round intsider or elemental [see text] Instantaneous press touched Concentration Permanent ed 10 minutes Permanent [D] ture Permanent [D] ture Instantaneous blood or one bloodstain 10 rounds [D]	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V S, M/DF (a scrap of parchment) Caster Level:10 Caster Level:10 Caster Level:10 Caster Level:10	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 UM: p.208 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 (APG: p.206 Concentration:+17 (APG: p.206 Concentration:+17 (CR: p.225 Concentration:+17
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that a support of the s	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes SR: Yes SR: Yes SR: Yes CD: 20, Fortitude negates SR: Yes cat blinded or deafened, as you choose. DC: 20, Will negates (see text) SR: No	1 standard action Target: One conjured of 1 standard action Target: One or more oc 1 standard action Target: 3 weapons 1 standard action Target: Creature touched 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute Target: one creature's 1 1 standard action Target: 1 standard action	1 round intsider or elemental [see text] Instantaneous proposes touched Concentration Permanent ed 10 minutes Permanent [D] ture Permanent [D] ture Instantaneous blood or one bloodstain 10 rounds [D]	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.) Medium (200 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V, S, M/DF (a scrap of parchment) Caster Level:10 V, S, M/DF (chain link)	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 t APG: p.206 Concentration:+17
School: Recromancy [Curse] Effect: You place a curse on the subject. 10 10 10 10 10 10 10 10 10 10 10 10 10 1	DC: 20, Fortitude negates SR: Yes SR: No Lobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes Lob blinded or deafened, as you choose. Lob C: 20, Fortitude negates SR: Yes Lob blinded or deafened, as you choose. Lob C: 20, Will negates (see text) SR: No SR: No SR: Yes DC: 20, Fortitude negates SR: Yes C: 20, Fortitude negates SR: Yes C: 20, Fortitude negates SR: Yes DC: 20, Fortitude negates	1 standard action Target: One conjured of 1 standard action Target: One or more oc 1 standard action Target: 3 weapons 1 standard action Target: Creature touche 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute Target: one creature's I 1 standard action Target: 10-ft. chain 1 standard action Target: Living creature 1 standard action Target: Living creature 1 standard action	1 round utsider or elemental [see text] Instantaneous preses touched Concentration Permanent ed 10 minutes Permanent [D] ture Instantaneous blood or one bloodstain 10 rounds [D] Instantaneous touched Permanent	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V S, M/DF (a scrap of parchment) Caster Level:10 V, S, M/DF (chain link, Caster Level:10 V, S Caster Level:10 V, S, M	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 d APG: p.206 Concentration:+17 UC: p.255 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250
School: Revoration [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that the school: Recromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that the school: Recromancy [Curse] Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You palace a curse on the subject. Blindness/Deafness School: Recromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Divination Effect: You call upon the powers of unlife to render the subject. Chain of Perdition School: Evocation [Force] Effect: Creates a floating chain of force. Contagion School: Necromancy [Evil, Disease] Effect: The subject contracts a disease.	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes sct blinded or deafened, as you choose. DC: 20, Fortitude negates SR: Yes sct blinded or deafened, as you choose. DC: 20, Will negates (see text) SR: No SR: Yes CC: 20, Fortitude negates SR: Yes SR: Yes CC: 20, Fortitude negates	1 standard action Target: One conjured of 1 standard action Target: One or more of 1 standard action Target: 3 weapons 1 standard action Target: Creature touch 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute Target: one creature's I 1 standard action Target: 10-ft. chain 1 standard action	1 round utsider or elemental [see text] Instantaneous preses touched Concentration Permanent ed 10 minutes Permanent [D] ture Instantaneous blood or one bloodstain 10 rounds [D] Instantaneous touched Permanent	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.) Touch Close (50 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V, S, M/DF (a scrap of parchment) Caster Level:10 V, S, M/DF (chain link, Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 Caster Level:10 Caster Level:10 Caster Level:10	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17
School: Pocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that the school: Necromancy [Evil] Badger's Ferocity School: Transmutation Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Blessing of the Mole School: Transmutation Effect: 10 allies gain darkvision and a +2 Stealth bonus. Blindness/Deafness School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Divination Effect: Learn about a creature with its blood. Chain of Perdition School: Evocation [Force] Effect: Creates a floating chain of force. Contagion School: Necromancy [Evil, Disease] Effect: The subject contracts a disease. Chool: Evocation [Light] Effect: Atame, equivalent in brightness to a torch, springs for the subject contracts and subject of the subject contracts and such a torch, springs for the subject contracts and such a torch, springs for the subject contracts and such and water	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes sct blinded or deafened, as you choose. DC: 20, Fortitude negates SR: Yes sct blinded or deafened, as you choose. DC: 20, Will negates (see text) SR: No SR: Yes CC: 20, Fortitude negates SR: Yes SR: Yes CC: 20, Fortitude negates	1 standard action Target: One conjured of 1 standard action Target: One or more of 1 standard action Target: 3 weapons 1 standard action Target: Creature touched 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute Target: one creature's I 1 standard action Target: Living creature 1 standard action Target: Living creature's I 1 standard action Target: Living creature 1 standard action Target: Object touched 10 minutes	1 round utsider or elemental [see text] Instantaneous press touched Concentration Permanent ed 10 minutes Permanent [D] ture Permanent [D] ture Instantaneous blood or one bloodstain 10 rounds [D] Instantaneous touched Permanent	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.) Medium (200 ft.) Touch Close (50 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V S, M/DF (a scrap of parchment) Caster Level:10 V, S, M/DF (chain link, Caster Level:10 V, S Caster Level:10 V, S, M	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 d APG: p.206 Concentration:+17 UC: p.255 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that a school: Transmutation Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Blindness/Deafness School: Recromancy [Curse] Effect: You all upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness/Deafness (Only Cause Blindness) School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy Effect: You call upon the powers of unlife to render the subject. Chain of Perdition School: Divination Effect: Teates a floating chain of force. Chain of Perdition School: Evocation [Force] Effect: The subject contracts a disease. Chool: Evocation [Light] Effect: A flame, equivalent in brightness to a torch, springs for the food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes sct blinded or deafened, as you choose. DC: 20, Fortitude negates SR: Yes blinded or deafened, as you choose. DC: 20, Will negates (see text) SR: No SR: Yes SR: No SR: Yes SR: Yes SR: No orth from an object that you touch. SR: No choice—highly nourishing, if rather bland.	1 standard action Target: One conjured of 1 standard action Target: One or more oc 1 standard action Target: 3 weapons 1 standard action Target: Creature touched 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute Target: one creature's I 1 standard action Target: 10-ft. chain 1 standard action Target: Living creature 1 standard action Target: Units of the control of	1 round intsider or elemental [see text] Instantaneous proposes touched Concentration Permanent ed 10 minutes Permanent [D] ture Permanent [D] ture Instantaneous blood or one bloodstain 10 rounds [D] Instantaneous touched Permanent 24 hours; see text r to sustain 30 humans or 10 horses for 24	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V S, M/DF (a scrap of parchment) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 Caster Level:10 Caster Level:10 Caster Level:10	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 UM: p.208 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 CR: p.260 Concentration:+17 CR: p.259 Concentration:+17 CR: p.260 Concentration:+17 CR: p.261 Concentration:+17
Contact School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that Contact School: Transmutation Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Blindness/Deafness School: Transmutation Effect: 10 allies gain darkvision and a +2 Stealth bonus. Blindness/Deafness School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy Effect: You call upon the powers of unlife to render the subject. Chain of Perdition School: Divination Effect: Learn about a creature with its blood. Chain of Perdition School: Necromancy [Evil, Disease] Effect: The subject contracts a disease. Contagion School: Necromancy [Evil, Disease] Effect: The subject contracts a disease. Continual Flame School: Evocation [Light] Effect: The food that this spell creates is simple fare of your Curse Serious Wounds	DC: 20, Fortitude negates SR: Yes SR: No Lobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes CD: 20, Fortitude negates SR: Yes Lobert SR: No Lobert	1 standard action Target: One conjured of 1 standard action Target: One or more co 1 standard action Target: 3 weapons 1 standard action Target: Creature touche 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute Target: one creature's I 1 standard action Target: Living creature 1 standard action Target: Living creature 1 standard action Target: Unit chain 1 standard action Target: Object touched 10 minutes Target: Food and water Tatget: Food and water Tatget: Food and water Tatget: Food and water	1 round intsider or elemental [see text] Instantaneous press touched Concentration Permanent ed 10 minutes Permanent [D] ture Permanent [D] ture Instantaneous blood or one bloodstain 10 rounds [D] Instantaneous touched Permanent 24 hours; see text r to sustain 30 humans or 10 horses for 24 Instantaneous	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.) Medium (200 ft.) Touch Close (50 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V S, M/DF (a scrap of parchment) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 UM: p.208 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 CR: p.260 Concentration:+17 CR: p.259 Concentration:+17 CR: p.260 Concentration:+17 CR: p.261 Concentration:+17 CR: p.261 Concentration:+17 CR: p.263
School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that a school: Transmutation Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Blindness/Deafness School: Recromancy [Curse] Effect: You all upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness/Deafness (Only Cause Blindness) School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy Effect: You call upon the powers of unlife to render the subject. Chain of Perdition School: Divination Effect: Teates a floating chain of force. Chain of Perdition School: Evocation [Force] Effect: The subject contracts a disease. Chool: Evocation [Light] Effect: A flame, equivalent in brightness to a torch, springs for the food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The food that this spell creates is simple fare of your Effect: The	DC: 20, Fortitude negates SR: Yes SR: No tobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes sct blinded or deafened, as you choose. DC: 20, Fortitude negates SR: Yes blinded or deafened, as you choose. DC: 20, Will negates SR: Yes ct blinded or deafened, as you choose. DC: 20, Will negates (see text) SR: No SR: Yes C: 20, Will negates (see text) SR: No orth from an object that you touch. SR: No choice—highly nourishing, if rather bland. DC: 20, Will half (harmless) or Will half; see text SR: Yes (harmless) or yes; see text	1 standard action Target: One conjured of 1 standard action Target: One or more oc 1 standard action Target: 3 weapons 1 standard action Target: 10 creature touched 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 standard action Target: One living creat 1 standard action Target: Living creature 1 standard action Target: Living creature 1 standard action Target: 10-ft. chain 1 standard action Target: Object touched 10 minutes Target: Food and water 1 standard action Target: Food and water 1 standard action Target: Cotature touched 1 standard action Target: Cotature touched 1 standard action Target: Cotature touched Target: Creature touched	1 round intsider or elemental [see text] Instantaneous press touched Concentration Permanent ed 10 minutes Permanent [D] ture Permanent [D] ture Instantaneous blood or one bloodstain 10 rounds [D] Instantaneous touched Permanent 24 hours; see text r to sustain 30 humans or 10 horses for 24 Instantaneous	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10 V S, M/DF (a scrap of parchment) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 Caster Level:10 Caster Level:10 Caster Level:10	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 UM: p.208 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 CR: p.250 Concentration:+17 CR: p.260 Concentration:+17 CR: p.259 Concentration:+17 CR: p.260 Concentration:+17 CR: p.261 Concentration:+17
Control Agonize School: Evocation [Evil, Pain] Effect: Pain encourages an outsider to obey you. Continual Flame School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that the school: Recromancy [Curse] Effect: Weapons are keen while you concentrate. Chool: Transmutation Effect: You place a curse on the subject. Chool: Transmutation Effect: 10 allies gain darkvision and a +2 Stealth bonus. Effect: You place a curse on the subject. Chool: Transmutation Effect: 10 allies gain darkvision and a +2 Stealth bonus. Effect: You call upon the powers of unlife to render the subject. Chool: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Chool: Necromancy Effect: You call upon the powers of unlife to render the subject. Chool: Divination Effect: Learn about a creature with its blood. Chain of Perdition School: Evocation [Force] Effect: Creates a floating chain of force. Contagion School: Evocation [Light] Effect: The subject contracts a disease. Chool: Evocation [Light] Effect: The food that this spell creates is simple fare of your curse school: Conjuration (Creation) Effect: The food that this spell creates is simple fare of your curse school: Conjuration (Creation) Effect: When laying your hand upon a living creature, you chapted the subject contracts of the subject	DC: 20, Fortitude negates SR: Yes SR: No Lobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes act blinded or deafened, as you choose. DC: 20, Fortitude negates SR: Yes act blinded or deafened, as you choose. DC: 20, Fortitude negates SR: Yes act blinded or deafened, as you choose. DC: 20, Will negates (see text) SR: No SR: Yes DC: 20, Fortitude negates SR: Yes DC: 20, Fortitude negates SR: Yes C: 20, Fortitude negates SR: Yes SR: Yes SR: No Orth from an object that you touch. SR: No Choice—highly nourishing, if rather bland. DC: 20, Will half (harmless) or Will half; see text SR: Yes (harmless) or yes; see text lannel positive energy that cures 3d6+10 points of DC: 20, Fortitude negates (harmless, object)	1 standard action Target: One conjured of 1 standard action Target: One or more of 1 standard action Target: 3 weapons 1 standard action Target: Creature touche 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute Target: one creature's I 1 standard action Target: Living creature 1 standard action Target: Undendard action Target: Object touched 10 minutes Target: Food and water 1 standard action Target: Tobject touched 10 minutes Target: Food and water 1 standard action Target: Creature touched Target: Creature touched 1 standard action Target: Creature touched Target: Creature touched Target: Creature touched Target: Creature touched	1 round intsider or elemental [see text] Instantaneous preses touched Concentration Permanent ed 10 minutes Permanent [D] ture Instantaneous blood or one bloodstain 10 rounds [D] Instantaneous touched Permanent 4 hours; see text r to sustain 30 humans or 10 horses for 24 Instantaneous ed 100 minutes	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) hours Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V S, M/DF (a scrap of parchment) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 CR: p.247 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.260 Concentration:+17 CR: p.260 Concentration:+17 CR: p.261 Concentration:+17 CR: p.263 Concentration:+17 CR: p.263 Concentration:+17 CR: p.263 Concentration:+17 CR: p.263 Concentration:+17 CR: p.266
Contact Section (Evil, Pain) Effect: Pain encourages an outsider to obey you. Animate Dead School: Necromancy [Evil] Effect: Turns corpses into undead skeletons or zombies that School: Necromancy [Evil] Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: Weapons are keen while you concentrate. Bestow Curse School: Necromancy [Curse] Effect: You place a curse on the subject. Blindness/Deafness School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness School: Necromancy [Curse] Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Necromancy Effect: You call upon the powers of unlife to render the subject. Blindness/Deafness (Only Cause Blindness) School: Divination Effect: Learn about a creature with its blood. Chain of Perdition School: Evocation [Force] Effect: Creates a floating chain of force. Contagion School: Recromancy [Evil, Disease] Effect: The subject contracts a disease. Chool: Evocation [Light] Effect: A flame, equivalent in brightness to a torch, springs for the subject contracts and water School: Evocation [Light] Effect: The food that this spell creates is simple fare of your Contagion Cure Serious Wounds School: Conjuration (Creation) Effect: When laying your hand upon a living creature, you cleared.	DC: 20, Fortitude negates SR: Yes SR: No Lobey your spoken commands. DC: 20, Will negates (harmless) SR: Yes (harmless) DC: 20, Will negates SR: Yes SR: Yes (harmless) DC: 20, Fortitude negates SR: Yes act blinded or deafened, as you choose. DC: 20, Fortitude negates SR: Yes bd: DC: 20, Fortitude negates SR: Yes ct blinded or deafened, as you choose. DC: 20, Will negates (see text) SR: No SR: Yes DC: 20, Fortitude negates SR: Yes DC: 20, Fortitude negates SR: Yes DC: 20, Will negates (see text) SR: No Choice—highly nourishing, if rather bland. DC: 20, Will half (harmless) or Will half; see text SR: Yes (harmless) or yes; see text SR: Yes (harmless) or yes; see text SR: Yes (harmless) or yes; see text	1 standard action Target: One conjured of 1 standard action Target: One or more of 1 standard action Target: 3 weapons 1 standard action Target: Creature touche 1 round Target: 10 creatures 1 standard action Target: One living creat 1 standard action Target: One living creat 1 minute Target: one creature's I 1 standard action Target: Living creature 1 standard action Target: Undendard action Target: Object touched 10 minutes Target: Food and water 1 standard action Target: Tobject touched 10 minutes Target: Food and water 1 standard action Target: Creature touched Target: Creature touched 1 standard action Target: Creature touched Target: Creature touched Target: Creature touched Target: Creature touched	1 round utsider or elemental [see text] Instantaneous preses touched Concentration Permanent ed 10 minutes Permanent [D] ture Permanent [D] ture Instantaneous blood or one bloodstain 10 rounds [D] Instantaneous touched Permanent 24 hours; see text r to sustain 30 humans or 10 horses for 24 Instantaneous ed	Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Medium (200 ft.) Touch Close (50 ft.) Touch Close (50 ft.) Touch Close (50 ft.) hours Close (50 ft.)	V, S Caster Level:10 V, S, M Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V S, M/DF (a scrap of parchment) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S, M/DF (chain link) Caster Level:10 V, S	UM: p.205 Concentration:+17 CR: p.241 Concentration:+17 UM: p.207 Concentration:+17 UM: p.208 Concentration:+17 UM: p.208 Concentration:+17 CR: p.250 Concentration:+17 CR: p.260 Concentration:+17 CR: p.260 Concentration:+17 CR: p.261 Concentration:+17 CR: p.261 Concentration:+17 CR: p.263 Concentration:+17

		Cleric Spe	ells			
Daylight		1 standard action	100 minutes [D]	Touch	V, S	CR: p.264
School: Evocation [Light]	SR: No	Target: Object touche	d		Caster Level:10	Concentration:+17
Effect: You touch an object when you cast this spell, causing Doeadly Juggernaut	the object to shed bright light in a 60-foot radius.	1 standard action	10 minutes	Personal	V, S	UC: p.226
Cchool: Necromancy [Death]	SR:	Target: You			Caster Level:10	Concentration:+17
Effect: Your might increases with every kill you make.		4	40 minutes (D)	Touch	V M/DE	CD: = 205
Deeper Darkness Chool: Evocation [Darkness]	SR: No	1 standard action Target: Object touche	10 minutes [D]	Touch	V, M/DF Caster Level:10	CR: p.265 Concentration:+17
Effect: This spell functions as darkness, except that objects re					Custor Ecvel. 10	Concentration: 111
Delay Poison (Communal)	DC: 20, Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	UC: p.227
School: Conjuration (Healing)	SR: Yes (harmless)	Target: creatures touc	ched		Caster Level:10	Concentration:+17
Effect: As delay poison, but you may divide the duration amo	ng creatures touched.	1 round	100 minutes	Touch	V, S	UC: p.228
School: Evocation [Light]	SR: No	Target: object touched			Caster Level:10	Concentration:+17
Effect: Touched object emanates bright light, granting Percep	otion and Sense Motive bonuses.	,				
Dispel Magic		1 standard action	Instantaneous	Medium (200 ft.)	V, S	CR: p.272
School: Abjuration Effect: You can use dispel magic to end one ongoing spell the	SR: No	Target: One spellcaste		another enelleacter's e	Caster Level:10	Concentration:+17
DDDD Elemental Speech	at has been cast on a creature or object, to tempe	1 standard action	10 minutes	Personal	V, S, M (iron filings)	APG: p.218
School: Divination, AirSchool, EarthSchool, FireSchool,	SR:	Target: You			Caster Level:10	Concentration:+17
VaterSchool [Air, Earth, Fire, Water]						
Effect: Enables you to speak to elementals and some creature Enter Image	es.	1 standard action	concentration	500 ft.	V, S, M/DF (a drop	APG: p.219
<u> </u>					of paint and a ball of	
Cchool: Transmutation	SR: No	Target: transfer consc	iousness to any object bearing your likeness	s	clay) Caster Level:10	Concentration:+17
Effect: Transfers your consciousness to an object bearing you	ur likeness.	ŭ	, , , , ,			
□□□□ Glyph of Warding	DC: 20, See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	CR: p.290
School: Abjuration	SR: No (object) and yes; see text	Target: Object touche	d or up to 50 sq. ft.		Caster Level:10	Concentration:+1
iffect: This powerful inscription harms those who enter, pass	s, or open the warded area or object.	1 minute	10 days [D]	Personal	V, S, M (a spool of	APG: p.226
Guiding Star			To days [D]	i cisuidi	thread or string)	
chool: Divination	SR:	Target: You			Caster Level:10	Concentration:+1
ffect: Know approximate distance from where you cast this:	speii.	1 standard action	10 hours	5 miles	V, S, DF	CR: p.295
School: Evocation	SR: No	Target: Ghostly hand			Caster Level:10	Concentration:+1
ffect: You create the ghostly image of a hand, which you ca	n send to find a creature within 5 miles.					
Inflict Serious Wounds	DC: 20, Will half	1 standard action	Instantaneous	Touch	V, S	CR: p.301
chool: Necromancy	SR: Yes	Target: Creature toucl	hed		Caster Level:10	Concentration:+1
ffect: When laying your hand upon a creature, you channel Invisibility Purge	negative energy that deals 3d8+10 points of dam	age. 1 standard action	10 minutes [D]	Personal	V, S	CR: p.302
chool: Evocation	SR:	Target: You		-	Caster Level:10	Concentration:+1
ffect: You surround yourself with a sphere of power with a ra		ty.				
IIIII Ki Leech		1 standard action	10 minutes [D]	Personal	V, S	UM: p.225
chool: Necromancy [Evil]	SR:	Target: You			Caster Level:10	Concentration:+1
iffect: Add to your ki pool when you critically hit.		1 standard action	10 minutes	Long (800 ft.)	V, S, F/DF	CR: p.305
Locate Object School: Divination	SR: No		ed on you, with a radius of 800 ft.	Long (ooc it.)	Caster Level:10	Concentration:+1
Effect: You sense the direction of a well-known or clearly visu		rarger. Circle, centere	ed on you, with a radius of 600 ft.		Caster Level. 10	Concentration.+1
Magic Circle against Chaos	DC: 20, Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M/DF	CR: p.308
chool: Abjuration [Lawful]	SR: No; see text		manation from touched creature		Caster Level:10	Concentration:+1
Effect: All creatures within the area gain the effects of a prote	ection from chaos spell, and chaotic summoned or DC: 20, Will negates (harmless)	reatures cannot enter t 1 standard action	he area either. 100 minutes	Touch	V, S, M/DF	CR: p.308
DDDD Magic Circle against Good School: Abjuration [Evil]	SR: No; see text		manation from touched creature	Todon	Caster Level:10	Concentration:+1
Effect: All creatures within the area gain the effects of a prote					Oddier Edver. 10	Concentration: 11
□□□□ Magic Vestment	DC: 20, Will negates (harmless, object)	1 standard action	10 hours	Touch	V, S, DF	CR: p.310
Cchool: Transmutation	SR: Yes (harmless, object)	Target: Armor or shiel	d touched		Caster Level:10	Concentration:+1
ffect: You imbue a suit of armor or a shield with an enhance DDDD Meld into Stone	ement bonus of +2.	1 standard action	100 minutes	Personal	V, S, DF	CR: p.312
JUJUJ Meid Into Stone chool: Transmutation [Earth]	SR:	Target: You		. Droomal	Caster Level:10	Concentration:+1
icnooi: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and po		rarget. 10u			Gaster Level/10	Jondennation:+1
DDDD Nap Stack	DC: 20, Will negates (harmless)	1 minute	8 hours	30 ft.	V, S, M (a little silk	APG: p.233
chool: Necromancy	SR: Yes (harmless)	Target: 30-ftradius e	manation		pillow worth 100 gp) Caster Level:10	Concentration:+1
iffect: Subjects only need 2 hours for a night's sleep, and ca	n sleep even longer for more benefits.	_				
Nondetection *Nondetection	DC: 20, Will negates (harmless, object)	1 standard action	10 hours	Touch	V, S, M	CR: p.317
chool: Abjuration	SR: Yes (harmless, object)	Target: Creature or ob	•		Caster Level:10	Concentration:+1
ffect: The warded creature or object becomes difficult to det	tect by divination spells such as clairaudience/claid DC: 20, Will negates (object)	irvoyance, locate object 1 standard action	t, and detect spells. 8 hours [D]	Touch	V, S, M/DF	CR: p.317
chool: Abjuration	SR: Yes (object)		uched of up to 1000 lbs.		Caster Level:10	Concentration:+1
ffect: This spell hides an object from location by divination [stal ball.				
I□□□□ <u>Prayer</u>		1 standard action	10 rounds	40 ft.	V, S, DF	CR: p.324
chool: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: All allies and f	oes within a 40-ftradius burst centered on y	you	Caster Level:10	Concentration:+1
ffect: You bring special favor upon yourself and your allies w	while bringing disfavor to your enemies. DC: 20, Fortitude negates (harmless)	1 standard action	100 minutes or until discharged	Touch	V, S, DF	CR: p.327
chool: Abjuration, AirSchool, EarthSchool, FireSchool,	SR: Yes (harmless)	Target: Creature touch			Caster Level:10	Concentration:+1
/aterSchool		2.22.0.0 (000)				
ffect: Protection from energy grants temporary immunity to	the type of energy you specify when you cast it. DC: 20, Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	CR: p.332
☐☐☐☐ Remove Blindness/Deafness chool: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touch		. Julii	V, S Caster Level:10	Concentration:+1
<i>cricon:</i> Conjuration (Healing) <i>ffect:</i> Remove blindness/deafness cures blindness or deafn		. argor. Greature touch			Castor Level. 10	Jonodnii ali Un.+1
Remove Curse	DC: 20, Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	CR: p.332
chool: Abjuration	SR: Yes (harmless)	Target: Creature or ob	eject touched		Caster Level:10	Concentration:+1
ffect: Remove curse can remove all curses on an object or a	a creature. DC: 20, Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	CR: p.332
Chool: Conjugation (Healing)	SR: Yes (harmless)			. Julii	V, S Caster Level:10	
chool: Conjuration (Healing) ffect: Remove disease can cure all diseases from which the		Target: Creature touch	ilou		Caster Level:10	Concentration:+1
Resist Energy (Communal)	DC: 20, Fortitude negates (harmless)	1 standard action	100 minutes	Touch	V, S, DF	UC: p.242
	SR: Yes (harmless)	Target: creatures touc	ched		Caster Level:10	Concentration:+1
chool: Abjuration						
chool: Abjuration ffect: As resist energy, but you may divide the duration amo	ng creatures touched.	A standard and	10	Ol (50 (1)	V C	
chool: Abjuration ffect: As resist energy, but you may divide the duration amo Returning Weapon (Communal)	ng creatures touched. DC: 20, Will negates (harmless, object)	1 standard action	10 minutes	Close (50 ft.)	V, S	UC: p.243
ichool: Abjuration ffect: As resist energy, but you may divide the duration amo Returning Weapon (Communal) chool: Conjuration (Teleportation)	ong creatures touched. DC: 20, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action Target: weapons that		Close (50 ft.)	V, S Caster Level:10	
chool: Abjuration ffect: As resist energy, but you may divide the duration amo Returning Weapon (Communal)	ong creatures touched. DC: 20, Will negates (harmless, object) SR: Yes (harmless, object)			Close (50 ft.) Touch; see text		Concentration:+1 APG: p.240

		Cleric Spe	ells			
					100 gp each worn by both you and the	
School: Conjuration (Healing) Effect: Cast touch healing spells from a distance.	SR: Yes (harmless)	Target: creature touch	ned		target) Caster Level:10	Concentration:+17
Sands of Time	OD V	1 standard action	, ,	Touch	V, S	UM: p.236
School: Necromancy Effect: Target temporarily ages.	SR: Yes	Target: Touched creat	·		Caster Level:10	Concentration:+17
□□□□□Searing Light School: Evocation	SR: Yes	1 standard action Target: Ray	Instantaneous	Medium (200 ft.)	V, S Caster Level:10	CR: p.338 Concentration:+17
Effect: Focusing divine power like a ray of the sun, you proje	ect a blast of light from your open palm dealing 5de DC: 20, Will negates (harmless)		24 hours	Touch	V, S, M (a page from	
School: Divination	SR: Yes (harmless)	Target: creatures touc			a dictionary) Caster Level:10	Concentration:+17
Effect: As share language, but you may divide the duration a		10 minutes	10 minutes	10 ft.	V, S, DF	CR: p.346
School: Necromancy [Language-Dependent]	SR: No	Target: One dead crea			Caster Level:10	Concentration:+17
Effect: You grant the semblance of life to a corpse, allowing Stone Shape	it to answer questions.	1 standard action	Instantaneous	Touch	V, S, M/DF	CR: p.349
School: Transmutation, EarthSchool [Earth] Effect: You can form an existing piece of stone into any sha	SR: No	Target: Stone or stone	e object touched, up to 20 cu. ft.		Caster Level:10	Concentration:+17
⊒□□□*Suggestion	DC: 21, Will negates	1 standard action	10 hours or until completed	Close (50 ft.)	V, M	CR: p.350
School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]		Target: One living crea	ature		Caster Level:10	Concentration:+17
Effect: You influence the actions of the target creature by su DDDD Summon Monster III	aggesting a course of activity.	1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF	CR: p.352
School: Conjuration (Summoning) Effect: This spell functions like summon monster I, except th	SR: No nat you can summon one creature from the 3rd-lev	Target: One summone		I+1 creatures of the sa	Caster Level:10 me kind from the 1st-le	Concentration:+17
Summon Monster III (Reptiles Only)	,	1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF	CR: p.352
School: Conjuration (Summoning) Effect: This spell functions like summon monster I, except th	SR: No	Target: One summone		L±1 creatures of the sa	Caster Level:10	Concentration:+17
Symbol of Healing	DC: 20, Will half (harmless)	10 minutes	See text	0 ft.; see text	V, S, M (500 gp powdered diamond and opal)	UM: p.241
School: Conjuration (Healing) Effect: Triggered rune heals living creatures.	SR: Yes (harmless)	Target: One symbol			Caster Level:10	Concentration:+17
School: Illusion (Glamer) [Evil, Fear]	DC: 20, Will negates SR: No	1 standard action Target: 50-ft. radius et	10 minutes [D] manation	Medium (200 ft.)	V, M Caster Level:10	UM: p.248 Concentration:+17
Effect: Illusory hellscape makes creatures shaken. Water Breathing	DC: 20, Will negates (harmless)	1 standard action	20 hours; see text	Touch	V, S, M/DF	CR: p.368
School: Transmutation, WaterSchool	SR: Yes (harmless)	Target: Living creature		10001	Caster Level:10	Concentration:+17
Effect: The transmuted creatures can breathe water freely. Water Walk	DC: 20, Will negates (harmless)	1 standard action	100 minutes [D]	Touch	V, S, DF	CR: p.368
School: Transmutation [Water] Effect: The transmuted creatures can tread on any liquid as	SR: Yes (harmless) if it were firm ground.	Target: 10 touched cre	eatures		Caster Level:10	Concentration:+17
Wind Wall	DC: 20, None; see text	1 standard action	10 rounds	Medium (200 ft.)	V, S, M/DF	CR: p.370
School: Evocation, AirSchool [Air, WoodSchool] Effect: An invisible vertical curtain of wind appears.	SR: Yes) ft. long and 50 ft. high [S]		Caster Level:10	Concentration:+17
Chool: Evocation [Force, Light]	DC: 20, Will negates (harmless) SR: Yes (harmless)	1 standard action Target: creature touch	10 minutes ned or all creatures within 5 ft.; see text	Touch or 5 ft.; see tex	V, S, DF Caster Level:10	APG: p.257 Concentration:+17
Effect: Subject shines and gets 2 on all saves.		LEVEL 4	<u> </u>	_	_	_
Name	Save Information	Time	Duration	Range	Comp.	Source
Chool: Transmutation [Air]	SR: Yes (harmless)	1 standard action Target: Creature [Gare	100 minutes gantuan or smaller] touched	Touch	V, S, DF Caster Level:10	CR: p.239 Concentration:+17
Effect: The subject can tread on air as if walking on solid gro		1 standard action	100 minutes	Personal	V, S, DF	UM: p.207
School: Necromancy [Emotion, Fear, Mind-Affecting]	SR: Yes		manation centered on you	1 oroonal	Caster Level:10	Concentration:+17
Effect: Creatures in your aura become shaken. Blessing of Fervor	DC: 21, Fortitude negates (harmless)	1 standard action	10 rounds	Close (50 ft.)	V, S, DF	APG: p.205
School: Transmutation Effect: Gives allies a choice of benefits.	SR: Yes (harmless)	Target: 10 creatures,	no two of which can be more than 30 ft. apar	t	Caster Level:10	Concentration:+17
Blood Crow Strike		1 round				UM: p.208
	CD: V		Instantaneous	Medium (200 ft.)	V, S	
Effect: Unarmed strikes create crows that deal fire and nega		Target: One creature			Caster Level:10	Concentration:+17
Effect: Unarmed strikes create crows that deal fire and negation *Confusion*			10 rounds	Medium (200 ft.) Medium (200 ft.)		
Effect: Unarmed strikes create crows that deal fire and negation in the confusion school: Enchantment (Compulsion) [Mind-Affecting] Effect: This spell causes confusion in the targets, making the	ative energy damage. DC: 22, Will negates SR: Yes	Target: One creature 1 standard action	10 rounds		Caster Level:10 V, S, M/DF	Concentration:+17 CR: p.258
Effect: Unarmed strikes create crows that deal fire and nega	tive energy damage. DC: 22, Will negates SR: Yes munable to determine their actions. DC: 22, Will negates SR: Yes	Target: One creature 1 standard action Target: All creatures in	10 rounds n a 15-ftradius burst 10 rounds	Medium (200 ft.)	Caster Level:10 V, S, M/DF Caster Level:10	Concentration:+17 CR: p.258 Concentration:+17
Effect: Unarmed strikes create crows that deal fire and nega *Confusion *Confusion Schoot: Enchantment (Compulsion) [Mind-Affecting] Effect: This spell causes confusion in the targets, making the Control Summoned Creature Schoot: Enchantment (Compulsion) [Mind-Affecting] Effect: Direct a summoned monster as if you had summonee	tive energy damage. DC: 22, Will negates SR: Yes munable to determine their actions. DC: 22, Will negates SR: Yes	Target: One creature 1 standard action Target: All creatures in 1 standard action	10 rounds n a 15-ftradius burst 10 rounds	Medium (200 ft.)	Caster Level:10 V, S, M/DF Caster Level:10 V, S	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212
Effect: Unarmed strikes create crows that deal fire and negation of the confusion of the targets, making the confusion of the targets, making the confusion of	titive energy damage. DC: 22, Will negates SR: Yes em unable to determine their actions. DC: 22, Will negates SR: Yes d it. DC: 21, None; see text SR: No	Target: One creature 1 standard action Target: All creatures in 1 standard action Target: One summone 1 standard action	10 rounds n a 15-ftradius burst 10 rounds ed creature	Medium (200 ft.) Close (50 ft.)	Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212 Concentration:+17
Effect: Unarmed strikes create crows that deal fire and nega	titive energy damage. DC: 22, Will negates SR: Yes mu nable to determine their actions. DC: 22, Will negates SR: Yes d it. DC: 21, None; see text SR: No ch control water in different ways. DC: 21, Will half (harmless); see text	Target: One creature 1 standard action Target: All creatures in 1 standard action Target: One summone 1 standard action Target: Water in a voli 1 standard action	10 rounds n a 15-ftradius burst 10 rounds ed creature 100 minutes [D] ume of 100 ft. by 100 ft. by 20 ft. [S] Instantaneous	Medium (200 ft.) Close (50 ft.)	Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF V, S, M/DF	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212 Concentration:+17 CR: p.260 Concentration:+17 CR: p.262
Effect: Unarmed strikes create crows that deal fire and negation of the control o	ative energy damage. DC: 22, Will negates SR: Yes em unable to determine their actions. DC: 22, Will negates SR: Yes dt DC: 21, None; see text SR: No th control water in different ways. DC: 21, Will half (harmless); see text SR: Yes (harmless); see text	Target: One creature 1 standard action Target: All creatures in 1 standard action Target: One summone 1 standard action Target: Water in a voll 1 standard action Target: Creature touch	10 rounds n a 15-ftradius burst 10 rounds ed creature 100 minutes [D] ume of 100 ft. by 100 ft. by 20 ft. [S] Instantaneous hed	Medium (200 ft.) Close (50 ft.) Long (800 ft.) Touch	Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212 Concentration:+17 CR: p.260 Concentration:+17 CR: p.262 Concentration:+17
Effect: Unarmed strikes create crows that deal fire and negation of the control o	titve energy damage. DC: 22, Will negates SR: Yes munable to determine their actions. DC: 22, Will negates SR: Yes d it. DC: 21, None; see text SR: No th control water in different ways. DC: 21, Will half (harmless); see text SR: Yes (harmless); see text	Target: One creature 1 standard action Target: All creatures in 1 standard action Target: One summone 1 standard action Target: Water in a voll 1 standard action Target: Creature touch	10 rounds in a 15-ftradius burst 10 rounds ed creature 100 minutes [D] ume of 100 ft. by 100 ft. by 20 ft. [S] Instantaneous hed 10 minutes	Medium (200 ft.) Close (50 ft.) Long (800 ft.)	Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF V, S, M/DF	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212 Concentration:+17 CR: p.260 Concentration:+17 CR: p.262
Effect: Unarmed strikes create crows that deal fire and negation of the control o	ative energy damage. DC: 22, Will negates SR: Yes mu nable to determine their actions. DC: 22, Will negates SR: Yes d it. DC: 21, None; see text SR: No ch control water in different ways. DC: 21, Will half (harmless); see text SR: Yes (harmless); see text DC: 21, Will negates (harmless) SR: Yes (harmless)	Target: One creature 1 standard action Target: All creatures in 1 standard action Target: One summone 1 standard action Target: Water in a voli 1 standard action Target: Creature touck damage. 1 standard action	10 rounds in a 15-ftradius burst 10 rounds ed creature 100 minutes [D] ume of 100 ft. by 100 ft. by 20 ft. [S] Instantaneous hed 10 minutes	Medium (200 ft.) Close (50 ft.) Long (800 ft.) Touch	Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S, DF	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212 Concentration:+17 CR: p.260 Concentration:+17 CR: p.262 Concentration:+17 CR: p.264
Effect: Unarmed strikes create crows that deal fire and nega	ative energy damage. DC: 22, Will negates SR: Yes em unable to determine their actions. DC: 22, Will negates SR: Yes d it. DC: 21, None; see text SR: No th control water in different ways. DC: 21, Will half (harmless); see text SR: Yes (harmless) SR: Yes (harmless) stall death spells and magical death effects.	Target: One creature 1 standard action Target: All creatures in 1 standard action Target: One summone 1 standard action Target: Water in a vol 1 standard action Target: Creature touch 1 damage. 1 standard action Target: Living creature 1 standard action Target: one creature	10 rounds in a 15-ftradius burst 10 rounds ed creature 100 minutes [D] ume of 100 ft. by 100 ft. by 20 ft. [S] Instantaneous hed 10 minutes e touched 10 rounds [D] see text	Medium (200 ft.) Close (50 ft.) Long (800 ft.) Touch Touch Medium (200 ft.)	Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S, M/DF Caster Level:10 V, S, Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212 Concentration:+17 CR: p.260 Concentration:+17 CR: p.262 Concentration:+17 CR: p.264 Concentration:+17 UC: p.227 Concentration:+17
Effect: Unarmed strikes create crows that deal fire and negation of the control o	ative energy damage. DC: 22, Will negates SR: Yes em unable to determine their actions. DC: 22, Will negates SR: Yes d it. DC: 21, None; see text SR: No th control water in different ways. DC: 21, Will half (harmless); see text SR: Yes (harmless); see text cannel positive energy that cures 4d8+10 points of DC: 21, Will half (harmless) SR: Yes (harmless) st all death spells and magical death effects. SR: Yes hen it attacks or casts a spell. SR: Yes (object)	Target: One creature 1 standard action Target: All creatures in 1 standard action Target: One summone 1 standard action Target: Water in a vol 1 standard action Target: Creature toucl 6 damage. 1 standard action Target: Living creature 1 standard action Target: one creature 1 standard action Target: Asy	10 rounds n a 15-ftradius burst 10 rounds ed creature 100 minutes [D] ume of 100 ft. by 100 ft. by 20 ft. [S] Instantaneous hed 10 minutes e touched 10 rounds [D] see text	Medium (200 ft.) Close (50 ft.) Long (800 ft.) Touch	Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S Caster Level:10 V, S, DF Caster Level:10 V, S, DF	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212 Concentration:+17 CR: p.260 Concentration:+17 CR: p.262 Concentration:+17 CR: p.264 Concentration:+17 UC: p.227
Effect: Unarmed strikes create crows that deal fire and negal control in the targets. The spell causes confusion in the targets, making the control in the targets, making the targets, making the targets, making the targets, making the targets, and the targets, an	ative energy damage. DC: 22, Will negates SR: Yes em unable to determine their actions. DC: 22, Will negates SR: Yes d it. DC: 21, None; see text SR: No th control water in different ways. DC: 21, Will half (harmless); see text SR: Yes (harmless); see text cannel positive energy that cures 4d8+10 points of DC: 21, Will half (harmless) SR: Yes (harmless) st all death spells and magical death effects. SR: Yes hen it attacks or casts a spell. SR: Yes (object)	Target: One creature 1 standard action Target: All creatures in 1 standard action Target: One summone 1 standard action Target: Water in a vol 1 standard action Target: Creature toucl 6 damage. 1 standard action Target: Living creature 1 standard action Target: one creature 1 standard action Target: Asy	10 rounds n a 15-ftradius burst 10 rounds ed creature 100 minutes [D] ume of 100 ft. by 100 ft. by 20 ft. [S] Instantaneous hed 10 minutes e touched 10 rounds [D] see text	Medium (200 ft.) Close (50 ft.) Long (800 ft.) Touch Touch Medium (200 ft.)	Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S, M/DF Caster Level:10 V, S, Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, OF Caster Level:10 V, S, OF	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212 Concentration:+17 CR: p.260 Concentration:+17 CR: p.262 Concentration:+17 CR: p.264 Concentration:+17 UC: p.227 Concentration:+17 CR: p.270
School: Evocation [Fire] Effect: Unarmed strikes create crows that deal fire and nega """ *Confusion School: Enchantment (Compulsion) [Mind-Affecting] Effect: This spell causes confusion in the targets, making the confusion of the confusion of the targets, making the confusion of the confusion of the targets, making the confusion of the con	ative energy damage. DC: 22, Will negates SR: Yes mu mable to determine their actions. DC: 22, Will negates SR: Yes d it. DC: 21, None; see text SR: No ch control water in different ways. DC: 21, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless) and magical death effects. SR: Yes (harmless) SR: Yes (harmless) SR: Yes (barmless) SR: Yes (barmless)	Target: One creature 1 standard action Target: All creatures in 1 standard action Target: One summone 1 standard action Target: Water in a vol 1 standard action 1 standard action 1 standard action 1 standard action Target: Living creature 1 standard action Target: ne creature 1 standard action Target: Ray ting emerald field that c 1 standard action Target: 10 creatures, 1 standard action	10 rounds in a 15-ftradius burst 10 rounds ed creature 100 minutes [D] ume of 100 ft. by 100 ft. by 20 ft. [S] Instantaneous hed 10 minutes e touched 10 rounds [D] see text 10 minutes completely blocks extradimensional travel.	Medium (200 ft.) Close (50 ft.) Long (800 ft.) Touch Touch Medium (200 ft.) Medium (200 ft.)	Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S, M/DF Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, DF Caster Level:10 V, S, CASTER Level:10 V, S, CASTER Level:10 V, S, CASTER Level:10	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212 Concentration:+17 CR: p.260 Concentration:+17 CR: p.262 Concentration:+17 UC: p.264 Concentration:+17 UC: p.227 Concentration:+17 CR: p.270 Concentration:+17
Effect: Unarmed strikes create crows that deal fire and nega School: Enchantment (Compulsion) [Mind-Affecting] Effect: This spell causes confusion in the targets, making the Control Summoned Creature School: Enchantment (Compulsion) [Mind-Affecting] Effect: Direct a summoned monster as if you had summoned Compulsion] [Mind-Affecting] Effect: Direct a summoned monster as if you had summoned Compulsion] [Mind-Affecting] Effect: This spell has two different applications, both of whice Compulsion [Mater] Effect: This spell has two different applications, both of whice Compulsion [Mater] Effect: Unarmed School: Conjuration (Healing) Effect: The subject gains a +4 morale bonus on saves again [Mind Compulsion] Effect: The subject gains a +4 morale bonus on saves again [Mind Compulsion] Effect: Inflicts an ill fate on a creature, halving its damage with the compulsion [Mind Compulsion] Effect: A green ray springs from your hand, any creature or [Mind Compulsion] Effect: Divination [Mind Compulsion] Effect: Divination [Mind Compulsion] Effect: A green ray springs from your hand, any creature or [Mind Compulsion] Effect: Divination [Mind Compulsion]	ative energy damage. DC: 22, Will negates SR: Yes mu mable to determine their actions. DC: 22, Will negates SR: Yes d it. DC: 21, None; see text SR: No ch control water in different ways. DC: 21, Will half (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless); see text SR: Yes (harmless) and magical death effects. SR: Yes (harmless) SR: Yes (harmless) SR: Yes (barmless) SR: Yes (barmless)	Target: One creature 1 standard action Target: All creatures in 1 standard action Target: One summone 1 standard action Target: Water in a vol 1 standard action 1 standard action 1 standard action 1 standard action Target: Living creature 1 standard action Target: ne creature 1 standard action Target: Ray ting emerald field that c 1 standard action Target: 10 creatures, 1 standard action	10 rounds in a 15-ftradius burst 10 rounds ed creature 100 minutes [D] ume of 100 ft. by 100 ft. by 20 ft. [S] Instantaneous hed 10 minutes e touched 10 rounds [D] see text 10 minutes completely blocks extradimensional travel. Concentration, up to 10 rounds no two of which can be more than 30 ft. apar	Medium (200 ft.) Close (50 ft.) Long (800 ft.) Touch Touch Medium (200 ft.) Medium (200 ft.)	Caster Level:10 V, S, M/DF Caster Level:10 V, S Caster Level:10 V, S, M/DF Caster Level:10 V, S, M/DF Caster Level:10 V, S, DF	Concentration:+17 CR: p.258 Concentration:+17 UM: p.212 Concentration:+17 CR: p.260 Concentration:+17 CR: p.262 Concentration:+17 UC: p.264 Concentration:+17 UC: p.227 Concentration:+17 CR: p.270 Concentration:+17 CR: p.270

		Cleric Spe	ells			
Divination School: Divination	SR:	10 minutes Target: You	Instantaneous	Personal	V, S, M Caster Level:10	CR: p.273 Concentration:+17
Effect: A divination spell can provide you with a useful piece		cific goal, event, or acti		_		
School: Evocation	SR:	1 standard action Target: You	10 rounds	Personal	V, S, DF Caster Level:10	CR: p.273 Concentration:+17
Effect: You imbue yourself with strength and skill in combat	and gain a +3 luck bonus on attack rolls, weapon	damage rolls, Strength		T		
School: Conjuration (Summoning) [Evil]	DC: 21, Fortitude partial (see text) SR: Yes	1 standard action Target: Creature touc	10 rounds [D] shed	Touch	V, S Caster Level:10	UM: p.220 Concentration:+17
Effect: Worms deal hp and Dex damage. Treedom of Movement	DC: 21, Will negates (harmless)	1 standard action	100 minutes	Personal or touch	V, S, M, DF	CR: p.287
School: Abjuration	SR: Yes (harmless)	Target: You or creatu			Caster Level:10	Concentration:+17
Effect: This spell enables you or a creature you touch to mo	ove and attack normally for the duration of the spel	II, even under the influe 1 standard action	ence of magic that usually impedes moveme 10 minutes	ent, such as paralysis, se Close (50 ft.)	olid fog, slow, and web. V, S, DF	CR: p.290
School: Transmutation Effect: You turn a number of normal-sized centipedes, scor	SR: Yes	Target: 1 or more ver	min, no two of which can be more than 30 ft	. apart	Caster Level:10	Concentration:+17
Imbue with Spell Ability	DC: 21, Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	CR: p.299
School: Evocation Effect: You transfer some of your currently prepared spells,	SR: Yes (harmless)	Target: Creature touc	hed; see text		Caster Level:10	Concentration:+17
Infernal Healing, Greater	DC: 21, Will negates (harmless)	1 round	1 minute	Touch	V, S, M	House: p.295
School: Conjuration (Healing) [Evil]	SR: Yes (harmless)	Target: Creature touc			Caster Level:10	Concentration:+17
Effect: Anoint a wounded creature with devil's blood or unhuled Inflict Critical Wounds	DC: 21, Will half	1 standard action	Instantaneous	Touch	V, S	CR: p.300
School: Necromancy	SR: Yes	Target: Creature touc	thed		Caster Level:10	Concentration:+17
Effect: When laying your hand upon a creature, you channed Magic Weapon (Greater)	DC: 21, Will negates (harmless, object)	nage. 1 standard action	10 hours	Close (50 ft.)	V, S, M/DF	CR: p.310
School: Transmutation [MetalSchool]	SR: Yes (harmless, object)	,	or 50 projectiles [all of which must be togeth	er at the time of casting] Caster Level:10	Concentration:+17
Effect: This spell functions like magic weapon, except that i	t gives a weapon an enhancement bonus on attac DC: 21, Will negates (harmless, object)	k and damage rolls of - 1 standard action	+2. Instantaneous or 100 minutes; see text	Touch	V, S, M/DF	CR: p.316
School: Conjuration (Healing)	SR: Yes (harmless, object)		bject of up to 10 cu. ft. touched		Caster Level:10	Concentration:+17
Effect: You detoxify any sort of venom in the creature or ob	ject touched. DC: 21, Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (200 ft.)	V, S	CR: p.317
School: Evocation [Lawful]	SR: Yes		atures within a burst that fills a 30-ft. cube	(200 10)	Caster Level:10	Concentration:+17
Effect: You channel lawful power to smite enemies.	DC: 21, Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S	UM: p.231
School: Necromancy [Disease, Evil]	SR: Yes	Target: Creature touc		TOUGH	V, S Caster Level:10	Concentration:+17
Effect: Target's attacks carry filth fever.						
School: Transmutation, AirSchool, EarthSchool, FireSchool	SR-	1 standard action Target: You	10 hours [D]	Personal	V Caster Level:10	APG: p.236 Concentration:+17
WaterSchool	, sr.	rarger. Tou			Caster Level. 10	Concentration.+17
Effect: Resist harmful effects of other plane. DDDDD Planar Ally (Lesser)		10 minutes	Instantaneous	Close (50 ft.)	V, S, M, DF	CR: p.320
School: Conjuration (Calling)	SR: No	Target: One called ou	utsider of 6 HD or less		Caster Level:10	Concentration:+17
Effect: By casting this spell, you request your deity to send Poison	you an outsider [of 6 HD or less] of the deity's cho DC: 21, Fortitude negates; see text	ice. 1 standard action	Instantaneous; see text	Touch	V, S, DF	CR: p.323
School: Necromancy [Poison]	SR: Yes	Target: Living creatur			Caster Level:10	Concentration:+17
Effect: Calling upon the venomous powers of natural preda	tors, you infect the subject with a horrible poison b DC: 21, Fortitude negates (harmless)	y making a successful 1 standard action	melee touch attack. 100 minutes or until discharged	Touch	V, S, DF	UC: p.240
(Communal)	DO. 11, 1 Ortificate negates (narmiess)	1 Standard dotton	100 minutes of until discharged	roudii	v, o, bi	ОО. р.240
School: Abjuration	SR: Yes (harmless)	Target: creatures tour	ched		Caster Level:10	Concentration:+17
Effect: As protection from energy, but you may divide the di	DC: 21, None or Will negates; see text	1 standard action	100 minutes [D]	10 ft.	V, S, DF	CR: p.333
School: Abjuration [Pain]	SR: Yes	Target: 10-ftradius e	emanation centered on you		Caster Level:10	Concentration:+17
Effect: An invisible barrier holds back vermin. Rest Eternal		1 round	permanent	Touch	V, S, M/DF (ashes an	dAPG: p.238
<u> </u>					a vial of holy or unholy water)	,
School: Necromancy [Curse]	SR: No	Target: one dead crea	ature touched		Caster Level:10	Concentration:+17
Effect: Dead creature cannot be revived. Restoration	DC: 21, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	CR: p.334
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touc			Caster Level:10	Concentration:+17
Effect: This spell functions like lesser restoration, except the	at it also dispels temporary negative levels or one DC: 21, Will negates (harmless)	permanent negative lev 1 standard action	vel. 10 hours [D]	Touch	V, S	UM: p.235
School: Transmutation [Water]	SR: Yes (harmless)	Target: Creature touc	• •		Caster Level:10	Concentration:+17
Effect: Target can breathe water and swim. Sending		10 minutes	1 round; see text	See text	V, S, M/DF	CR: p.339
School: Evocation [WoodSchool]	SR: No	Target: One creature			Caster Level:10	Concentration:+17
Effect: You contact a particular creature with which you are	familiar and send a short message of 25 words or	less to the subject. 1 round	Instantaneous	Close (50 ft.)	V, S	UM: p.240
School: Abjuration [MetalSchool]	SR: No	Target: One construct		(==/	Caster Level:10	Concentration:+17
Effect: Reduce the berserk chance of a construct.	DC: 21, Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, DF	CR: p.346
School: Abjuration	SR: Yes (harmless)	Target: Creature touc		. 546.1	Caster Level:10	Concentration:+17
Effect: The warded creature is immune to the effects of one	specified spell for every four levels you have.	1 standard action	10 rounds [D]	Medium (200 ft.)	V, S, DF	APG: p.246
School: Evocation [Force]	SR: Yes	Target: spiritual ally o		Mediaili (200 II.)	V, S, DF Caster Level:10	Concentration:+17
Effect: Creates a divine ally to aid you.				Close (FO #)	V	
School: Transmutation [Poison]	DC: 21, Fortitude partial SR: No	1 standard action Target: One stream o	Instantaneous; see text f venom	Close (50 ft.)	V Caster Level:10	UM: p.240 Concentration:+17
Effect: Spit blinding black adder venom.						
School: Necromancy	DC: 21, Will negates SR: Yes	1 standard action	10 minutes	Close (50 ft.)	V, S, M (two flies) Caster Level:10	UC: p.245 Concentration:+17
Effect: The target eidolon's summoner takes damage when		Target: one summone				
School School State School Size School	CD: No.	1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF	CR: p.352
School: Conjuration, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning)	SR: No	Target: One summon			Caster Level:10	Concentration:+17
Effect: This spell functions like summon monster I, except t	hat you can summon one creature from the 4th-lev	vel list, 1d3 creatures o 10 minutes	f the same kind from the 3rd-level list, or 1d- See text	4+1 creatures of the said	me kind from a lower-le V, S, M (1,000 gp	vel list. UM: p.241
Symbol of Revelation		. o minatos	223 10/11	, 000 toxt	powdered diamond and opal)	p.=
School: Divination	SR: Yes	Target: One symbol			and opai) Caster Level:10	Concentration:+17
Effect: Triggered symbol reveals illusions. Symbol of Slowing	DC: 21, Will negates	10 minutes	See text	0 ft.; see text	V, S, M (1,000 gp	UM: p.242
GGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG				, 250 toxi	powdered diamond and opal)	
School: Transmutation	SR: Yes	Target: One symbol	0		Caster Level:10	Concentration:+17
		* =Domain/Speciality	Spell			

		Cleric Spe	ells			
Effect: Triggered rune slows creatures.						
□□□□□ Terrible Remorse	DC: 22, Will partial (see text)	1 standard action	10 rounds	Close (50 ft.)	V, S	UM: p.243
School: Enchantment (Compulsion) [Emotion, Mind-Affection	g]SR: Yes	Target: 1 living creatu	re		Caster Level:10	Concentration:+17
Effect: Creature is compelled to harm itself.	DC: 24 Mill marrates (harmlans)	4	400	Tarret	V, M/DF	CD: = 200
Tongues	DC: 21, Will negates (harmless)	1 standard action	100 minutes	Touch		CR: p.360
School: Divination [WoodSchool] Effect: This spell grants the creature touched the ability to s	SR: No neak and understand the language of any intellige	Target: Creature touch			Caster Level:10	Concentration:+17
""" **Unholy Blight	DC: 21, Will partial	1 standard action	Instantaneous [1d4 rounds]; see text	Medium (200 ft.)	V, S	CR: p.364
School: Evocation [Evil]	SR: Yes	Target: 20-ftradius s	pread		Caster Level:10	Concentration:+17
Effect: You call up unholy power to smite your enemies.						
□□□□□ <u>Unholy Blight</u>	DC: 21, Will partial	1 standard action	Instantaneous [1d4 rounds]; see text	Medium (200 ft.)	V, S	CR: p.364
School: Evocation [Evil] Effect: You call up unholy power to smite your enemies.	SR: Yes	Target: 20-ftradius s	pread		Caster Level:10	Concentration:+17
□□□□□ Water Walk (Communal)	DC: 21, Will negates (harmless)	1 standard action	100 minutes [D]	Touch	V, S, DF	UC: p.249
School: Transmutation [Water]	SR: Yes (harmless)	Target: creatures touc	hed		Caster Level:10	Concentration:+17
Effect: As water walk, but you may divide the duration amor						
		LEVEL :	5			
				_		
Name Air Walk (Communal)	Save Information	Time 1 standard action	Duration 100 minutes	Range Touch	Comp. V, S, DF	Source UC: p.222
School: Transmutation [Air]	SR: Yes (harmless)	Target: creatures touc		100011	Caster Level:10	Concentration:+17
Effect: This spell functions like air walk, except divide the du	, ,			ures touched.	Guoto, 2010).10	Concontiduon.
□□□□ Astral Projection, Lesser		30 minutes	See text	Touch	V, S, M (1,000 gp	UM: p.207
School: Necromancy	SR: Yes	Target: You plus 5 add	ditional willing creatures touched		jacinth) Caster Level:10	Concentration:+17
Effect: Limited astral travel.		,	<u> </u>			
□□□□ Atonement		1 hour	Instantaneous	Touch	V, S, M, F/DF	CR: p.245
School: Abjuration	SR: Yes	Target: Living creature	e touched		Caster Level:10	Concentration:+17
Effect: This spell removes the burden of misdeeds from the	subject. DC: 22, See text	1 minute	Instantaneous	Close (50 ft.)	V, S	CR: p.251
School: Abjuration	SR: No			5/050 (50 it.)	V, S Caster Level:10	Concentration:+17
Effect: This spell frees victims from enchantments, transmut		rarger. Op to one crea	ature per level, all within 30 ft. of each other		Caster Level.10	Concentration:+17
Breath of Life	DC: 22, Will negates (harmless) or Will half,	1 standard action	Instantaneous	Touch	V, S	CR: p.251
School: Conjuration (Healing)	SR: Ves (harmless) or ves see text	Target: Creature touch	ned		Caster Level:10	Concentration:+17
Effect: This spell cures 5d8+10 points of damage	SR: Yes (harmless) or yes, see text	. argot. Greature touch			Casior Level. 10	SSHOOMA AUGINT 17
Cleanse Cleanse		1 standard action	Instantaneous	Personal	S, DF	APG: p.211
School: Evocation	SR:	Target: You			Caster Level:10	Concentration:+17
Effect: Cures 4d8+10 damage and also removes several aff	lictions. DC: 23, Will negates	1 standard action	10 rounds	Close (50 ft.)	V	CP: p 257
Command (Greater)		1 standard action				CR: p.257
School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Yes	l arget: 10 creatures,	no two of which can be more than 30 ft. apa	rt	Caster Level:10	Concentration:+17
Effect: This spell functions like command, except that up to	10 creatures may be affected, and the activities co					
Commune Commune		10 minutes	10 rounds	Personal	V, S, M, DF	CR: p.257
School: Divination	SR:	Target: You			Caster Level:10	Concentration:+17
Effect: You contact your deityor agents thereofand ask q	uestions that can be answered by a simple yes or DC: 22, Fortitude negates	no. 1 standard action	Instantaneous	Close (50 ft.)	V, S	UM: p.211
School: Necromancy [Disease, Evil]	SR: Yes	Target: One living crea		0.000 (00 1)	Caster Level:10	Concentration:+17
Effect: Infect a subject with a magical disease.	on. Tes	rarges. One living ores	aturo		Gaster Level. 10	Concentration. 111
Cure Light Wounds (Mass)	DC: 22, Will half (harmless) or Will half; see	1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.263
0.4	text	T				
School: Conjuration (Healing)			no two of which can be more than 30 ft ana		Caster Level:10	Concentration:+17
School: Conjuration (Healing) Effect: You channel positive energy to cure 1d8+10 points of	SR: Yes (harmless) or yes; see text f damage points on each selected creature.	rarget: 10 creatures, i	no two of which can be more than 30 ft. apa	π	Caster Level:10	Concentration:+17
		1 standard action	no two of which can be more than 30 ft. apa	Close (50 ft.)	V, S	Concentration:+17 UM: p.215
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse]	f damage points on each selected creature.					
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove.	f damage points on each selected creature. DC: 22, Will negates SR: Yes	1 standard action Target: One creature	Permanent	Close (50 ft.)	V, S Caster Level:10	UM: p.215 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse]	f damage points on each selected creature. DC: 22, Will negates	1 standard action			V, S Caster Level:10 V, S, M (250 gp powdered lead and	UM: p.215
Effect: You channel positive energy to cure 1d8+10 points on the control of the c	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates	1 standard action Target: One creature 1 round	Permanent	Close (50 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum)	UM: p.215 Concentration:+17 UM: p.215
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove.	f damage points on each selected creature. DC: 22, Will negates SR: Yes	1 standard action Target: One creature	Permanent	Close (50 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and	UM: p.215 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse]	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates	1 standard action Target: One creature 1 round	Permanent 100 minutes 10 rounds or until discharged, whichever	Close (50 ft.) Medium (200 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum)	UM: p.215 Concentration:+17 UM: p.215
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight.	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text	standard action Target: One creature round Target: One creature standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first	Close (50 ft.) Medium (200 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful]	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text	standard action Target: One creature round Target: One creature standard action Target: You and a tou enchantment or chaot	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, o ic spell on a touched creature or object	Close (50 ft.) Medium (200 ft.) Touch r you and an	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text ing a +4 deflection bonus to AC against attacks by	standard action Target: One creature round Target: One creature standard action Target: You and a touenchantment or chaot chaotic creatures and	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, o ic spell on a touched creature or object you can choose to drive chaotic creatures by you can choose to drive chaotic creatures.	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 e on making a successf	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack.
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful]	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text	standard action Target: One creature round Target: One creature standard action Target: You and a tou enchantment or chaot	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, o ic spell on a touched creature or object	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text ing a +4 deflection bonus to AC against attacks by	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 e on making a successf	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack.
Effect: You channel positive energy to cure 1d8+10 points of the control of the c	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text SR: See text SR: See text SR: See text	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, o ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 on making a successf V, S, DF Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant. Curse of Magic Negation School: Abjuration [Lawful] Effect: Dark, wavering unholy energy surrounds you granting.	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text SR: See text SR: See text SR: See text	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, o ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch ou and an	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 on making a successf V, S, DF Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points or Curse. Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant. Change Chaos School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you granting Dispel Good	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text ga +4 deflection bonus to AC against attacks by CC: 22, See text	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 on making a successf V, S, DF Caster Level:10 caster Level:10 anking a successful mel V, S, DF	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant. Curse of Magic Negation School: Abjuration [Lawful] Effect: Dark, wavering unholy energy surrounds you granting.	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by CR: See text ga +4 deflection bonus to AC against attacks by ga +4 deflection bonus	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: You and a tou	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, o ic spell on a touched creature or object you can choose to drive chaotic creatures to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y ched good creature from another plane, or y	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 on making a successf V, S, DF Caster Level:10 asking a successful mel	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack.
Effect: You channel positive energy to cure 1d8+10 points or Curse. Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant. Change Chaos School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you granting Dispel Good	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good jood creatures and you standard action Target: You and a tou enchantment or good lood creatures and you can be such a standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object comes first ched good creature from another plane, or y spell on a touched creature or object comes first ched good creature from another plane, or y spell on a touched creature or object	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 e on making a successf V, S, DF Caster Level:10 akking a successful mel V, S, DF Caster Level:10 caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points of the control of the c	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by gate of the companient o	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object comes first ched good creature from another plane, or y spell on a touched creature or object comes first ched good creature from another plane, or y spell on a touched creature or object	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 e on making a successf V, S, DF Caster Level:10 akking a successful mel V, S, DF Caster Level:10 caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points or Curse. Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant. Chief Chark, wavering unholy energy surrounds you grantin. Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin. Effect: Dark, wavering unholy energy surrounds you grantin. Effect: Dark, wavering unholy energy surrounds you grantin.	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text SR: See text SR: See text g a +4 deflection bonus to AC against attacks by g DC: 22, See text g a +4 deflection bonus to AC against attacks by g DC: 22, See text g a +4 deflection bonus to AC against attacks by g DC: 22, See text SR: See text g a +4 deflection bonus to AC against attacks by g DC: 22, Will negates (harmless, object); see text	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good jood creatures and you 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch rou and an	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 on making a successf V, S, DF Caster Level:10 aaking a successful mel V, S, DF Caster Level:10 aaking a successful mel v, S, DF Caster Level:10 aaking a successful mel v, S, DF	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack.
Effect: You channel positive energy to cure 1d8+10 points or control Curse. Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant. Chaos: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you granting Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you granting Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you granting Dispel Good	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by gate of the companient o	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch rou and an	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 so nn making a successful mel V, S, DF Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant Chao: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin Dispel Good School: Transmutation	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text SR: See text SR: See text g a +4 deflection bonus to AC against attacks by g DC: 22, See text g a +4 deflection bonus to AC against attacks by g DC: 22, See text g a +4 deflection bonus to AC against attacks by g DC: 22, See text SR: See text g a +4 deflection bonus to AC against attacks by g DC: 22, Will negates (harmless, object); see text	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good jood creatures and you 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch rou and an	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 so nn making a successful mel V, S, DF Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272
Effect: You channel positive energy to cure 1d8+10 points or control Curse. Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant. Chaol: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin. Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin. Dispel Good School: Transmutation Effect: The Structure of the School: Transmutation Effect: Dark wavering unholy energy surrounds you grantin. Chaol: Transmutation Effect: The Spell makes a melee weapon deadly to undead. Chool: Illusion (Glamer)	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text sR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by CDC: 22, See text SR: Yes (harmless, object); see text SR: Yes (harmless, object)	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good pood creatures and you 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: One melee we 1 standard action Target: 40-ftradius e	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or is spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or yspell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or yspell on a touched creature or object can choose to drive good creatures back to 10 rounds to 10	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch rou and an Touch Touch Touch	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 e on making a successful mel V, S, DF Caster Level:10 aaking a successful mel V, S, DF Caster Level:10 aaking a successful mel V, S Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ce touch attack. CR: p.273 Concentration:+17 CR: p.280 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points or Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant Curse of Magic Negation School: Abjuration [Ewil] Effect: Dark, wavering unholy energy surrounds you grantin Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin Dispel Good School: Transmutation Effect: This spell makes a melee weapon deadly to undead. Chool: Its spell makes a melee weapon deadly to undead. Chool: Illusion (Glamer) Effect: This spell creates a subtle illusion, causing any divin	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, Will negates SR: See text SR: See text SR: See text ga +4 deflection bonus to AC against attacks by gDC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by gDC: 22, See text SR: Yes (harmless, object): see text SR: Yes (harmless, object)	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: One melee we 1 standard action Target: 40-ftradius e the area of this spell to in the good to the	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or ysell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or yspell on a touched creature or object can choose to drive good creatures back to 10 rounds or touched creature or object can choose to drive good creatures back to 10 rounds appear to 10 hours [D] manation instead receive a false image [as the major instead receive a false image [as the majo	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch rou and an Touch Touch Touch	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 e on making a successful mel V, S, DF Caster Level:10 aaking a successful mel V, S, DF Caster Level:10 aaking a successful mel V, S Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.273 Concentration:+17 CR: p.280 Concentration:+17 sting.
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you granting the control of the control o	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by garden bonus to AC against attacks by garde	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: One melee we 1 standard action Target: One melee we 1 standard action Target: A0-ftradius e ee area of this spell to in 1 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object can choose to drive good creatures back to 10 rounds or a touched creature or object can choose to drive good creatures back to 10 rounds sapon 10 hours [D] manation instead receive a false image [as the major in 10 minutes [D]	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane on m Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Touch Touch	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 on making a successf V, S, DF Caster Level:10 aaking a successful mel V, S, DF Caster Level:10 aaking a successful mel V, S, DF Caster Level:10 v, S, M Caster Level:10 by you at the time of called the caster Level:10 v, S, M	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack. UR: p.273 Concentration:+17 ee touch attack. UR: p.280 Concentration:+17 use touch attack. UR: p.280 Concentration:+17 use touch attack. UR: p.280 Concentration:+17 use touch attack. UR: p.290
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant Curse Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you granting Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you granting Dispel Good School: Transmutation Effect: This spell makes a melee weapon deadly to undead. Chool: Illusion (Glamer) Effect: This spell creates a subtle illusion, causing any diving Chool: Transmutation [Air, WoodSchool]	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, Will negates SR: See text SR: See text SR: See text ga +4 deflection bonus to AC against attacks by gDC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by gDC: 22, See text SR: Yes (harmless, object): see text SR: Yes (harmless, object)	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: One melee we 1 standard action Target: One melee we 1 standard action Target: A0-ftradius e ee area of this spell to in 1 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or ysell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or yspell on a touched creature or object can choose to drive good creatures back to 10 rounds or touched creature or object can choose to drive good creatures back to 10 rounds appear to 10 hours [D] manation instead receive a false image [as the major instead receive a false image [as the majo	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane on m Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Touch Touch	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 e on making a successful mel V, S, DF Caster Level:10 aaking a successful mel V, S, DF Caster Level:10 aaking a successful mel V, S Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.273 Concentration:+17 CR: p.280 Concentration:+17 sting.
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you granting the control of the control o	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by garden bonus to AC against attacks by garde	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: You and a tou enchantment or good good creatures and you 1 standard action Target: One melee we 1 standard action Target: One melee we 1 standard action Target: A0-ftradius e ee area of this spell to in 1 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object can choose to drive good creatures back to 10 rounds or a touched creature or object can choose to drive good creatures back to 10 rounds sapon 10 hours [D] manation instead receive a false image [as the major in 10 minutes [D]	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane on m Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Touch Touch	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 on making a successf V, S, DF Caster Level:10 aaking a successful mel V, S, DF Caster Level:10 aaking a successful mel V, S, DF Caster Level:10 v, S, M Caster Level:10 by you at the time of called the caster Level:10 v, S, M	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack. UR: p.273 Concentration:+17 ee touch attack. UR: p.280 Concentration:+17 use touch attack. UR: p.280 Concentration:+17 use touch attack. UR: p.280 Concentration:+17 use touch attack. UR: p.290
Effect: You channel positive energy to cure 1d8+10 points or control Curse. Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant. Chaol: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin. Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin. Chaol: Dispel Good School: Transmutation [Effect: This spell makes a melee weapon deadly to undead. Chool: Illusion (Glamer) Effect: This spell creates a subtle illusion, causing any divin. Chool: Transmutation [Fickle Winds School: Transmutation [Air, WoodSchool] Effect: Wind walls selectively block attacks.	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text g a +4 deflection bonus to AC against attacks by DC: 22, See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by SR: See text SR: See text SR: See text SR: Yes (harmless, object); see text SR: Yes (harmless, object) SR: No ation [scrying] spell used to view anything within the DC: 22, None (see text) SR: Yes	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaotic creatures and 1 standard action Target: You and a tou enchantment or good opod creatures and you of 1 standard action Target: You and a tou enchantment or good opod creatures and you 1 standard action Target: One melee we 1 standard action Target: 40-ftradius e ee area of this spell to it 1 standard action Target: 10 Medium creatures and you 1 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object can choose to drive good creatures back to 10 rounds to 10 rounds to 10 rounds to 10 hours [D] manation stead receive a false image [as the major in 10 minutes [D] eatures, no two of which can be more than 3 seatures, no two of which can be more than 3 seatures.	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch Touch	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 v, S, DF Caster Level:10 anking a successful mel V, S, DF Caster Level:10 anking a successful mel V, S, DF Caster Level:10 v, S, M Caster Level:10 by you at the time of ca Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.273 Concentration:+17 cR: p.280 Concentration:+17 asting. UM: p.219 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points or Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Curse of Magic Negation School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant Curse of Magic Negation School: Abjuration [Lawful] Effect: Dark, wavering unholy energy surrounds you grantin Curse of Condition (Evil) Effect: Dark, wavering unholy energy surrounds you grantin Curse of Condition (Evil) Effect: Dark, wavering unholy energy surrounds you grantin Curse of Condition (Evil) Effect: This spell makes a melee weapon deadly to undead. Chool: Transmutation Effect: This spell makes a melee weapon deadly to undead. Chool: Illusion (Glamer) Effect: This spell creates a subtle illusion, causing any divin Chool: Transmutation [Air, WoodSchool] Effect: Wind walls selectively block attacks. Chool: Evocation [Fire] Effect: A flame strike evokes a vertical column of divine fire	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text sR: See text sR: See text g a +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text g a +4 deflection bonus to AC against attacks by DC: 22, See text SR: Yes (parmless, object); see text SR: Yes (harmless, object) SR: No atton (scrying) spell used to view anything within the DC: 22, None (see text) SR: Yes DC: 22, Reflex half SR: Yes dealing 10d6 points of damage.	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good pood creatures and you of standard action Target: You and a tou enchantment or good pood creatures and you of standard action Target: One melee we 1 standard action Target: 40-ftradius e lee area of this spell to it standard action Target: 10 Medium cre 1 standard action Target: 10 Medium cre 1 standard action Target: Cylinder 10	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds to	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Touch Medium (200 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 e on making a successful mel V, S, DF Caster Level:10 v, S, DF Caster Level:10 v, S, M Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.273 Concentration:+17 CR: p.280 Concentration:+17 sating. UM: p.219 Concentration:+17 CR: p.283 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points or control. Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Dispel Chaos School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant. Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin. Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin. Dispel Good School: Transmutation Effect: This spell makes a melee weapon deadly to undead. Dispel Good School: Illusion (Glamer) Effect: This spell creates a subtle illusion, causing any divin. Chool: Transmutation [Air, WoodSchool] Effect: Wind walls selectively block attacks. Dispel Fickle Winds School: Evocation [Fire] Effect: A lame strike evokes a vertical column of divine fire	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text Ing a +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text SR: See text SR: See text SR: Yes (harmless, object); see text SR: Yes (harmless, object) SR: No ation [scrying] spell used to view anything within the DC: 22, None (see text) SR: Yes DC: 22, Reflex half SR: Yes dealing 10d6 points of damage. DC: 23, Will negates	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good pood creatures and you at standard action Target: You and a tou enchantment or good pood creatures and you at standard action Target: One melee we at standard action Target: One melee we are a of this spell to it standard action Target: 10 Medium creation Target: 10 Medium creation Target: Cylinder 10 1 standard action Target: Cylinder 10	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or is spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first can choose to drive good creatures back to 10 rounds to 10 rounds to 10 rounds to 10 rounds [D] manation stead receive a false image [as the major in 10 minutes [D] satures, no two of which can be more than 3 Instantaneous	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Medium (200 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 s on making a successful mel V, S, DF Caster Level:10 aking a successful mel V, S, DF Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.273 Concentration:+17 CR: p.280 Concentration:+17 sting. UM: p.219 Concentration:+17 CR: p.283 Concentration:+17 CR: p.283 Concentration:+17 UM: p.220
Effect: You channel positive energy to cure 1d8+10 points or Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Curse of Magic Negation School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant Curse of Magic Negation School: Abjuration [Lawful] Effect: Dark, wavering unholy energy surrounds you grantin Curse of Condition (Evil) Effect: Dark, wavering unholy energy surrounds you grantin Curse of Condition (Evil) Effect: Dark, wavering unholy energy surrounds you grantin Curse of Condition (Evil) Effect: This spell makes a melee weapon deadly to undead. Chool: Transmutation Effect: This spell makes a melee weapon deadly to undead. Chool: Illusion (Glamer) Effect: This spell creates a subtle illusion, causing any divin Chool: Transmutation [Air, WoodSchool] Effect: Wind walls selectively block attacks. Chool: Evocation [Fire] Effect: A flame strike evokes a vertical column of divine fire	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text Ing a +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text SR: See text SR: See text SR: Yes (harmless, object); see text SR: Yes (harmless, object) SR: No ation [scrying] spell used to view anything within the DC: 22, None (see text) SR: Yes DC: 22, Reflex half SR: Yes dealing 10d6 points of damage. DC: 23, Will negates	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good pood creatures and you at standard action Target: You and a tou enchantment or good pood creatures and you at standard action Target: One melee we at standard action Target: One melee we are a of this spell to it standard action Target: 10 Medium creation Target: 10 Medium creation Target: Cylinder 10 1 standard action Target: Cylinder 10	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or y spell on a touched creature or object can choose to drive good creatures back to 10 rounds to	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Medium (200 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 e on making a successful mel V, S, DF Caster Level:10 v, S, DF Caster Level:10 v, S, M Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.273 Concentration:+17 CR: p.280 Concentration:+17 sting. UM: p.219 Concentration:+17 CR: p.283 Concentration:+17 CR: p.283 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points or Curse. Major School: Necromany [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Curse of Magic Negation School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant Curse of Magic Negation School: Abjuration [Ewil] Effect: Dark, wavering unholy energy surrounds you grantin Curse of Condition (Evil) Effect: Dark, wavering unholy energy surrounds you grantin Curse of Condition (Evil) Effect: Dark, wavering unholy energy surrounds you grantin Curse of Condition (Evil) Effect: This spell makes a melee weapon deadly to undead. Curse of Condition (Glamer) Effect: This spell creates a subtle illusion, causing any divin Curse of Condition (Glamer) Effect: Affame strike evokes a vertical column of divine fire Corpulsion) [Language-Dependent, School: Enchantment (Compulsion) [Language-Dependent, School: Evocation [Fire]	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text Ing a +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text SR: See text SR: See text SR: Yes (harmless, object); see text SR: Yes (harmless, object) SR: No ation [scrying] spell used to view anything within the DC: 22, None (see text) SR: Yes DC: 22, Reflex half SR: Yes dealing 10d6 points of damage. DC: 23, Will negates	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good pood creatures and you at standard action Target: You and a tou enchantment or good pood creatures and you at standard action Target: One melee we at standard action Target: One melee we are a of this spell to it standard action Target: 10 Medium creation Target: 10 Medium creation Target: Cylinder 10 1 standard action Target: Cylinder 10	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or is spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first can choose to drive good creatures back to 10 rounds to 10 rounds to 10 rounds to 10 rounds [D] manation stead receive a false image [as the major in 10 minutes [D] satures, no two of which can be more than 3 Instantaneous	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Medium (200 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 a on making a successful mel V, S, DF Caster Level:10 aaking a successful mel V, S, DF Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V Caster Level:10 V Caster Level:10 V Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.273 Concentration:+17 CR: p.280 Concentration:+17 sating. UM: p.219 Concentration:+17 CR: p.283 Concentration:+17 UM: p.220
Effect: You channel positive energy to cure 1d8+10 points of Curse, Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Curse of Magic Negation School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you granting the spellblight. Effect: Dark, wavering unholy energy surrounds you granting Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you granting Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you granting Dispel Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you granting Dispel Good School: Tansmutation [Evil] Effect: This spell makes a melee weapon deadly to undead. Chool: Transmutation Effect: This spell games as a subtle illusion, causing any diving Chool: Transmutation [Air, WoodSchool] Effect: Wind walls selectively block attacks. Chool: Evocation [Fire] Effect: A flame strike School: Evocation [Fire] Effect: Covection [Fire]	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text Ing a +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text SR: See text SR: See text SR: Yes (harmless, object); see text SR: Yes (harmless, object) SR: No ation [scrying] spell used to view anything within the DC: 22, None (see text) SR: Yes DC: 22, Reflex half SR: Yes dealing 10d6 points of damage. DC: 23, Will negates	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good pood creatures and you at standard action Target: You and a tou enchantment or good pood creatures and you at standard action Target: One melee we at standard action Target: One melee we are a of this spell to it standard action Target: 10 Medium creation Target: 10 Medium creation Target: Cylinder 10 1 standard action Target: Cylinder 10	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or is spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first can choose to drive good creatures back to 10 rounds to 10 rounds to 10 rounds to 10 rounds [D] manation stead receive a false image [as the major in 10 minutes [D] satures, no two of which can be more than 3 Instantaneous	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Medium (200 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 v, S, DF Caster Level:10 aking a successful mel V, S, DF Caster Level:10 caster Level:10 v, S, M Caster Level:10 v, S, DF Caster Level:10 v, S, DF Caster Level:10 v, S, DF Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, MP Caster Level:10	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.273 Concentration:+17 CR: p.280 Concentration:+17 sating. UM: p.219 Concentration:+17 CR: p.283 Concentration:+17 UM: p.220
Effect: You channel positive energy to cure 1d8+10 points or control. Years and the second control of the seco	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text SR: See text ga +4 deflection bonus to AC against attacks by gate of the point of the p	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaot chaotic creatures and 1 standard action Target: You and a tou enchantment or good pood creatures and you standard action Target: You and a tou enchantment or good pood creatures and you 1 standard action Target: One melee we 1 standard action Target: 40-ftradius e 1 standard action Target: 10 Medium creatures 1 standard action Target: Cylinder 10 1 standard action Target: Cylinder 10 1 standard action Target: 10 creatures, 1	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or is spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object can choose to drive good creatures back to 10 rounds to 10 rounds to 10 rounds good creature or object can choose to drive good creatures back to 10 rounds good creature or object can choose to drive good creatures back to 10 rounds good creatures a false image [as the major in 10 minutes [D] good creatures, no two of which can be more than 3 Instantaneous 10 rounds [D] good creature or object can choose to drive good creatures and the major in 10 minutes [D] good creatures a false image [as the major in 10 minutes [D] good creatures and the major in 10 minutes [D] good creatures a	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Medium (200 ft.) Close (50 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 v, S, DF Caster Level:10 asking a successful mel V, S, DF Caster Level:10 v, S, DF Caster Level:10 v, S, M Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF (an old reed from a wind instrument)	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.273 Concentration:+17 cR: p.280 Concentration:+17 asting. UM: p.219 Concentration:+17 UM: p.219 Concentration:+17 UM: p.220 Concentration:+17 UM: p.220 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points or Curse. Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Curse of Magic Negation School: Abjuration [Lawful] Effect: Target gains the negated spellblight. Effect: Shimmering, blue lawful energy surrounds you granting the spell of the spell	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text sR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text ga +4 deflection bonus to AC against attacks by DC: 22, See text SR: See text SR: See text SR: See text SR: Yes (harmless, object); see text SR: Yes (harmless, object) SR: No ation [scrying] spell used to view anything within the DC: 22, None (see text) SR: Yes DC: 22, Reflex half SR: Yes dealing 10d6 points of damage. DC: 23, Will negates SR: Yes	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaotic creatures and standard action Target: You and a tou enchantment or good opod creatures and you of standard action Target: You and a tou enchantment or good opod creatures and you of standard action Target: One melee we of the standard action Target: 10 melee we open action of the standard action Target: 10 Medium creation 1 standard action Target: One melee we open action of the standard action Target: 10 Medium creation 1 standard action Target: 10 creatures, if the standard action Target: 11 standard action Target: 12 standard action Target: 12 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or is spell on a touched creature or object you can choose to drive chaotic creatures be 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or spell on a touched creature or object can choose to drive good creatures back to 10 rounds to 10 rounds to 10 rounds good creature or object can choose to drive good creatures back to 10 rounds good creature or object can choose to drive good creatures back to 10 rounds good creatures a false image [as the major in 10 minutes [D] good creatures, no two of which can be more than 3 Instantaneous 10 rounds [D] good creature or object can choose to drive good creatures and the major in 10 minutes [D] good creatures a false image [as the major in 10 minutes [D] good creatures and the major in 10 minutes [D] good creatures a	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Touch Medium (200 ft.) Close (50 ft.) rt Close (50 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 v, S, DF Caster Level:10 asking a successful mel V, S, DF Caster Level:10 caster Level:10 v, S, M Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S, M/DF (an old reed from a wind	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.272 Concentration:+17 eet touch attack. CR: p.273 Concentration:+17 CR: p.280 Concentration:+17 sting. UM: p.219 Concentration:+17 CR: p.283 Concentration:+17 UM: p.220 Concentration:+17 UM: p.220 Concentration:+17
Effect: You channel positive energy to cure 1d8+10 points or Curse. Major School: Necromancy [Curse] Effect: As Bestow Curse, but harder to remove. Curse of Magic Negation School: Abjuration [Curse] Effect: Target gains the negated spellblight. Curse of Magic Negation School: Abjuration [Lawful] Effect: Shimmering, blue lawful energy surrounds you grant Curse of Magic Negation Effect: Shimmering, blue lawful energy surrounds you grant Curse Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin Curse Good School: Abjuration [Evil] Effect: Dark, wavering unholy energy surrounds you grantin Curse Good School: Transmutation Effect: This spell makes a melee weapon deadly to undead. Curse Curse Vision School: Transmutation [Air, WoodSchool] Effect: Wind walls selectively block attacks. Chool: Evocation [Fire] Effect: A flame Strike School: Evocation [Fire] Effect: A flame strike evokes a vertical column of divine fire Curse Total School: Evocation [Fire] Effect: A flame strike evokes a vertical column of divine fire Curse Total School: Evocation [Fire] Effect: Targets obey your command to not do something. Chool: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting) Effect: Out Targets obey your command to not do something. Chool: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting) Effect: Out Targets obey your command to not do something.	f damage points on each selected creature. DC: 22, Will negates SR: Yes DC: 22, Will negates SR: Yes DC: 22, See text SR: See text SR: See text ga +4 deflection bonus to AC against attacks by gate of the point of the p	1 standard action Target: One creature 1 round Target: One creature 1 standard action Target: You and a tou enchantment or chaotic creatures and standard action Target: You and a tou enchantment or good opod creatures and you of standard action Target: You and a tou enchantment or good opod creatures and you of standard action Target: One melee we of the standard action Target: 10 melee we open action of the standard action Target: 10 Medium creation 1 standard action Target: One melee we open action of the standard action Target: 10 Medium creation 1 standard action Target: 10 creatures, if the standard action Target: 11 standard action Target: 12 standard action Target: 12 standard action	Permanent 100 minutes 10 rounds or until discharged, whichever comes first ched chaotic creature from another plane, or ic spell on a touched creature or object you can choose to drive chaotic creatures to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or yspell on a touched creature or object can choose to drive good creatures back to 10 rounds or until discharged, whichever comes first ched good creature from another plane, or yspell on a touched creature or object can choose to drive good creatures back to 10 rounds to 10 rounds to 10 rounds to 10 rounds (D) manation stead receive a false image [as the major in 10 minutes [D] seatures, no two of which can be more than 3 Instantaneous 10 rounds [D] no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures, no two of which can be more than 30 ft. aparticular creatures.	Close (50 ft.) Medium (200 ft.) Touch r you and an ack to their home plane Touch rou and an their home plane on m Touch Touch Touch Touch Touch Touch Touch Medium (200 ft.) Close (50 ft.) rt Close (50 ft.)	V, S Caster Level:10 V, S, M (250 gp powdered lead and platinum) Caster Level:10 V, S, DF Caster Level:10 v, S, DF Caster Level:10 asking a successful mel V, S, DF Caster Level:10 v, S, DF Caster Level:10 v, S, M Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M Caster Level:10 V, S, DF Caster Level:10 V, S, M/DF (an old reed from a wind instrument)	UM: p.215 Concentration:+17 UM: p.215 Concentration:+17 CR: p.271 Concentration:+17 ul melee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.272 Concentration:+17 ee touch attack. CR: p.273 Concentration:+17 cR: p.280 Concentration:+17 asting. UM: p.219 Concentration:+17 UM: p.219 Concentration:+17 UM: p.220 Concentration:+17 UM: p.220 Concentration:+17

Claria Challa

		Cleric Spe	ells			
Inflict Light Wounds (Mass)			Instantaneous	Close (50 ft.)	V, S	CR: p.300
School: Necromancy Effect: Negative energy spreads out in all directions from the			no two of which can be more than 30 ft. apar	t	Caster Level:10	Concentration:+17
Effect: Negative energy spreads out in all directions from the			10 minutes	Long (800 ft.)	V, S, DF	CR: p.301
School: Conjuration (Summoning)		Target: One swarm of one other swarm	wasps per three levels, each of which must	be adjacent to at least	Caster Level:10	Concentration:+17
Effect: You summon a number of swarms of wasps. Life Bubble	DC: 22, Will negates (harmless)	1 standard action	20 hours; see text	Touch	V, S, M/DF (a bit of eggshell)	APG: p.230
School: Abjuration Effect: Protects creatures from sustained environmental effec		Target: up to 10 creatu	ires touched		Caster Level:10	Concentration:+17
Magic Siege Engine (Greater)			10 hours	Close (50 ft.)	powder)	UC: p.236
School: Transmutation Effect: Siege engine gains +2 on targeting and damage rolls.		Target: one siege engi			Caster Level:10	Concentration:+17
Mark of Justice School: Necromancy [Curse]		10 minutes Target: Creature touch	Permanent; see text	Touch		CR: p.312 Concentration:+17
Effect: You mark a subject and state some behavior on the p DDDDD Pillar of Life		1 standard action	10 rounds	Medium (200 ft.)	V, S, DF	APG: p.236
School: Conjuration (Healing) [Light] Effect: Created pillar heals 2d8 + 10.	SR: No	Target: 5-ftsquare pill	lar of positive energy, 20 ft. high		Caster Level:10	Concentration:+17
Plane Shift			Instantaneous	Touch		CR: p.322
School: Conjuration (Teleportation) Effect: You move yourself or some other creature to another		Target: Creature touch	ed, or up to eight willing creatures joining h	ands	Caster Level:10	Concentration:+17
Raise Dead	DC: 22, None, see text		Instantaneous	Touch		CR: p.329
School: Conjuration (Healing) Effect: You restore life to a deceased creature.	SR: Yes (harmless)	Target: Dead creature	touched		Caster Level:10	Concentration:+17
Rapid Repair School: Transmutation [MetalSchool]		1 standard action Target: Construct touch	10 rounds hed	Touch	V, S, DF Caster Level:10	UM: p.234 Concentration:+17
Effect: Construct gains fast healing 5.			Permanent	Close (50 ft.)	V, S, DF	UM: p.234
School: Transmutation [Curse] Effect: Marked target is shunned by your religion.	SR: Yes	Target: One creature o			Caster Level:10	Concentration:+17
⊒□□□□ Righteous Might			10 rounds [D]	Personal		CR: p.335
School: Transmutation Effect: Your height immediately doubles, and your weight inc	creases by a factor of eight.	Target: You			Caster Level:10	Concentration:+17
Cohool: Divination (Scrying)	, •	1 hour Target: Magical sensor	10 minutes	See text	V, S, M/DF, F Caster Level:10	CR: p.337 Concentration:+17
Effect: You can observe a creature at any distance.			10 rounds	Medium (200 ft.)	V, S	UM: p.236
School: Enchantment (Compulsion) [Emotion, Mind-Affecting			no two of which can be more than 30 ft. apar	` ′		Concentration:+17
Effect: Peaceful feelings harm those attempting violence. Slay Living	· · · · · · · · · · · · · · · · · · ·		Instantaneous	Touch		CR: p.344
School: Necromancy [Death] Effect: You can attempt to slay any one living creature.		Target: Living creature	touched			Concentration:+17
School: Transmutation			10 rounds es of wood, no two of which can be more th	Medium (200 ft.)	suitable for whittling)	APG: p.245 Concentration:+17
Effect: Transforms wood into snakes to fight for you.						
School: Abjuration	SR: Yes (harmless)	1 standard action Target: creatures touch	100 minutes hed	Touch	V, S, DF Caster Level:10	UC: p.244 Concentration:+17
Effect: As spell immunity, but you may divide the duration an DDDDD Spell Resistance		1 standard action	10 minutes	Touch	V, S, DF	CR: p.347
School: Abjuration Effect: The target gains spell resistance equal to 22.	SR: Yes (harmless)	Target: Creature touch	ed		Caster Level:10	Concentration:+17
School: Conjuration, AirSchool, EarthSchool, FireSchool,		1 round Target: One summone	10 rounds [D] d creature	Close (50 ft.)	V, S, F/DF Caster Level:10	CR: p.352 Concentration:+17
VaterSchool (Summoning) Effect: This spell functions like summon monster I, except the		-		+1 creatures of the sam		
Summon Monster V (Summons 1d3 Shadows)		1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF	CR: p.352
School: Conjuration (Summoning) Effect: This spell functions like summon monster I, except the		Target: One summone rel list, 1d3 creatures of		+1 creatures of the sam		Concentration:+17
Symbol of Pain	DC: 22, Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	CR: p.356
School: Necromancy [Evil, Pain] Effect: This spell functions like symbol of death, except that 6		Target: One symbol n instead suffers wrackii	ng pains that impose a -4 penalty on attack	rolls, skill checks, and a		Concentration:+17
Symbol of Scrying		10 minutes	See text	0 ft.; see text	V, S, M (1,000 gp powdered diamond and opal)	UM: p.241
School: Divination (Scrying) Effect: Triggered rune activates scrying sensor.	SR: No	Target: One symbol				Concentration:+17
Symbol of Sleep	DC: 22 Will pagetos		0	0 ft.; see text		CR: p.356
	DC: 23, Will negates		See text	minutes.		Concentration:+17
	SR: Yes all creatures of 10 HD or less within 60 feet of the	Target: One symbol				
Effect: This spell functions like symbol of death, except that a	SR: Yes	Target: One symbol			V, S, M (a masterwork melee weapon costing at least 300 gp)	
Effect: This spell functions like symbol of death, except that a specific transfer of Striking School: Illusion (Shadow)	SR: Yes all creatures of 10 HD or less within 60 feet of the DC: 22, Will half, see text	Target: One symbol			melee weapon costing at least 300 gp)	
Effect: This spell functions like symbol of death, except that a symbol of Striking School: Illusion (Shadow) Effect: As symbol of death, but fills a 5-foot square. Tongues (Communal)	SR: Yes all creatures of 10 HD or less within 60 feet of the: DC: 22, Will half, see text SR: Yes, see text DC: 22, Will negates (harmless)	Target: One symbol symbol of sleep instead Target: 1 standard action	d fall into a catatonic slumber for 3d6 *o 10 to	Touch	melee weapon costing at least 300 gp) Caster Level:10 V, M/DF	Concentration:+17 UC: p.247
Effect: This spell functions like symbol of death, except that a symbol of Striking School: Illusion (Shadow) Effect: As symbol of death, but fills a 5-foot square. Chool: Divination School: Divination	SR: Yes all creatures of 10 HD or less within 60 feet of the s DC: 22, Will half, see text SR: Yes, see text DC: 22, Will negates (harmless) SR: No	Target: One symbol symbol of sleep instead	d fall into a catatonic slumber for 3d6 *o 10 to	Touch	melee weapon costing at least 300 gp) Caster Level:10	Concentration:+17
Effect: This spell functions like symbol of death, except that a symbol of Striking School: Illusion (Shadow) Effect: As symbol of death, but fills a 5-foot square. Tongues (Communal) School: Divination Effect: As tongues, but you may divide the duration among c	SR: Yes all creatures of 10 HD or less within 60 feet of the s DC: 22, Will half, see text SR: Yes, see text DC: 22, Will negates (harmless) SR: No creatures touched.	Target: One symbol symbol of sleep instead Target: 1 standard action Target: creatures touch	d fall into a catatonic slumber for 3d6 *o 10 to	Touch Close (50 ft.)	melee weapon costing at least 300 gp) Caster Level:10 V, M/DF Caster Level:10	Concentration:+17 UC: p.247
Effect: This spell functions like symbol of death, except that a symbol of Striking School: Illusion (Shadow) Effect: As symbol of death, but fills a 5-foot square. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	SR: Yes all creatures of 10 HD or less within 60 feet of the and DC: 22, Will half, see text SR: Yes, see text DC: 22, Will negates (harmless) SR: No reatures touched. DC: 22, Fortitude negates (object) SR: Yes (object)	Target: One symbol symbol of sleep instead Target: 1 standard action Target: creatures touch 1 standard action Target: all objects on c	d fall into a catatonic slumber for 3d6 *o 10 to		melee weapon costing at least 300 gp) Caster Level.10 V, M/DF Caster Level.10 V, S, M (a piece of embroidered cloth no larger than 10-ft. square worth 100 gp) Caster Level.10	Concentration:+17 UC: p.247 Concentration:+17 APG: p.250 Concentration:+17
Effect: This spell functions like symbol of death, except that a symbol of Striking School: Illusion (Shadow) Effect: As symbol of death, but fills a 5-foot square. Tongues (Communal) Echool: Divination Effect: As tongues, but you may divide the duration among comparts to the symbol of the symb	SR: Yes all creatures of 10 HD or less within 60 feet of the : DC: 22, Will half, see text SR: Yes, see text DC: 22, Will negates (harmless) SR: No reatures touched. DC: 22, Fortitude negates (object) SR: Yes (object) DC: 22, Will negates (harmless)	Target: One symbol symbol of sleep instead Target: 1 standard action Target: creatures touch 1 standard action Target: all objects on c	d fall into a catatonic slumber for 3d6 *o 10 to		melee weapon costing at least 300 gp) Caster Level:10 V, M/DF Caster Level:10 V, S, M (a piece of embroidered cloth no larger than 10-ft. square worth 100 gp) Caster Level:10 V, S, M	Concentration:+17 UC: p.247 Concentration:+17 APG: p.250 Concentration:+17 CR: p.363
Effect: This spell functions like symbol of death, except that a symbol of Striking School: Illusion (Shadow) Effect: As symbol of death, but fills a 5-foot square. Tongues (Communal) School: Divination Effect: As tongues, but you may divide the duration among comparts the dividence of the	SR: Yes all creatures of 10 HD or less within 60 feet of the edition DC: 22, Will half, see text SR: Yes, see text DC: 22, Will negates (harmless) SR: No Treatures touched. DC: 22, Fortitude negates (object) SR: Yes (object) DC: 22, Will negates (harmless) SR: Yes (harmless) SR: Yes (harmless) sR: Yes (harmless) sa they actually are.	Target: One symbol symbol of sleep instead Target: 1 standard action Target: all objects on c 1 standard action Target: Creature touch Target: Creature touch	d fall into a catatonic slumber for 3d6 *o 10 to	Close (50 ft.)	melee weapon costing at least 300 gp) Caster Level:10 V, M/DF Caster Level:10 V, S, M (a piece of embroidered cloth no larger than 10-fts square worth 100 gp) Caster Level:10 V, S, M Caster Level:10	Concentration:+17 UC: p.247 Concentration:+17 APG: p.250 Concentration:+17 CR: p.363 Concentration:+17
Effect: This spell functions like symbol of death, except that a symbol of Striking School: Illusion (Shadow) Effect: As symbol of death, but fills a 5-foot square. Tongues (Communal) School: Divination Effect: As tongues, but you may divide the duration among comparts of the symbol of the	SR: Yes all creatures of 10 HD or less within 60 feet of the: DC: 22, Will half, see text SR: Yes, see text DC: 22, Will negates (harmless) SR: No creatures touched. DC: 22, Fortitude negates (object) SR: Yes (object) DC: 22, Will negates (harmless) SR: Yes (harmless) as they actually are. DC: 22, See text SR: See text	Target: One symbol symbol of sleep instead Target: 1 standard action Target: creatures touch 1 standard action Target: all objects on c 1 standard action Target: Creature touch 24 hours	d fall into a catatonic slumber for 3d6 *o 10 to	Close (50 ft.)	melee weapon costing at least 300 gp) Caster Level:10 V, M/DF Caster Level:10 V, S, M (a piece of embroidered cloth no larger than 10-ft square worth 100 gp) Caster Level:10 V, S, M Caster Level:10 V, S, M	Concentration:+17 UC: p.247 Concentration:+17 APG: p.250 Concentration:+17 CR: p.363
School: Enchantment (Compulsion) [Mind-Affecting] Effect: This spell functions like symbol of death, except that a School: Illusion (Shadow) Effect: As symbol of death, but fills a 5-foot square. Communal) School: Divination Effect: As tongues, but you may divide the duration among c Treasure Stitching School: Divination Effect: Objects on cloth become embroidered. True Seeing School: Divination Effect: You confer on the subject the ability to see all things a Chool: Evocation [Evil] Effect: Unhallow School: Divallow makes a particular site, building, or structure Chool Unhallow makes a particular site, building, or structure Chool Unhallow makes a particular site, building, or structure Chool Unhallow Makes a particular site, building, or structure	SR: Yes all creatures of 10 HD or less within 60 feet of the: DC: 22, Will half, see text SR: Yes, see text DC: 22, Will negates (harmless) SR: No creatures touched. DC: 22, Fortitude negates (object) SR: Yes (object) DC: 22, Will negates (harmless) SR: Yes (harmless) sR: Yes (continued of the continued of	Target: One symbol symbol of sleep instead Target: 1 standard action Target: creatures touch 1 standard action Target: all objects on c 1 standard action Target: Creature touch 24 hours Target: 40-ft. radius en 1 standard action	d fall into a catatonic slumber for 3d6 *o 10 to	Close (50 ft.)	melee weapon costing at least 300 gp) Caster Level:10 V, M/DF Caster Level:10 V, S, M (a piece of embroidered cloth no larger than 10-ft square worth 100 gp) Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S, M (unholy water	Concentration:+17 UC: p.247 Concentration:+17 APG: p.250 Concentration:+17 CR: p.363 Concentration:+17 CR: p.363 Concentration:+17
Effect: This spell functions like symbol of death, except that a solution of Striking School: Illusion (Shadow) Effect: As symbol of death, but fills a 5-foot square. Tongues (Communal) School: Divination Effect: As tongues, but you may divide the duration among company of the street of the	SR: Yes all creatures of 10 HD or less within 60 feet of the side	Target: One symbol symbol of sleep instead Target: 1 standard action Target: creatures touch 1 standard action Target: all objects on c 1 standard action Target: Creature touch 24 hours Target: 40-ft. radius en 1 standard action	100 minutes hed 10 days [D] cloth 10 minutes hed 10 minutes	Close (50 ft.) Touch	melee weapon costing at least 300 gp) Caster Level:10 V, M/DF Caster Level:10 V, S, M (a piece of embroidered cloth no larger than 10-fts square worth 100 gp) Caster Level:10 V, S, M Caster Level:10 V, S, M Caster Level:10 V, S, M (unholy water or 25 gp powdered silver)	Concentration:+17 UC: p.247 Concentration:+17 APG: p.250 Concentration:+17 CR: p.363 Concentration:+17 CR: p.363 Concentration:+17

Cleric Spells

Effect: Create wall or javelins of frozen unholy water.

DC: 22, See text 1 standard action Instantaneous Medium (200 ft.) V, S, M/DF CR: p.367

School: Conjuration, EarthSchool (Creation) [Earth] SR: No Target: Stone wall whose area is up to 10 5-ft. squares [S] Caster Level:10 Concentration:+17

Effect: This spell creates a wall of rock that merges into adjoining rock surfaces.

*=Domain/Speciality Spell

Saenvan

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

Description: Biography: