

Saenvan

CHARACTER NAME

Cleric (Missionary) 9, Diabolist 1

CLASS

10 / 11

105000 / 155000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	13		+1		
DEX Dexterity	14		+2		
CON Constitution	*		+0		
INT Intelligence	16		+3		
WIS Wisdom	22	26	+8		
CHA Charisma	12		+1		

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

RANGED
attack bonus

CMB
attack bonus

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

Offense

Defense

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

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

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

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

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Shield +1 (Heavy/Steel)		Heavy	+3		-1	15

Allard

PLAYER NAME

Human (Lich)

MEDIUM / 5 ft.

RACE

SIZE / FACE

19

Male

AGE

GENDER

EYES

HAIR

POINTS

HP
hit points

71

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

15/Bludgeoning and Magic

SPEED

Walk 30 ft.

AC
armor class

20

18

12

10

0

3

2

0

5

0

0

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE
modifier

+2

+2

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+6/+1

TOTAL SKILLPOINTS: 80		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS: 10/10	MISC MODIFIER
✓	Acrobatics	DEX	1	=	2				-1
✓	Appraise	INT	3	=	3				
✓	Bluff	CHA	18	=	1	+	7		10
✓	Climb	STR	0	=	1				-1
✓	Craft (Jewelry)	INT	8	=	3	+	2		3
✓	Craft (Untrained)	INT	3	=	3				
✓	Diplomacy	CHA	20	=	1	+	9		10
✓	Disguise	CHA	14	=	1	+	10		3
✓	Escape Artist	DEX	1	=	2				-1
✓	Fly	DEX	1	=	2				-1
✓	Heal	WIS	8	=	8				
✓	Intimidate	CHA	8	=	1				7
	Knowledge (Nobility)	INT	11	=	3	+	5		3
	Knowledge (Planes)	INT	16	=	3	+	10		3
	Knowledge (Religion)	INT	18	=	3	+	10		5
✓	Perception	WIS	16	=	8				8
	Perform (Oratory)	CHA	10	=	1	+	6		3
✓	Perform (Untrained)	CHA	1	=	1				
	Profession (Barrister)	WIS	12	=	8	+	1		3
✓	Ride	DEX	1	=	2				-1
✓	Sense Motive	WIS	28	=	8	+	9		11
	Spellcraft	INT	16	=	3	+	10		3
✓	Stealth	DEX	19	=	2	+	7		10
✓	Survival	WIS	8	=	8				
✓	Swim	STR	1	=	1	+	1		-1
				=		+			+
				=		+			+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.									

Channel Negative Energy

Uses per day

Channel Negative Energy (Su):You can unleash a wave of negative energy. You must choose to deal 3d6 points of negative energy damage to living creatures or to heal undead creatures of 3d6 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 4 times per day. [Paizo Inc. - Core Rulebook, p.40]

Copycat

Uses per Day

Copycat (Sp):You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 9 rounds, or until the illusory duplicate is dispelled or destroyed. You can have no more than one Copycat at a time. This ability does not stack with the Mirror Image spell. You can use this ability 11 times per day. [Paizo Inc. - Core Rulebook, p.48]

Master's Illusion

Rounds per Day

Master's Illusion (Sp):You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 9 rounds. This ability otherwise functions like the spell Veil. The save DC to disbelieve this effect is 22. The rounds do not need to be consecutive. [Paizo Inc. - Core Rulebook, p.48]

Scythe of Evil

Uses per Day

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

Swaying Word

Uses per Day

Swaying Word (Ex):Once per day you may speak a word of divinely inspired wisdom that causes a single creature to switch its alliance to you. The target must be within line of sight and able to hear you. If he fails his Will save (DC 22), he is affected by dominate person, except the duration is only 1 minute. This ability replaces Channel Energy at 7th level. [Allard Hoeve - Houserules, p.41]







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

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+7/+2	1d4+1	2W-P-(OH)	+1/-4			1d4+1	
1H-O	+3/-2	1d4	2W-P-(OL)	+3/-2			1d4+1	
2H	+7/+2	1d4+1	2W-OH	-1			1d4	
	10 ft.	20 ft.	30 ft.	40 ft.			50 ft.	
TH	+8/+3	+6/+1	+4/-1	+2/-3			+0/-5	
Dam	1d4+1	1d4+1	1d4+1	1d4+1			1d4+1	

Crossbow (Light)			Hand	Type	Size	Critical	Reach
			Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +8/+3		Damage: 1d8			
	80 ft.	160 ft.	240 ft.	320 ft.		400 ft.	
Dam	+8/+3	+6/+1	+4/-1	+2/-3		+0/-5	
	1d8	1d8	1d8	1d8		1d8	
	480 ft.	560 ft.	640 ft.	720 ft.		800 ft.	
TH	-2/-7	-4/-9	-6/-11	-8/-13		-10/-15	
Dam	1d8	1d8	1d8	1d8		1d8	

*Touch	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+7		1d8+5			

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Circlet of Disguise (Wis)	Equipped	1	0	6,700	
Headband of Inspired Wisdom +2	Equipped	1	1	4,000	
Mace +1 (Heavy/Unholy)	Equipped	1	8	18,312	
evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder					
Shield +1 (Heavy/Steel)	Equipped	1	15	1,170	
Gauntlet (Spiked)	Equipped	1	1	5	
Angelskin Shirt	Equipped	1	0	1,000	
Cloak of Resistance +2	Equipped	1	1	4,000	
Rod (Extend/Lesser)	Equipped	1	5	3,000	
☐☐☐					
Scroll (Animate Dead)	Equipped	2	0 (0)	375 (750)	
☐☐					
Scroll (Cause Fear)	Equipped	2	0 (0)	25 (50)	
☐☐					
Scroll (Comprehend Languages)	Equipped	1	0	25	
☐					
Scroll (Death Ward)	Equipped	2	0 (0)	700 (1,400)	
☐☐					
Scroll (Dimensional Anchor)	Equipped	2	0 (0)	700 (1,400)	
☐☐					
Scroll (Dismissal)	Equipped	2	0 (0)	700 (1,400)	
☐☐					
Scroll (Dispel Magic)	Equipped	2	0 (0)	375 (750)	
☐☐					
Scroll (Enthrall)	Equipped	1	0	150	
☐					
Scroll (Ghostbane Dirge/Cleric/5th/Divine/Minor)	Equipped	2	0 (0)	250 (500)	
☐☐					
Scroll (Invisibility)	Equipped	1	0	150	
☐					
Scroll (Magic Missile)	Equipped	1	0	25	
☐					
Scroll (Remove Blindness/Deafness)	Equipped	1	0	375	
☐					
Scroll (Remove Curse)	Equipped	2	0 (0)	375 (750)	
☐☐					
Scroll (Remove Disease)	Equipped	1	0	375	
☐					
Scroll (Resist Energy)	Equipped	2	0 (0)	150	
TOTAL WEIGHT CARRIED/VALUE			46.35 / 51,644 lbs. gp		

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
 					(300)
Scroll (Restoration (Lesser))	Equipped	2	0 (0)		150 (300)
 					
Scroll (Restoration)	Equipped	2	0 (0)		800 (1,600)
 					
Scroll (Sending)	Equipped	2	0 (0)		700 (1,400)
 					
Scroll (Silence)	Equipped	1	0		150
					
Scroll (Sleep)	Equipped	1	0		25
					
Scroll (Stone Shape)	Equipped	1	0		375
					
Scroll (Undetectable Alignment)	Equipped	1	0		150
					
Scroll (Vision of Hell)	Equipped	1	0		375
					
Bolts (Crossbow/10)	Equipped	1	1		1
    					
Mace (Heavy/Alchemical Silver)	Carried	1	8		102
10 hp/inch, hardness 8					
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
         					
    					
Touch	Equipped	1	0		0
TOTAL WEIGHT CARRIED/VALUE			46.35 lbs. / 51,644 gp		

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]
<p>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.</p>	

Traits	
Blasphemy	[Fire Mountain Games - Knot of Thorns, p.91]
<p>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.</p>	
Natural-Born Leader	[Paizo Inc. - Advanced Player's Guide, p.330]
<p>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.</p>	

Special Attacks		Special Qualities	
Channel Negative Energy (Su)		Aura of Evil (Ex)	
[Paizo Inc. - Core Rulebook, p.40]		[Paizo Inc. - Core Rulebook]	
You can unleash a wave of negative energy. You must choose to deal 3d6 points of negative energy damage to living creatures or to heal undead creatures of 3d6 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 4 times per day.		Aura of Law (Ex)	
Fear Aura (Su)		[Paizo Inc. - Core Rulebook]	
[Paizo Inc. - Bestiary, p.189]		You project a strong lawful aura.	
Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.		Bonus Feat	
Paralyzing Touch (Su)		[Paizo Inc. - Core Rulebook, p.27]	
[Paizo Inc. - Bestiary, p.189]		Humans select one extra feat at 1st level.	
Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description, DC 16). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.		Bonus Spell Penetration (Outsiders) (2x)	
Swaying Word (Ex)		[Paizo Inc. - Advanced Player's Guide]	
[Allard Hoeve - Houserules, p.41]		Add +1 on caster level checks made to overcome the spell resistance of outsiders.	
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.		Channel Resistance (Ex)	
		[Bestiary, p.298]	
		You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.	
		Charm of Wisdom (Ex)	
		[Allard Hoeve - Houserules, p.41]	
		You use your Wisdom modifier instead of your Charisma modifier when making Bluff, Diplomacy, and Intimidate checks. This ability replaces Channel Energy at 1st level.	
		Copycat (Sp)	
		[Paizo Inc. - Core Rulebook, p.48]	
		You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 9 rounds, or until the illusory duplicate is dispelled or destroyed. You can have no more than one Copycat at a time. This ability does not stack with the Mirror Image spell. You can use this ability 11 times per day.	
		Damned (Ex)	
		[Paizo Inc. - Princes of Darkness, Book of the Damned, Volume 1, p.44]	
		When you are killed, your soul is instantly sent to Hell. Any character attempting to resurrect you must succeed at a caster level check vs. DC 11 or her spell fails. That character cannot attempt to resurrect you again until the following day, though other characters can attempt as they please.	
		Darkvision (Ex)	
		[Bestiary]	
		Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
		Hell's Corruption (Su)	
		[Paizo Inc. - Advanced Player's Guide, p.90]	
		You can cause a creature to become more susceptible to corruption as a melee touch attack. Creatures touched take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for 4 rounds. You can use this ability 11 times per day.	
		Immunity to Ability Drain (Ex)	
		[Bestiary, p.301]	
		You are immune to ability drain attacks.	
		Immunity to Cold (Ex)	
		[Bestiary, p.301]	
		You never take cold damage.	
		Immunity to Death Effects (Ex)	
		[Bestiary, p.301]	
		You are never subject to death effects.	
		Immunity to Death from Massive Damage (Ex)	
		[Bestiary, p.301]	
		You are not at risk of death from massive damage.	
		Immunity to Disease (Ex)	
		[Bestiary, p.301]	
		You are never subject to disease effects.	
		Immunity to Electricity (Ex)	
		[Bestiary, p.301]	
		You never take electricity damage.	
		Immunity to Energy Drain (Ex)	
		[Bestiary, p.301]	
		You are immune to energy drain attacks.	
		Immunity to Exhaustion (Ex)	
		[Bestiary, p.301]	
		You can never be exhausted.	
		Immunity to Fatigue (Ex)	
		[Bestiary, p.301]	
		You can never be fatigued.	
		Immunity to Mind-Affecting Effects (Ex)	
		[Bestiary, p.301]	
		You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).	
		Immunity to Nonlethal Damage (Ex)	
		[Bestiary, p.301]	
		You are never subject to nonlethal damage.	
		Immunity to Paralysis (Ex)	
		[Bestiary, p.301]	
		You can never be paralyzed.	
		Immunity to Poison (Ex)	
		[Bestiary, p.301]	
		You never take poison damage.	
		Immunity to Sleep (Ex)	
		[Bestiary, p.301]	
		You are never subject to sleep effects.	
		Immunity to Stunning (Ex)	
		[Bestiary, p.301]	
		You are never subject to stunning.	
		Imp Companion (Ex)	
		[Paizo Inc. - Princes of Darkness, Book of the Damned, Volume 1, p.44]	
		You form a close bond with a particular imp, similar to a druid's bond with an animal companion. The imp is loyal to you (though ultimately loyal to Hell). If the imp is slain or you release it from your service, you may gain a new one by performing a ceremony requiring a 24-hour ritual to conjure and bind the new imp to yourself. (ImpCompLevel 10)	

Infernal Charisma (Ex)	[Paizo Inc. - Princes of Darkness, Book of the Damned, Volume 1, p.44]
You gain a +2 bonus on all Charisma checks made when interacting with devils.	
Master's Illusion (Sp)	[Paizo Inc. - Core Rulebook, p.48]
You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 9 rounds. This ability otherwise functions like the spell Veil. The save DC to disbelieve this effect is 22. The rounds do not need to be consecutive.	
Orisons	[Paizo Inc. - Core Rulebook, p.41]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Public Speaker	[Allard Hoeve - Houserules, p.40]
A missionary gains Perform as a class skill. In addition, she is trained to project her voice with great skill and effect; the DC to hear her speak in difficult conditions is reduced by 10.	
Rejuvenation (Su)	[Paizo Inc. - Bestiary, p.189]
When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days--if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich wakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.	
Scythe of Evil (Su)	[Paizo Inc. - Core Rulebook, p.44]
You can give a weapon you touch the Unholy special weapon quality for 9 rounds. You can use this ability 1 times per day.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Spontaneous Casting	[Allard Hoeve - Houserules, p.40]
An evangelist does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, an evangelist can spontaneously cast: command (1st, DC 20), hold person (2nd, DC 21), tongues (3rd), suggestion (4th, DC 23), greater command (5th, DC 24), geas/quest (6th, DC 25), mass suggestion (7th, DC 26), sympathy (8th, DC 27) and demand (9th, DC 28) as a spell of listed level by sacrificing a prepared spell of the same level or higher.	
Weapon and Armor Proficiency	[Paizo Inc. - Core Rulebook]
Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deity	

Feats	
Combat Casting	[Paizo Inc. - Core Rulebook, p.119]
You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Craft Wondrous Item	[Paizo Inc. - Core Rulebook, p.120]
You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 for more information. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.	
Divine Leadership	[Allard Hoeve - Houserules, p.1]
This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table 5-2 for what level of cohort and how many followers you can recruit. Special: This feat works exactly like Leadership, except that you add your Wisdom modifier to your Leadership Score instead of your Charisma modifier. Special: You cannot take this feat if you have the Leadership feat. Special: Any effect that modifies your Leadership score also affects your Divine Leadership Score. You can take any feat that depends on Leadership if you take Divine Leadership. Your current Divine Leadership score is 19. 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 skills.	



PROFICIENCIES

TEMPLATES
Lich
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	5+1	3+1	—	—	—	—
Concentration	+18									

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
 Bleed	DC: 18, Will negates	1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.249
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.						
 Create Water		1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.262
<i>School:</i> Conjuration (Creation) [Water]	<i>SR:</i> No	<i>Target:</i> Up to 20 gallons of water			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.						
 Detect Magic		1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	CR: p.267
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> You detect magical auras.						
 Detect Poison		1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.268
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.						
 Guidance	DC: 18, Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	CR: p.292
<i>School:</i> Divination	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance.						
 Light		1 standard action	100 minutes	Touch	V, M/DF	CR: p.304
<i>School:</i> Evocation [Light, WoodSchool]	<i>SR:</i> No	<i>Target:</i> Object touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> This spell causes a touched object to glow like a torch.						
 Mending	DC: 18, Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	CR: p.312
<i>School:</i> Transmutation [MetalSchool]	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> One object of up to 10 lb.			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.						
 Purify Food and Drink	DC: 18, Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	CR: p.328
<i>School:</i> Transmutation	<i>SR:</i> Yes (object)	<i>Target:</i> 10 cu. ft. of contaminated food and water			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.						
 Read Magic		1 standard action	100 minutes	Personal	V, S, F	CR: p.330
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.						
 Resistance	DC: 18, Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	CR: p.334
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.						
 Spark	DC: 18, Fortitude negates (object)	1 standard action	Instantaneous	Close (50 ft.)	V or S	APG: p.246
<i>School:</i> Evocation, FireSchool [Fire]	<i>SR:</i> Yes (object)	<i>Target:</i> one Fine object			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> Ignites flammable objects.						
 Stabilize	DC: 18, Will negates (harmless)	1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.348
<i>School:</i> Conjuration (Healing)	<i>SR:</i> Yes (harmless)	<i>Target:</i> One living creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.						
 Virtue		1 standard action	1 min.	Touch	V, S, DF	CR: p.365
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.						

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
 Abundant Ammunition		1 standard action	10 minutes		V, S, M/DF (a single piece of ammunition)	UC: p.222
<i>School:</i> Conjuration (Summoning)	<i>SR:</i> No	<i>Target:</i> one container touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> Replaces nonmagical ammunition every round.						
 Air Bubble	DC: 19, Will negates (harmless)	1 standard action	10 minutes	Touch	S, M/DF (a small bladder filled with air)	UC: p.222
<i>School:</i> Conjuration (Creation)	<i>SR:</i> Yes (harmless)	<i>Target:</i> one creature or one object no larger than a Large twohanded weapon			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> Creates a small pocket of air around your head or an object.						
 Ant Haul	DC: 19, Fortitude negates (harmless)	1 standard action	20 hours	Touch	V, S, M/DF (a small pulley)	APG: p.202
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> Triples carrying capacity of a creature.						
 Bane	DC: 20, Will negates	1 standard action	10 minutes	50 ft.	V, S, DF	CR: p.246
<i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion]	<i>SR:</i> Yes	<i>Target:</i> 50-ft.-radius burst, centered on you			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> Bane fills your enemies with fear and doubt.						
 Bless		1 standard action	10 minutes	50 ft.	V, S, DF	CR: p.249
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes (harmless)	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> Bless fills your allies with courage.						
 Cause Fear	DC: 19, Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (50 ft.)	V, S	CR: p.252
<i>School:</i> Necromancy [Fear, Mind-Affecting, Emotion]	<i>SR:</i> Yes	<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> The affected creature becomes frightened.						
 **Command	DC: 20, Will negates	1 standard action	1 round	Close (50 ft.)	V	CR: p.256
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.						
 Command	DC: 20, Will negates	1 standard action	1 round	Close (50 ft.)	V	CR: p.256
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.						
 Compel Hostility	DC: 20, see text	1 standard action	10 rounds	Personal	V, S, M (a drop of your UC: null blood)	
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> see text	<i>Target:</i> You			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> Compels opponents to attack you instead of your allies.						
 Comprehend Languages		1 standard action	100 minutes	Personal	V, S, M/DF	CR: p.258
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.						
 Cure Light Wounds	DC: 19, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	CR: p.263
<i>School:</i> Conjuration (Healing)	<i>SR:</i> Yes (harmless); see text	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.						
 Curse Water	DC: 19, Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	CR: p.263
<i>School:</i> Necromancy [Evil]	<i>SR:</i> Yes (object)	<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.						
 Dancing Lantern		1 standard action	10 hours [D]	Touch	V, S, F (a lantern)	APG: p.214
<i>School:</i> Transmutation, FireSchool [Fire, Light]	<i>SR:</i> No	<i>Target:</i> Animates one lantern			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> Animates a lantern that follows you.						
 Deadeye's Lore		1 round	10 hours	Personal	V, S	UC: p.227
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<i>Effect:</i> Gain a +4 bonus on Survival and move full speed while tracking.						

* =Domain/Specialty Spell

Cleric Spells							
☐☐☐☐☐ Deathwatch		1 standard action	100 minutes	30 ft.	V, S	CR: p.265	
<i>School:</i> Necromancy	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.							
☐☐☐☐☐ Decompose Corpse	DC: 19, Fortitude negates (object)	1 standard action	Instantaneous or 1 minute; see text	Touch	V, S, M	UM: p.216	
<i>School:</i> Necromancy	<i>SR:</i> Yes (object)	<i>Target:</i> One corpse or corporeal undead			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Turn corpse into clean skeleton.							
☐☐☐☐☐ Detect Chaos		1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S, DF	CR: p.266	
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You can sense the auras of chaotic creatures.							
☐☐☐☐☐ Detect Evil		1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S, DF	CR: p.266	
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You can sense the presence of evil.							
☐☐☐☐☐ Detect Good		1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S, DF	CR: p.267	
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You can sense the presence of good.							
☐☐☐☐☐ Detect Law		1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S, DF	CR: p.267	
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You can sense the auras of lawful creatures.							
☐☐☐☐☐ Detect Undead		1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, M/DF	CR: p.269	
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You can detect the aura that surrounds undead creatures.							
☐☐☐☐☐ Diagnose Disease		1 standard action	Instantaneous	Close (50 ft.)	V, S	UM: p.216	
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Detect and identify diseases.							
☐☐☐☐☐ *Disguise Self		1 standard action	100 minutes [D]	Personal	V, S	CR: p.271	
<i>School:</i> Illusion (Glamer)	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You make yourself—including clothing, armor, weapons, and equipment—look different.							
☐☐☐☐☐ Divine Favor		1 standard action	1 minute	Personal	V, S, DF	CR: p.273	
<i>School:</i> Evocation	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Calling upon the strength and wisdom of a deity, you gain a +3 luck bonus on attack and weapon damage rolls.							
☐☐☐☐☐ Doom	DC: 19, Will negates	1 standard action	10 minutes	Medium (200 ft.)	V, S, DF	CR: p.274	
<i>School:</i> Necromancy [Fear, Mind-Affecting, Emotion]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.							
☐☐☐☐☐ Endure Elements	DC: 19, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	CR: p.277	
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.							
☐☐☐☐☐ Entropic Shield		1 standard action	10 minutes [D]	Personal	V, S	CR: p.278	
<i>School:</i> Abjuration	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.							
☐☐☐☐☐ Forbid Action	DC: 20, Will negates	1 standard action	1 round	Close (50 ft.)	V	UM: p.220	
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Target obeys your command to not do something.							
☐☐☐☐☐ Hide from Undead	DC: 19, Will negates (harmless); see text	1 standard action	100 minutes [D]	Touch	V, S, DF	CR: p.296	
<i>School:</i> Abjuration	<i>SR:</i> Yes	<i>Target:</i> 10 creatures touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Undead cannot see, hear, or smell creatures warded by this spell.							
☐☐☐☐☐ Infernal Healing	DC: 19, Will negates (harmless)	1 round	1 minute	Touch	V, S, M	House: p.295	
<i>School:</i> Conjuration (Healing) [Evil]	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Anoint a wounded creature with devil's blood or unholy water giving it fast healing 1. Does not repair silver or good damage. Target detects as evil for the duration.							
☐☐☐☐☐ Inflict Light Wounds	DC: 19, Will half	1 standard action	Instantaneous	Touch	V, S	CR: p.300	
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.							
☐☐☐☐☐ Know the Enemy		1 minute	Instantaneous	Personal	V, S, DF	UM: p.226	
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Gain +10 on a monster Knowledge check.							
☐☐☐☐☐ Liberating Command	DC: 19, Will negates (harmless)	1 immediate action	instantaneous	Close (50 ft.)	V	UC: p.233	
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> one creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Target makes an Escape Artist check as an immediate action and gains a bonus on it.							
☐☐☐☐☐ Magic Stone	DC: 19, Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	CR: p.310	
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Up to three pebbles touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.							
☐☐☐☐☐ Magic Weapon	DC: 19, Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	CR: p.310	
<i>School:</i> Transmutation [MetalSchool]	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Weapon touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.							
☐☐☐☐☐ Moment of Greatness		1 standard action	10 minutes or until discharged	50 ft.	V, S, M/DF (rabbit fur)	UC: p.237	
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes (harmless)	<i>Target:</i> The caster and allies within a 50-ft. burst centered on the caster			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Doubles a morale bonus.							
☐☐☐☐☐ Murderous Command	DC: 20, Will negates	1 standard action	1 round	Close (50 ft.)	V	UM: p.230	
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Target is compelled to kill its ally.							
☐☐☐☐☐ Obscuring Mist		1 standard action	10 minutes [D]	20 ft.	V, S	CR: p.317	
<i>School:</i> Conjuration, WaterSchool (Creation)	<i>SR:</i> No	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.							
☐☐☐☐☐ Protection from Chaos	DC: 19, Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M/DF	CR: p.327	
<i>School:</i> Abjuration [Lawful]	<i>SR:</i> No; see text	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.							
☐☐☐☐☐ Protection from Good	DC: 19, Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M/DF	CR: p.328	
<i>School:</i> Abjuration [Evil]	<i>SR:</i> No; see text	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures.							
☐☐☐☐☐ Ray of Sickening	DC: 19, Fortitude partial; see text	1 standard action	10 minutes	Close (50 ft.)	V, S, M	UM: p.234	
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> Ray			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Ray makes the subject sickened.							
☐☐☐☐☐ Reinforce Armaments	DC: 19, Will negates (harmless, object)	1 standard action	100 minutes	Touch	V, S, M/DF (a metal pin)	UC: p.241	
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> one armor suit or weapon touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Temporarily mitigates the fragile quality in targeted weapon or armor.							
☐☐☐☐☐ Remove Fear	DC: 19, Will negates (harmless)	1 standard action	10 minutes; see text	Close (50 ft.)	V, S	CR: p.332	
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.							
☐☐☐☐☐ Remove Sickness	DC: 19, Fortitude negates (harmless)	1 standard action	100 minutes; see text	Close (50 ft.)	V, S	UM: p.234	
<i>School:</i> Conjuration (Healing)	<i>SR:</i> Yes (harmless)	<i>Target:</i> One creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Suppress disease, nausea, and the sickened condition.							
☐☐☐☐☐ Restore Corpse		1 standard action	Instantaneous	Touch	V, S	UM: p.235	
<i>School:</i> Necromancy	<i>SR:</i> No	<i>Target:</i> Corpse touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Skeletal corpse grows flesh.							
☐☐☐☐☐ Sanctuary	DC: 19, Will negates	1 standard action	10 rounds	Touch	V, S, DF	CR: p.336	
<i>School:</i> Abjuration	<i>SR:</i> No	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.							
* =Domain/Specialty Spell							

Cleric Spells						
<div><div></div><div></div><div></div><div></div><div></div></div> Shield of Faith <i>School:</i> Abjuration <i>Effect:</i> This spell creates a shimmering, magical field around the target that averts and deflects attacks.	DC: 19, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	10 minutes	Touch	V, S, M <i>Caster Level:</i> 10	CR: p.342 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Minor Monster <i>School:</i> Conjuration (Summoning) <i>Effect:</i> Summon 1d3 Tiny animals	<i>SR:</i> No	1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF <i>Caster Level:</i> 10	UM: p.241 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Monster I <i>School:</i> Conjuration (Summoning) <i>Effect:</i> This spell summons an extraplanar creature.	<i>SR:</i> No	1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF <i>Caster Level:</i> 10	CR: p.350 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Sun Metal <i>School:</i> Transmutation [Fire] <i>Effect:</i> Weapon touched bursts into flames.	DC: 19, Fortitude negates (object) <i>SR:</i> Yes (object)	1 standard action	10 rounds [see text]	Touch	V, S <i>Caster Level:</i> 10	UC: p.245 <i>Concentration:</i> +18
LEVEL 2						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div><div></div><div></div><div></div><div></div><div></div></div> Aid <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 10 temporary hit points.	<i>SR:</i> Yes (harmless)	1 standard action	10 minutes	Touch	V, S, DF <i>Caster Level:</i> 10	CR: p.239 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Align Weapon <i>School:</i> Transmutation <i>Effect:</i> Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose.	DC: 20, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF <i>Caster Level:</i> 10	CR: p.240 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> *Align Weapon (Evil Only) <i>School:</i> Transmutation [Evil] <i>Effect:</i> Weapon becomes evil.	<i>SR:</i> Yes (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF <i>Caster Level:</i> 10	CR: p.198 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Animate Dead, Lesser <i>School:</i> Necromancy [Evil] <i>Effect:</i> Create one skeleton or zombie.	<i>SR:</i> No	1 standard action	Instantaneous	Touch	V, S, M (25 gp onyx gem/undead HD) <i>Caster Level:</i> 10	UM: p.205 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Ant Haul (Communal) <i>School:</i> Transmutation <i>Effect:</i> As ant haul, but you may divide the duration among creatures touched.	<i>SR:</i> Yes (harmless)	1 standard action	20 hours	Touch	V, S, M/DF (a small pulley) <i>Caster Level:</i> 10	UC: p.223 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Arrow of Law <i>School:</i> Evocation [Lawful] <i>Effect:</i> Harm and possibly daze chaotic creatures.	DC: 20, Will partial (see text) <i>SR:</i> Yes	1 standard action	Instantaneous [1 round]; see text	Close (50 ft.)	V, S, DF <i>Caster Level:</i> 10	UM: p.207 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Augury <i>School:</i> Divination <i>Effect:</i> An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.	<i>SR:</i>	1 minute	Instantaneous	Personal	V, S, M, F <i>Caster Level:</i> 10	CR: p.245 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Bear's Endurance <i>School:</i> Transmutation <i>Effect:</i> The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.	<i>SR:</i> Yes	1 standard action	10 minutes	Touch	V, S, M/DF <i>Caster Level:</i> 10	CR: p.246 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Bestow Weapon Proficiency <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Grant a creature proficiency in a single weapon for short period of time.	DC: 21, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	10 minutes	Close (50 ft.)	V, S, M (pieces of shaved metal) <i>Caster Level:</i> 10	UC: p.224 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Blessing of Courage and Life <i>School:</i> Conjuration (Healing) [Emotion] <i>Effect:</i> Grants a +2 bonus on saves vs. fear and death.	DC: 20, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	10 minutes [see below]	Close (50 ft.)	V, S, DF <i>Caster Level:</i> 10	APG: p.205 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Boiling Blood <i>School:</i> Transmutation <i>Effect:</i> Targets take 1 fire damage each round; orcs get +2 Strength.	DC: 20, Fortitude negates (see text) <i>SR:</i> Yes	1 standard action	Concentration + 10 rounds	Medium (200 ft.)	V, S <i>Caster Level:</i> 10	UM: p.209 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Bull's Strength <i>School:</i> Transmutation <i>Effect:</i> The subject becomes stronger granting a +4 enhancement bonus to Strength.	DC: 20, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF <i>Caster Level:</i> 10	CR: p.251 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Calm Emotions <i>School:</i> Enchantment (Compulsion) [Mind-Affecting, Emotion] <i>Effect:</i> This spell calms agitated creatures.	DC: 21, Will negates <i>SR:</i> Yes	1 standard action	Concentration, up to 10 rounds [D]	Medium (200 ft.)	V, S, DF <i>Caster Level:</i> 10	CR: p.252 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Compassionate Ally <i>School:</i> Enchantment (Compulsion) [Emotion, Mind-Affecting] <i>Effect:</i> Target is compelled to help injured ally.	DC: 21, Will negates <i>SR:</i> Yes	1 standard action	10 rounds	Close (50 ft.)	V, S <i>Caster Level:</i> 10	UM: p.211 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Moderate Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+10 points of damage.	DC: 20, Will half (harmless) or Will half; see text <i>SR:</i> Yes (harmless) or yes; see text	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 10	CR: p.263 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Darkness <i>School:</i> Evocation [Darkness] <i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.	<i>SR:</i> No	1 standard action	10 minutes [D]	Touch	V, M/DF <i>Caster Level:</i> 10	CR: p.263 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Death Knell <i>School:</i> Necromancy [Death, Evil] <i>Effect:</i> You draw forth the ebbing life force of a creature and use it to fuel your own power.	DC: 20, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S <i>Caster Level:</i> 10	CR: p.264 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Delay Pain <i>School:</i> Enchantment [Emotion] <i>Effect:</i> Ignore pain.	DC: 21, Will negates <i>SR:</i> Yes	1 standard action	10 hours	Close (50 ft.)	V, S <i>Caster Level:</i> 10	UM: p.216 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Delay Poison <i>School:</i> Conjuration (Healing) <i>Effect:</i> The subject becomes temporarily immune to poison.	DC: 20, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	10 hours	Touch	V, S, DF <i>Caster Level:</i> 10	CR: p.265 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Desecrate <i>School:</i> Evocation [Evil] <i>Effect:</i> This spell imbues an area with negative energy.	<i>SR:</i> Yes	1 standard action	20 hours	Close (50 ft.)	V, S, M, DF <i>Caster Level:</i> 10	CR: p.265 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Disfiguring Touch <i>School:</i> Transmutation [Curse] <i>Effect:</i> Target becomes disfigured.	DC: 20, Will negates <i>SR:</i> Yes	1 standard action	10 days	Touch	V, S <i>Caster Level:</i> 10	UM: p.217 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Dread Bolt <i>School:</i> Evocation [Evil] <i>Effect:</i> Harm and possibly sicken good creatures.	DC: 20, Will partial (see text) <i>SR:</i> Yes	1 standard action	Instantaneous [1d4 rounds]	Close (50 ft.)	V, S, DF <i>Caster Level:</i> 10	UM: p.217 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Eagle's Splendor <i>School:</i> Transmutation <i>Effect:</i> The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.	DC: 20, Will negates (harmless) <i>SR:</i> Yes	1 standard action	10 minutes	Touch	V, S, M/DF <i>Caster Level:</i> 10	CR: p.275 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Effortless Armor <i>School:</i> Transmutation <i>Effect:</i> Armor you wear no longer slows your speed.	<i>SR:</i>	1 standard action	10 minutes	Personal	V, S <i>Caster Level:</i> 10	UC: p.228 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Endure Elements (Communal) <i>School:</i> Abjuration <i>Effect:</i> As endure elements, but you may divide the duration among creatures touched.	DC: 20, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	24 hours	Touch	V, S <i>Caster Level:</i> 10	UC: p.228 <i>Concentration:</i> +18
<div><div></div><div></div><div></div><div></div><div></div></div> Enthrall <i>School:</i> Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]	DC: 21, Will negates; see text <i>SR:</i> Yes	1 round	1 hour or less	Medium (200 ft.)	V, S <i>Caster Level:</i> 10	CR: p.278 <i>Concentration:</i> +18
* =Domain/Specialty Spell						

Cleric Spells							
<i>Effect:</i> If you have the attention of a group of creatures, you can use this spell to hold them enthralled.							
<div> <div>Find Traps</div> <div>School: Divination</div> <div>Effect: You gain intuitive insight into the workings of traps.</div> </div>	SR:	1 standard action	10 minutes	Personal	V, S	CR: p.281	
		Target: You			Caster Level:10	Concentration:+18	
<div> <div>Gentle Repose</div> <div>School: Necromancy</div> <div>Effect: You preserve the remains of a dead creature so that they do not decay.</div> </div>	DC: 20, Will negates (object) SR: Yes (object)	1 standard action	10 days	Touch	V, S, M/DF	CR: p.289	
		Target: Corpse touched			Caster Level:10	Concentration:+18	
<div> <div>Ghostbane Dirge</div> <div>School: Transmutation</div> <div>Effect: Incorporeal creature takes half damage from nonmagical weapons.</div> </div>	DC: 20, Will negates SR: Yes	1 standard action	10 rounds	Close (50 ft.)	V, S, M/DF (an old reed from a wind instrument)	APG: p.225	
		Target: one incorporeal creature			Caster Level:10	Concentration:+18	
<div> <div>Grace</div> <div>School: Abjuration</div> <div>Effect: Movement doesn't provoke attacks of opportunity.</div> </div>	SR:	1 swift action	see text	Personal	V	APG: p.226	
		Target: You			Caster Level:10	Concentration:+18	
<div> <div>Hold Person</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: The subject becomes paralyzed and freezes in place.</div> </div>	DC: 21, Will negates; see text SR: Yes	1 standard action	10 rounds [D]; see text	Medium (200 ft.)	V, S, F/DF	CR: p.296	
		Target: One humanoid creature			Caster Level:10	Concentration:+18	
<div> <div>Imbue with Aura</div> <div>School: Transmutation</div> <div>Effect: Target emulates your cleric aura.</div> </div>	DC: 20, Will negates (see text) SR: Yes	1 standard action	10 minutes	Close (50 ft.)	V, S, DF	UM: p.225	
		Target: One creature			Caster Level:10	Concentration:+18	
<div> <div>Inflict Moderate Wounds</div> <div>School: Necromancy</div> <div>Effect: When laying your hand upon a creature, you channel negative energy that deals 2d8+10 points of damage.</div> </div>	DC: 20, Will half SR: Yes	1 standard action	Instantaneous	Touch	V, S	CR: p.300	
		Target: Creature touched			Caster Level:10	Concentration:+18	
<div> <div>Instant Armor</div> <div>School: Conjuration (Creation) [Force]</div> <div>Effect: Summon armor temporarily replacing your current attire.</div> </div>	SR:	1 standard action	10 minutes [D]	Personal	V, S, DF	APG: p.229	
		Target: You			Caster Level:10	Concentration:+18	
<div> <div>Instrument of Agony</div> <div>School: Transmutation</div> <div>Effect: Weapon exudes divine fury, granting a bonus on Intimidate checks.</div> </div>	DC: 20, Will negates (harmless, object), see text SR: Yes (harmless, object), see text	1 standard action	10 minutes	Touch	V, S	UC: p.232	
		Target: weapon touched			Caster Level:10	Concentration:+18	
<div> <div>*Invisibility</div> <div>School: Illusion (Glamour)</div> <div>Effect: The creature or object touched becomes invisible.</div> </div>	DC: 20, Will negates (harmless) or Will negates (harmless, object) SR: Yes (harmless) or yes (harmless, object)	1 standard action	10 minutes [D]	Personal or touch	V, S, M/DF	CR: p.301	
		Target: You or a creature or object weighing no more than 1000 lbs.			Caster Level:10	Concentration:+18	
<div> <div>Magic Siege Engine</div> <div>School: Transmutation</div> <div>Effect: Siege engine gains +1 on targeting and damage rolls.</div> </div>	DC: 20, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	UC: p.236	
		Target: one siege engine touched			Caster Level:10	Concentration:+18	
<div> <div>Make Whole</div> <div>School: Transmutation [MetalSchool]</div> <div>Effect: This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.</div> </div>	DC: 20, Will negates (harmless, object) SR: Yes (harmless, object)	10 minutes	Instantaneous	Close (50 ft.)	V, S	CR: p.311	
		Target: One object of up to 100 cu. ft. or one construct creature of any size			Caster Level:10	Concentration:+18	
<div> <div>Masterwork Transformation</div> <div>School: Transmutation</div> <div>Effect: Make a normal item into a masterwork one.</div> </div>	SR: No	1 hour	Instantaneous	Touch	V, S, M (see text)	UM: p.228	
		Target: One weapon, suit of armor, tool, or skill kit touched			Caster Level:10	Concentration:+18	
<div> <div>Owl's Wisdom</div> <div>School: Transmutation</div> <div>Effect: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.</div> </div>	DC: 20, Will negates (harmless) SR: Yes	1 standard action	10 minutes	Touch	V, S, M/DF	CR: p.318	
		Target: Creature touched			Caster Level:10	Concentration:+18	
<div> <div>Pilfering Hand</div> <div>School: Evocation [Force]</div> <div>Effect: You may seize an object or manipulate it from afar.</div> </div>	SR: Yes (object)	1 standard action	see text	Close (50 ft.)	S	UC: p.239	
		Target: one object			Caster Level:10	Concentration:+18	
<div> <div>Protection from Chaos (Communal)</div> <div>School: Abjuration [Lawful]</div> <div>Effect: As protection from chaos, but you may divide the duration among creatures touched.</div> </div>	DC: 20, Will negates (harmless) SR: No; see text	1 standard action	10 minutes [D]	Touch	V, S, M/DF	UC: p.240	
		Target: creatures touched			Caster Level:10	Concentration:+18	
<div> <div>Protection from Good (Communal)</div> <div>School: Abjuration [Evil]</div> <div>Effect: As protection from good, but you may divide the duration among creatures touched.</div> </div>	DC: 20, Will negates (harmless) SR: Yes	1 standard action	10 minutes [D]	Touch	V, S, M/DF	UC: p.240	
		Target: creatures touched			Caster Level:10	Concentration:+18	
<div> <div>Protective Penumbra</div> <div>School: Evocation [Darkness]</div> <div>Effect: Shadow protects the target from light.</div> </div>	DC: 20, Will negates (harmless) SR: Yes	1 standard action	100 minutes	Touch	V, S	UM: p.233	
		Target: Creature touched			Caster Level:10	Concentration:+18	
<div> <div>Reinforce Armaments (Communal)</div> <div>School: Transmutation</div> <div>Effect: As reinforce armaments, but you may divide the spell's duration among objects touched.</div> </div>	DC: 20, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	100 minutes	Touch	V, S, M/DF (a metal pin)	UC: p.241	
		Target: armor suits or weapons touched			Caster Level:10	Concentration:+18	
<div> <div>Remove Paralysis</div> <div>School: Conjuration (Healing)</div> <div>Effect: You can free one or more creatures from the effects of temporary paralysis or related magic.</div> </div>	DC: 20, Will negates (harmless) SR: Yes (harmless)	1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.332	
		Target: Up to four creatures, no two of which can be more than 30 ft. apart			Caster Level:10	Concentration:+18	
<div> <div>Resist Energy</div> <div>School: Abjuration, AirSchool, EarthSchool, FireSchool, WaterSchool</div> <div>Effect: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.</div> </div>	DC: 20, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	100 minutes	Touch	V, S, DF	CR: p.334	
		Target: Creature touched			Caster Level:10	Concentration:+18	
<div> <div>Restoration (Lesser)</div> <div>School: Conjuration (Healing)</div> <div>Effect: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores.</div> </div>	DC: 20, Will negates (harmless) SR: Yes (harmless)	3 rounds	Instantaneous	Touch	V, S	CR: p.334	
		Target: Creature touched			Caster Level:10	Concentration:+18	
<div> <div>Returning Weapon</div> <div>School: Conjuration (Teleportation)</div> <div>Effect: Grants a weapon the returning special weapon quality.</div> </div>	DC: 20, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	10 minutes	Close (50 ft.)	V, S	UC: p.242	
		Target: one weapon that can be thrown			Caster Level:10	Concentration:+18	
<div> <div>Shard of Chaos</div> <div>School: Evocation [Chaos]</div> <div>Effect: Harm and possibly slow lawful creatures.</div> </div>	DC: 20, Will partial (see text) SR: Yes	1 standard action	Instantaneous [1d6 rounds]	Close (50 ft.)	V, S, DF	UM: p.237	
		Target: Dart-shaped projectile of chaotic energy			Caster Level:10	Concentration:+18	
<div> <div>Share Language</div> <div>School: Divination</div> <div>Effect: Subject understands chosen language.</div> </div>	DC: 20, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S, M (a page from a dictionary)	APG: p.243	
		Target: creature touched			Caster Level:10	Concentration:+18	
<div> <div>Shatter</div> <div>School: Evocation, EarthSchool [Sonic, MetalSchool]</div> <div>Effect: Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.</div> </div>	DC: 20, Will negates (object); Will negates (object) or Fortitude half; see text SR: Yes	1 standard action	Instantaneous	Close (50 ft.)	V, S, M/DF	CR: p.341	
		Target: Or Target 5-ft.-radius spread; or one solid object or one crystalline creature			Caster Level:10	Concentration:+18	
<div> <div>Shield Other</div> <div>School: Abjuration</div> <div>Effect: This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you.</div> </div>	DC: 20, Will negates (harmless) SR: Yes (harmless)	1 standard action	10 hours [D]	Close (50 ft.)	V, S, F	CR: p.342	
		Target: One creature			Caster Level:10	Concentration:+18	
<div> <div>Silence</div> <div>School: Illusion (Glamour)</div> <div>Effect: Upon the casting of this spell, complete silence prevails in the affected area.</div> </div>	DC: 20, Will negates; see text or none (object) SR: Yes; see text or no (object)	1 round	10 rounds [D]	Long (800 ft.)	V, S	CR: p.343	
		Target: 20-ft.-radius emanation centered on a creature, object, or point in space			Caster Level:10	Concentration:+18	
<div> <div>Sound Burst</div> <div>School: Evocation [Sonic]</div> <div>Effect: You blast an area with a tremendous cacophony.</div> </div>	DC: 20, Fortitude partial SR: Yes	1 standard action	Instantaneous	Close (50 ft.)	V, S, F/DF	CR: p.346	
		Target: 10-ft.-radius spread			Caster Level:10	Concentration:+18	
<div> <div>Spiritual Weapon</div> <div>School: Evocation [Force]</div> </div>	SR: Yes	1 standard action	10 rounds [D]	Medium (200 ft.)	V, S, DF	CR: p.348	
		Target: Magic weapon of force			Caster Level:10	Concentration:+18	
* =Domain/Specialty Spell							

Cleric Spells

Effect: A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+3 force damage per hit.

☐☐☐☐☐ Status	DC: 20, Will negates (harmless)	1 standard action	10 hours	Touch	V, S	CR: p.349
<i>School:</i> Divination	<i>SR:</i> Yes (harmless)	<i>Target:</i> 3 living creatures		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition.						
☐☐☐☐☐ Summon Monster II		1 round	10 rounds [D]	Close (50 ft.)	V, S, F/DF	CR: p.352
<i>School:</i> Conjuration, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning)	<i>SR:</i> No	<i>Target:</i> One summoned creature		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.						
☐☐☐☐☐ Surmount Affliction		1 standard action	10 rounds	Personal	V, S	UM: p.241
<i>School:</i> Abjuration	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Temporarily suppress one condition.						
☐☐☐☐☐ Undetectable Alignment	DC: 20, Will negates (object)	1 standard action	24 hours	Close (50 ft.)	V, S	CR: p.363
<i>School:</i> Abjuration	<i>SR:</i> Yes (object)	<i>Target:</i> One creature or object		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.						
☐☐☐☐☐ Weapon of Awe	DC: 20, Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	APG: p.256
<i>School:</i> Transmutation [Emotion]	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> weapon touched		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Weapon gets +2 on damage rolls.						
☐☐☐☐☐ Web Shelter		1 minute	10 hours [D]	Close (50 ft.)	V, S, DF	UM: p.249
<i>School:</i> Conjuration (Creation)	<i>SR:</i> No	<i>Target:</i> 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Create a comfortable shelter made of webbing.						
☐☐☐☐☐ Zone of Truth	DC: 21, Will negates	1 standard action	10 minutes	Close (50 ft.)	V, S, DF	CR: p.371
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies.						

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Agonize	DC: 21, Fortitude negates	1 standard action	1 round	Close (50 ft.)	V, S	UM: p.205
<i>School:</i> Evocation [Evil, Pain]	<i>SR:</i> Yes	<i>Target:</i> One conjured outsider or elemental [see text]		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Pain encourages an outsider to obey you.						
☐☐☐☐☐ Animate Dead		1 standard action	Instantaneous	Touch	V, S, M	CR: p.241
<i>School:</i> Necromancy [Evil]	<i>SR:</i> No	<i>Target:</i> One or more corpses touched		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Turns corpses into undead skeletons or zombies that obey your spoken commands.						
☐☐☐☐☐ Badger's Ferocity	DC: 21, Will negates (harmless)	1 standard action	Concentration	Close (50 ft.)	V, S	UM: p.207
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> 3 weapons		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Weapons are keen while you concentrate.						
☐☐☐☐☐ Bestow Curse	DC: 21, Will negates	1 standard action	Permanent	Touch	V, S	CR: p.247
<i>School:</i> Necromancy [Curse]	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You place a curse on the subject.						
☐☐☐☐☐ Blessing of the Mole		1 round	10 minutes	Close (50 ft.)	V, S	UM: p.208
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> 10 creatures		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> 10 allies gain darkvision and a +2 Stealth bonus.						
☐☐☐☐☐ Blindness/Deafness	DC: 21, Fortitude negates	1 standard action	Permanent [D]	Medium (200 ft.)	V	CR: p.250
<i>School:</i> Necromancy [Curse]	<i>SR:</i> Yes	<i>Target:</i> One living creature		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You call upon the powers of unlfe to render the subject blinded or deafened, as you choose.						
☐☐☐☐☐ Blood Biography	DC: 21, Will negates (see text)	1 minute	Instantaneous	Touch	V, S, M/DF (a scrap of parchment)	APG: p.206
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> one creature's blood or one bloodstain		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Learn about a creature with its blood.						
☐☐☐☐☐ Chain of Perdition		1 standard action	10 rounds [D]	Close (50 ft.)	V, S, M/DF (chain link) UC:	p.225
<i>School:</i> Evocation [Force]	<i>SR:</i> Yes	<i>Target:</i> 10-ft. chain		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Creates a floating chain of force.						
☐☐☐☐☐ Contagion	DC: 21, Fortitude negates	1 standard action	Instantaneous	Touch	V, S	CR: p.259
<i>School:</i> Necromancy [Evil, Disease]	<i>SR:</i> Yes	<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> The subject contracts a disease.						
☐☐☐☐☐ Continual Flame		1 standard action	Permanent	Touch	V, S, M	CR: p.260
<i>School:</i> Evocation [Light]	<i>SR:</i> No	<i>Target:</i> Object touched		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> A flame, equivalent in brightness to a torch, springs forth from an object that you touch.						
☐☐☐☐☐ Create Food and Water		10 minutes	24 hours; see text	Close (50 ft.)	V, S	CR: p.261
<i>School:</i> Conjuration (Creation)	<i>SR:</i> No	<i>Target:</i> Food and water to sustain 30 humans or 10 horses for 24 hours		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland.						
☐☐☐☐☐ Cure Serious Wounds	DC: 21, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.263
<i>School:</i> Conjuration (Healing)	<i>SR:</i> Yes (harmless) or yes; see text	<i>Target:</i> Creature touched		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 3d8+10 points of damage.						
☐☐☐☐☐ Daybreak Arrow	DC: 21, Fortitude negates (harmless, object)	1 standard action	100 minutes	Touch	V, S	UC: p.226
<i>School:</i> Evocation [light]	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> up to 50 pieces of ammunition, all of which must be together at the time of casting		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Targeted ammunition exudes radiant energy.						
☐☐☐☐☐ Daylight		1 standard action	100 minutes [D]	Touch	V, S	CR: p.264
<i>School:</i> Evocation [Light]	<i>SR:</i> No	<i>Target:</i> Object touched		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.						
☐☐☐☐☐ Deadly Juggernaut		1 standard action	10 minutes	Personal	V, S	UC: p.226
<i>School:</i> Necromancy [Death]	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Your might increases with every kill you make.						
☐☐☐☐☐ Deeper Darkness		1 standard action	10 minutes [D]	Touch	V, M/DF	CR: p.265
<i>School:</i> Evocation [Darkness]	<i>SR:</i> No	<i>Target:</i> Object touched		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps.						
☐☐☐☐☐ Delay Poison (Communal)	DC: 21, Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	UC: p.227
<i>School:</i> Conjuration (Healing)	<i>SR:</i> Yes (harmless)	<i>Target:</i> creatures touched		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> As delay poison, but you may divide the duration among creatures touched.						
☐☐☐☐☐ Discovery Torch		1 round	100 minutes	Touch	V, S	UC: p.228
<i>School:</i> Evocation [Light]	<i>SR:</i> No	<i>Target:</i> object touched		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Touched object emanates bright light, granting Perception and Sense Motive bonuses.						
☐☐☐☐☐ Dispel Magic		1 standard action	Instantaneous	Medium (200 ft.)	V, S	CR: p.272
<i>School:</i> Abjuration	<i>SR:</i> No	<i>Target:</i> One spellcaster, creature, or object		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.						
☐☐☐☐☐ Elemental Speech		1 standard action	10 minutes	Personal	V, S, M (iron filings)	APG: p.218
<i>School:</i> Divination, AirSchool, EarthSchool, FireSchool, WaterSchool [Air, Earth, Fire, Water]	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Enables you to speak to elementals and some creatures.						
☐☐☐☐☐ Enter Image		1 standard action	concentration	500 ft.	V, S, M/DF (a drop of paint and a ball of clay)	APG: p.219
<i>School:</i> Transmutation	<i>SR:</i> No	<i>Target:</i> transfer consciousness to any object bearing your likeness		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> Transfers your consciousness to an object bearing your likeness.						
☐☐☐☐☐ Glyph of Warding	DC: 21, See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	CR: p.290
<i>School:</i> Abjuration	<i>SR:</i> No (object) and yes; see text	<i>Target:</i> Object touched or up to 50 sq. ft.		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
<i>Effect:</i> This powerful inscription harms those who enter, pass, or open the warded area or object.						
☐☐☐☐☐ Guiding Star		1 minute	10 days [D]	Personal	V, S, M (a spool of thread or string)	APG: p.226
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 10	<i>Concentration:</i> +18	
		* =Domain/Specialty Spell				

Cleric Spells

Hand	Helping Hand	No	1 standard action	5 hours	5 miles	V, S, DF	CR: p.295
School: Evocation	SR: No	Target: Ghostly hand				Caster Level:10	Concentration:+18
Effect: You create the ghostly image of a hand, which you can send to find a creature within 5 miles.							
Inflict Serious Wounds	DC: 21, Will half	1 standard action	Instantaneous		Touch	V, S	CR: p.301
School: Necromancy	SR: Yes	Target: Creature touched				Caster Level:10	Concentration:+18
Effect: When laying your hand upon a creature, you channel negative energy that deals 3d8+10 points of damage.							
Invisibility Purge		1 standard action	10 minutes [D]		Personal	V, S	CR: p.302
School: Evocation	SR:	Target: You				Caster Level:10	Concentration:+18
Effect: You surround yourself with a sphere of power with a radius of 50 feet that negates all forms of invisibility.							
Ki Leech		1 standard action	10 minutes [D]		Personal	V, S	UM: p.225
School: Necromancy [Evil]	SR:	Target: You				Caster Level:10	Concentration:+18
Effect: Add to your ki pool when you critically hit.							
Locate Object		1 standard action	10 minutes		Long (800 ft.)	V, S, F/DF	CR: p.305
School: Divination	SR: No	Target: Circle, centered on you, with a radius of 800 ft.				Caster Level:10	Concentration:+18
Effect: You sense the direction of a well-known or clearly visualized object.							
Magic Circle against Chaos	DC: 21, Will negates (harmless)	1 standard action	100 minutes		Touch	V, S, M/DF	CR: p.308
School: Abjuration [Lawful]	SR: No; see text	Target: 10-ft.-radius emanation from touched creature				Caster Level:10	Concentration:+18
Effect: All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either.							
Magic Circle against Good	DC: 21, Will negates (harmless)	1 standard action	100 minutes		Touch	V, S, M/DF	CR: p.308
School: Abjuration [Evil]	SR: No; see text	Target: 10-ft.-radius emanation from touched creature				Caster Level:10	Concentration:+18
Effect: All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either.							
Magic Vestment	DC: 21, Will negates (harmless, object)	1 standard action	10 hours		Touch	V, S, DF	CR: p.310
School: Transmutation	SR: Yes (harmless, object)	Target: Armor or shield touched				Caster Level:10	Concentration:+18
Effect: You imbue a suit of armor or a shield with an enhancement bonus of +2.							
Meld into Stone		1 standard action	100 minutes		Personal	V, S, DF	CR: p.312
School: Transmutation [Earth]	SR:	Target: You				Caster Level:10	Concentration:+18
Effect: Meld into stone enables you to meld your body and possessions into a single block of stone.							
Nap Stack	DC: 21, Will negates (harmless)	1 minute	8 hours		30 ft.	V, S, M (a little silk pillow worth 100 gp)	APG: p.233
School: Necromancy	SR: Yes (harmless)	Target: 30-ft.-radius emanation				Caster Level:10	Concentration:+18
Effect: Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits.							
*Nondetection	DC: 21, Will negates (harmless, object)	1 standard action	10 hours		Touch	V, S, M	CR: p.317
School: Abjuration	SR: Yes (harmless, object)	Target: Creature or object touched				Caster Level:10	Concentration:+18
Effect: The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells.							
Obscure Object	DC: 21, Will negates (object)	1 standard action	8 hours [D]		Touch	V, S, M/DF	CR: p.317
School: Abjuration	SR: Yes (object)	Target: One object touched of up to 1000 lbs.				Caster Level:10	Concentration:+18
Effect: This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.							
Prayer		1 standard action	10 rounds		40 ft.	V, S, DF	CR: p.324
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: All allies and foes within a 40-ft.-radius burst centered on you				Caster Level:10	Concentration:+18
Effect: You bring special favor upon yourself and your allies while bringing disfavor to your enemies.							
Protection from Energy	DC: 21, Fortitude negates (harmless)	1 standard action	100 minutes or until discharged		Touch	V, S, DF	CR: p.327
School: Abjuration, AirSchool, EarthSchool, FireSchool, WaterSchool	SR: Yes (harmless)	Target: Creature touched				Caster Level:10	Concentration:+18
Effect: Protection from energy grants temporary immunity to the type of energy you specify when you cast it.							
Remove Blindness/Deafness	DC: 21, Fortitude negates (harmless)	1 standard action	Instantaneous		Touch	V, S	CR: p.332
School: Conjunction (Healing)	SR: Yes (harmless)	Target: Creature touched				Caster Level:10	Concentration:+18
Effect: Remove blindness/deafness cures blindness or deafness.							
Remove Curse	DC: 21, Will negates (harmless)	1 standard action	Instantaneous		Touch	V, S	CR: p.332
School: Abjuration	SR: Yes (harmless)	Target: Creature or object touched				Caster Level:10	Concentration:+18
Effect: Remove curse can remove all curses on an object or a creature.							
Remove Disease	DC: 21, Fortitude negates (harmless)	1 standard action	Instantaneous		Touch	V, S	CR: p.332
School: Conjunction (Healing)	SR: Yes (harmless)	Target: Creature touched				Caster Level:10	Concentration:+18
Effect: Remove disease can cure all diseases from which the subject is suffering.							
Resist Energy (Communal)	DC: 21, Fortitude negates (harmless)	1 standard action	100 minutes		Touch	V, S, DF	UC: p.242
School: Abjuration	SR: Yes (harmless)	Target: creatures touched				Caster Level:10	Concentration:+18
Effect: As resist energy, but you may divide the duration among creatures touched.							
Returning Weapon (Communal)	DC: 21, Will negates (harmless, object)	1 standard action	10 minutes		Close (50 ft.)	V, S	UC: p.243
School: Conjunction (Teleportation)	SR: Yes (harmless, object)	Target: weapons that can be thrown				Caster Level:10	Concentration:+18
Effect: As returning weapon, but you may divide the duration among weapons touched.							
Sacred Bond	DC: 21, Will negates (harmless)	1 round	100 minutes [D]		Touch; see text	V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)	APG: p.240
School: Conjunction (Healing)	SR: Yes (harmless)	Target: creature touched				Caster Level:10	Concentration:+18
Effect: Cast touch healing spells from a distance.							
Sands of Time		1 standard action	100 minutes or instantaneous [See text]	Touch		V, S	UM: p.236
School: Necromancy	SR: Yes	Target: Touched creature or object				Caster Level:10	Concentration:+18
Effect: Target temporarily ages.							
Searing Light		1 standard action	Instantaneous		Medium (200 ft.)	V, S	CR: p.338
School: Evocation	SR: Yes	Target: Ray				Caster Level:10	Concentration:+18
Effect: Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 5d8 points of damage.							
Share Language (Communal)	DC: 21, Will negates (harmless)	1 standard action	24 hours		Touch	V, S, M (a page from a dictionary)	UC: p.243
School: Divination	SR: Yes (harmless)	Target: creatures touched				Caster Level:10	Concentration:+18
Effect: As share language, but you may divide the duration among creatures touched.							
Speak with Dead	DC: 21, Will negates; see text	10 minutes	10 minutes		10 ft.	V, S, DF	CR: p.346
School: Necromancy [Language-Dependent]	SR: No	Target: One dead creature				Caster Level:10	Concentration:+18
Effect: You grant the semblance of life to a corpse, allowing it to answer questions.							
Stone Shape		1 standard action	Instantaneous		Touch	V, S, M/DF	CR: p.349
School: Transmutation, EarthSchool [Earth]	SR: No	Target: Stone or stone object touched, up to 20 cu. ft.				Caster Level:10	Concentration:+18
Effect: You can form an existing piece of stone into any shape that suits your purpose.							
*Suggestion	DC: 22, 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]	SR: Yes	Target: One living creature				Caster Level:10	Concentration:+18
Effect: You influence the actions of the target creature by suggesting a course of activity.							
Summon Monster III		1 round	10 rounds [D]		Close (50 ft.)	V, S, F/DF	CR: p.352
School: Conjunction (Summoning)	SR: No	Target: One summoned creature				Caster Level:10	Concentration:+18
Effect: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.							
Symbol of Healing	DC: 21, Will half (harmless)	10 minutes	See text		0 ft.; see text	V, S, M (500 gp powdered diamond and opal)	UM: p.241
School: Conjunction (Healing)	SR: Yes (harmless)	Target: One symbol				Caster Level:10	Concentration:+18
Effect: Triggered rune heals living creatures.							
Vision of Hell	DC: 21, Will negates	1 standard action	10 minutes [D]		Medium (200 ft.)	V, M	UM: p.248
School: Illusion (Glamour) [Evil, Fear]	SR: No	Target: 50-ft. radius emanation				Caster Level:10	Concentration:+18
Effect: Illusory hellscape makes creatures shaken.							
Water Breathing	DC: 21, 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 creatures touched				Caster Level:10	Concentration:+18
Effect: The transmuted creatures can breathe water freely.							
* =Domain/Specialty Spell							

Character: **Saenvan** PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing). Level:10 (CR:11)
 Player: **Allard** Created using [PCGen6.02.1](#) on May 11, 2014 at 11:41:22 AM Page 10

Cleric Spells						
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Water Walk</div><div>School: Transmutation [Water]</div><div>Effect: The transmuted creatures can tread on any liquid as if it were firm ground.</div></div></div>	<div><div>DC: 21, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>1 standard action</div><div>100 minutes [D]</div></div>	<div><div>Touch</div></div>	<div><div>V, S, DF</div></div>	<div><div>CR: p.368</div></div>	<div><div>Caster Level:10</div><div>Concentration:+18</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Wind Wall</div><div>School: Evocation, AirSchool [Air, WoodSchool]</div><div>Effect: An invisible vertical curtain of wind appears.</div></div></div>	<div><div>DC: 21, None; see text</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>10 rounds</div></div>	<div><div>Medium (200 ft.)</div></div>	<div><div>V, S, M/DF</div></div>	<div><div>CR: p.370</div></div>	<div><div>Caster Level:10</div><div>Concentration:+18</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Wrathful Mantle</div><div>School: Evocation [Force, Light]</div><div>Effect: Subject shines and gets 2 on all saves.</div></div></div>	<div><div>DC: 21, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>1 standard action</div><div>10 minutes</div></div>	<div><div>Touch or 5 ft.; see text</div></div>	<div><div>V, S, DF</div></div>	<div><div>APG: p.257</div></div>	<div><div>Caster Level:10</div><div>Concentration:+18</div></div>
LEVEL 4						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Air Walk</div><div>School: Transmutation [Air]</div><div>Effect: The subject can tread on air as if walking on solid ground.</div></div></div>	<div><div>SR: Yes (harmless)</div></div>	<div><div>1 standard action</div></div>	<div><div>100 minutes</div></div>	<div><div>Touch</div></div>	<div><div>V, S, DF</div></div>	<div><div>CR: p.239</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Aura of Doom</div><div>School: Necromancy [Emotion, Fear, Mind-Affecting]</div><div>Effect: Creatures in your aura become shaken.</div></div></div>	<div><div>DC: 22, Will negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>100 minutes</div></div>	<div><div>Personal</div></div>	<div><div>V, S, DF</div></div>	<div><div>UM: p.207</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Blessing of Fervor</div><div>School: Transmutation</div><div>Effect: Gives allies a choice of benefits.</div></div></div>	<div><div>DC: 22, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>1 standard action</div></div>	<div><div>10 rounds</div></div>	<div><div>Close (50 ft.)</div></div>	<div><div>V, S, DF</div></div>	<div><div>APG: p.205</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Blood Crow Strike</div><div>School: Evocation [Fire]</div><div>Effect: Unarmed strikes create crows that deal fire and negative energy damage.</div></div></div>	<div><div>SR: Yes</div></div>	<div><div>1 round</div></div>	<div><div>Instantaneous</div></div>	<div><div>Medium (200 ft.)</div></div>	<div><div>V, S</div></div>	<div><div>UM: p.208</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>*Confusion</div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>Effect: This spell causes confusion in the targets, making them unable to determine their actions.</div></div></div>	<div><div>DC: 23, Will negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>10 rounds</div></div>	<div><div>Medium (200 ft.)</div></div>	<div><div>V, S, M/DF</div></div>	<div><div>CR: p.258</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Control Summoned Creature</div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>Effect: Direct a summoned monster as if you had summoned it.</div></div></div>	<div><div>DC: 23, Will negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>10 rounds</div></div>	<div><div>Close (50 ft.)</div></div>	<div><div>V, S</div></div>	<div><div>UM: p.212</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Control Water</div><div>School: Transmutation [Water]</div><div>Effect: This spell has two different applications, both of which control water in different ways.</div></div></div>	<div><div>DC: 22, None; see text</div><div>SR: No</div></div>	<div><div>1 standard action</div></div>	<div><div>100 minutes [D]</div></div>	<div><div>Long (800 ft.)</div></div>	<div><div>V, S, M/DF</div></div>	<div><div>CR: p.260</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Cure Critical Wounds</div><div>School: Conjunction (Healing)</div><div>Effect: When laying your hand upon a living creature, you channel positive energy that cures 4d8+10 points of damage.</div></div></div>	<div><div>DC: 22, Will half (harmless); see text</div><div>SR: Yes (harmless); see text</div></div>	<div><div>1 standard action</div></div>	<div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div></div>	<div><div>CR: p.262</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Death Ward</div><div>School: Necromancy</div><div>Effect: The subject gains a +4 morale bonus on saves against all death spells and magical death effects.</div></div></div>	<div><div>DC: 22, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>1 standard action</div></div>	<div><div>10 minutes</div></div>	<div><div>Touch</div></div>	<div><div>V, S, DF</div></div>	<div><div>CR: p.264</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Debilitating Portent</div><div>School: Enchantment (Compulsion)</div><div>Effect: Inflicts an ill fate on a creature, halving its damage when it attacks or casts a spell.</div></div></div>	<div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>10 rounds [D] see text</div></div>	<div><div>Medium (200 ft.)</div></div>	<div><div>V, S, DF</div></div>	<div><div>UC: p.227</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Dimensional Anchor</div><div>School: Abjuration</div><div>Effect: A green ray springs from your hand, any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel.</div></div></div>	<div><div>SR: Yes (object)</div></div>	<div><div>1 standard action</div></div>	<div><div>10 minutes</div></div>	<div><div>Medium (200 ft.)</div></div>	<div><div>V, S</div></div>	<div><div>CR: p.270</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Discern Lies</div><div>School: Divination</div><div>Effect: You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying.</div></div></div>	<div><div>DC: 22, Will negates</div><div>SR: No</div></div>	<div><div>1 standard action</div></div>	<div><div>Concentration, up to 10 rounds</div></div>	<div><div>Close (50 ft.)</div></div>	<div><div>V, S, DF</div></div>	<div><div>CR: p.270</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Dismissal</div><div>School: Abjuration</div><div>Effect: This spell forces an extraplanar creature back to its proper plane if it fails a Will save.</div></div></div>	<div><div>DC: 22, Will negates; see text</div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>Instantaneous</div></div>	<div><div>Close (50 ft.)</div></div>	<div><div>V, S, DF</div></div>	<div><div>CR: p.271</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Divination</div><div>School: Divination</div><div>Effect: A divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week.</div></div></div>	<div><div>SR:</div></div>	<div><div>10 minutes</div></div>	<div><div>Instantaneous</div></div>	<div><div>Personal</div></div>	<div><div>V, S, M</div></div>	<div><div>CR: p.273</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Divine Power</div><div>School: Evocation</div><div>Effect: You imbue yourself with strength and skill in combat and gain a +3 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks.</div></div></div>	<div><div>SR:</div></div>	<div><div>1 standard action</div></div>	<div><div>10 rounds</div></div>	<div><div>Personal</div></div>	<div><div>V, S, DF</div></div>	<div><div>CR: p.273</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Fleshworm Infestation</div><div>School: Conjunction (Summoning) [Evil]</div><div>Effect: Worms deal hp and Dex damage.</div></div></div>	<div><div>DC: 22, Fortitude partial (see text)</div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>10 rounds [D]</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div></div>	<div><div>UM: p.220</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Freedom of Movement</div><div>School: Abjuration</div><div>Effect: This spell enables you or a creature you touch to move and attack normally for the duration of the spell.</div></div></div>	<div><div>DC: 22, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>1 standard action</div></div>	<div><div>100 minutes</div></div>	<div><div>Personal or touch</div></div>	<div><div>V, S, M, DF</div></div>	<div><div>CR: p.287</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Giant Vermin</div><div>School: Transmutation</div><div>Effect: You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts.</div></div></div>	<div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>10 minutes</div></div>	<div><div>Close (50 ft.)</div></div>	<div><div>V, S, DF</div></div>	<div><div>CR: p.290</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Imbue with Spell Ability</div><div>School: Evocation</div><div>Effect: You transfer some of your currently prepared spells, and the ability to cast them, to another creature.</div></div></div>	<div><div>DC: 22, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>10 minutes</div></div>	<div><div>Permanent until discharged [D]</div></div>	<div><div>Touch</div></div>	<div><div>V, S, DF</div></div>	<div><div>CR: p.299</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Infernal Healing, Greater</div><div>School: Conjunction (Healing) [Evil]</div><div>Effect: Anoint a wounded creature with devil's blood or unholy water giving it fast healing 4. Does not repair silver or good damage. Target detects as an evil cleric for the duration.</div></div></div>	<div><div>DC: 22, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div>	<div><div>1 round</div></div>	<div><div>1 minute</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M</div></div>	<div><div>House: p.295</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Inflict Critical Wounds</div><div>School: Necromancy</div><div>Effect: When laying your hand upon a creature, you channel negative energy that deals 4d8+10 points of damage.</div></div></div>	<div><div>DC: 22, Will half</div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>Instantaneous</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div></div>	<div><div>CR: p.300</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Magic Weapon (Greater)</div><div>School: Transmutation [MetalSchool]</div><div>Effect: This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +2.</div></div></div>	<div><div>DC: 22, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div></div>	<div><div>1 standard action</div></div>	<div><div>10 hours</div></div>	<div><div>Close (50 ft.)</div></div>	<div><div>V, S, M/DF</div></div>	<div><div>CR: p.310</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Malediction</div><div>School: Necromancy</div><div>Effect: Target's soul is damned to hell and cannot be resurrected if killed while the spell lasts.</div></div></div>	<div><div>DC: 22, Will negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>1 minute and instantaneous [see text]</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div></div>	<div><div>BOTD1: p.46</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Neutralize Poison</div><div>School: Conjunction (Healing)</div><div>Effect: You detoxify any sort of venom in the creature or object touched.</div></div></div>	<div><div>DC: 22, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div></div>	<div><div>1 standard action</div></div>	<div><div>Instantaneous or 100 minutes; see text</div></div>	<div><div>Touch</div></div>	<div><div>V, S, M/DF</div></div>	<div><div>CR: p.316</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Order's Wrath</div><div>School: Evocation [Lawful]</div><div>Effect: You channel lawful power to smite enemies.</div></div></div>	<div><div>DC: 22, Will partial; see text</div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>Instantaneous [1 round]; see text</div></div>	<div><div>Medium (200 ft.)</div></div>	<div><div>V, S</div></div>	<div><div>CR: p.317</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Plague Carrier</div><div>School: Necromancy [Disease, Evil]</div><div>Effect: Target's attacks carry filth fever.</div></div></div>	<div><div>DC: 22, Fortitude negates (harmless)</div><div>SR: Yes</div></div>	<div><div>1 standard action</div></div>	<div><div>10 hours</div></div>	<div><div>Touch</div></div>	<div><div>V, S</div></div>	<div><div>UM: p.231</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Planar Adaptation</div><div>School: Transmutation, AirSchool, EarthSchool, FireSchool, WaterSchool</div><div>Effect: Resist harmful effects of other plane.</div></div></div>	<div><div>SR:</div></div>	<div><div>1 standard action</div></div>	<div><div>10 hours [D]</div></div>	<div><div>Personal</div></div>	<div><div>V</div></div>	<div><div>APG: p.236</div></div>
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Planar Ally (Lesser)</div><div>School: Conjunction (Calling)</div><div>Effect: By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice.</div></div></div>	<div><div>SR: No</div></div>	<div><div>10 minutes</div></div>	<div><div>Instantaneous</div></div>	<div><div>Close (50 ft.)</div></div>	<div><div>V, S, M, DF</div></div>	<div><div>CR: p.320</div></div>
* =Domain/Specialty Spell						

Cleric Spells						
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Poison</div> </div> <div>School: Necromancy [Poison]</div> <div>Effect: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack.</div>	<div> <div>DC: 22, Fortitude negates; see text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous; see text</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.323</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Protection from Energy (Communal)</div> </div> <div>School: Abjuration</div> <div>Effect: As protection from energy, but you may divide the duration among creatures touched.</div>	<div> <div>DC: 22, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>100 minutes or until discharged</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:10</div> </div>	<div> <div>UC: p.240</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Repel Vermin</div> </div> <div>School: Abjuration [Pain]</div> <div>Effect: An invisible barrier holds back vermin.</div>	<div> <div>DC: 22, None or Will negates; see text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>100 minutes [D]</div> </div>	<div> <div>10 ft.</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.333</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Rest Eternal</div> </div> <div>School: Necromancy [Curse]</div> <div>Effect: Dead creature cannot be revived.</div>	<div> <div>SR: No</div> </div>	<div> <div>1 round</div> <div>permanent</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF (ashes and a vial of holy or unholy water)</div> <div>Caster Level:10</div> </div>	<div> <div>APG: p.238</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Restoration</div> </div> <div>School: Conjuration (Healing)</div> <div>Effect: This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level.</div>	<div> <div>DC: 22, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>3 rounds</div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.334</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ride the Waves</div> </div> <div>School: Transmutation [Water]</div> <div>Effect: Target can breathe water and swim.</div>	<div> <div>DC: 22, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>10 hours [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> <div>Caster Level:10</div> </div>	<div> <div>UM: p.235</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sacrifice</div> </div> <div>School: Enchantment (Charm) [Mind-Affecting]</div> <div>Effect: You make a sacrifice to aid in conjuring and commanding a creature called with planar ally, planar binding, or a similar spell.</div>	<div> <div>SR: No</div> </div>	<div> <div>1 minute</div> <div>instantaneous, 1 hour or 1 day [see text]</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>V, S, M (see text)</div> <div>Caster Level:10</div> </div>	<div> <div>BOTD1: p.47</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sending</div> </div> <div>School: Evocation [WoodSchool]</div> <div>Effect: You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject.</div>	<div> <div>SR: No</div> </div>	<div> <div>10 minutes</div> <div>1 round; see text</div> </div>	<div> <div>See text</div> </div>	<div> <div>V, S, M/DF</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.339</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Soothe Construct</div> </div> <div>School: Abjuration [MetalSchool]</div> <div>Effect: Reduce the berserk chance of a construct.</div>	<div> <div>SR: No</div> </div>	<div> <div>1 round</div> <div>Instantaneous</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>V, S</div> <div>Caster Level:10</div> </div>	<div> <div>UM: p.240</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spell Immunity</div> </div> <div>School: Abjuration</div> <div>Effect: The warded creature is immune to the effects of one specified spell for every four levels you have.</div>	<div> <div>DC: 22, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>100 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.346</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spiritual Ally</div> </div> <div>School: Evocation [Force]</div> <div>Effect: Creates a divine ally to aid you.</div>	<div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>10 rounds [D]</div> </div>	<div> <div>Medium (200 ft.)</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:10</div> </div>	<div> <div>APG: p.246</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spit Venom</div> </div> <div>School: Transmutation [Poison]</div> <div>Effect: Spit blinding black adder venom.</div>	<div> <div>DC: 22, Fortitude partial</div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous; see text</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>V</div> <div>Caster Level:10</div> </div>	<div> <div>UM: p.240</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summoner Conduit</div> </div> <div>School: Necromancy</div> <div>Effect: The target eidolon's summoner takes damage whenever the eidolon does.</div>	<div> <div>DC: 22, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>10 minutes</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>V, S, M (two flies)</div> <div>Caster Level:10</div> </div>	<div> <div>UC: p.245</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster IV</div> </div> <div>School: Conjuration, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning)</div> <div>Effect: This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.</div>	<div> <div>SR: No</div> </div>	<div> <div>1 round</div> <div>10 rounds [D]</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>V, S, F/DF</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.352</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Symbol of Revelation</div> </div> <div>School: Divination</div> <div>Effect: Triggered symbol reveals illusions.</div>	<div> <div>SR: Yes</div> </div>	<div> <div>10 minutes</div> <div>See text</div> </div>	<div> <div>0 ft.; see text</div> </div>	<div> <div>V, S, M (1,000 gp powdered diamond and opal)</div> <div>Caster Level:10</div> </div>	<div> <div>UM: p.241</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Symbol of Slowing</div> </div> <div>School: Transmutation</div> <div>Effect: Triggered rune slows creatures.</div>	<div> <div>DC: 22, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>10 minutes</div> <div>See text</div> </div>	<div> <div>0 ft.; see text</div> </div>	<div> <div>V, S, M (1,000 gp powdered diamond and opal)</div> <div>Caster Level:10</div> </div>	<div> <div>UM: p.242</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Terrible Remorse</div> </div> <div>School: Enchantment (Compulsion) [Emotion, Mind-Affecting]</div> <div>Effect: Creature is compelled to harm itself.</div>	<div> <div>DC: 23, Will partial (see text)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>10 rounds</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>V, S</div> <div>Caster Level:10</div> </div>	<div> <div>UM: p.243</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tongues</div> </div> <div>School: Divination [WoodSchool]</div> <div>Effect: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.</div>	<div> <div>DC: 22, Will negates (harmless)</div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>100 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, M/DF</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.360</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Unholy Blight</div> </div> <div>School: Evocation [Evil]</div> <div>Effect: You call up unholy power to smite your enemies.</div>	<div> <div>DC: 22, Will partial</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous [1d4 rounds]; see text</div> </div>	<div> <div>Medium (200 ft.)</div> </div>	<div> <div>V, S</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.364</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Unholy Blight</div> </div> <div>School: Evocation [Evil]</div> <div>Effect: You call up unholy power to smite your enemies.</div>	<div> <div>DC: 22, Will partial</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous [1d4 rounds]; see text</div> </div>	<div> <div>Medium (200 ft.)</div> </div>	<div> <div>V, S</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.364</div> <div>Concentration:+18</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Water Walk (Communal)</div> </div> <div>School: Transmutation [Water]</div> <div>Effect: As water walk, but you may divide the duration among creatures touched.</div>	<div> <div>DC: 22, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>100 minutes [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:10</div> </div>	<div> <div>UC: p.249</div> <div>Concentration:+18</div> </div>	

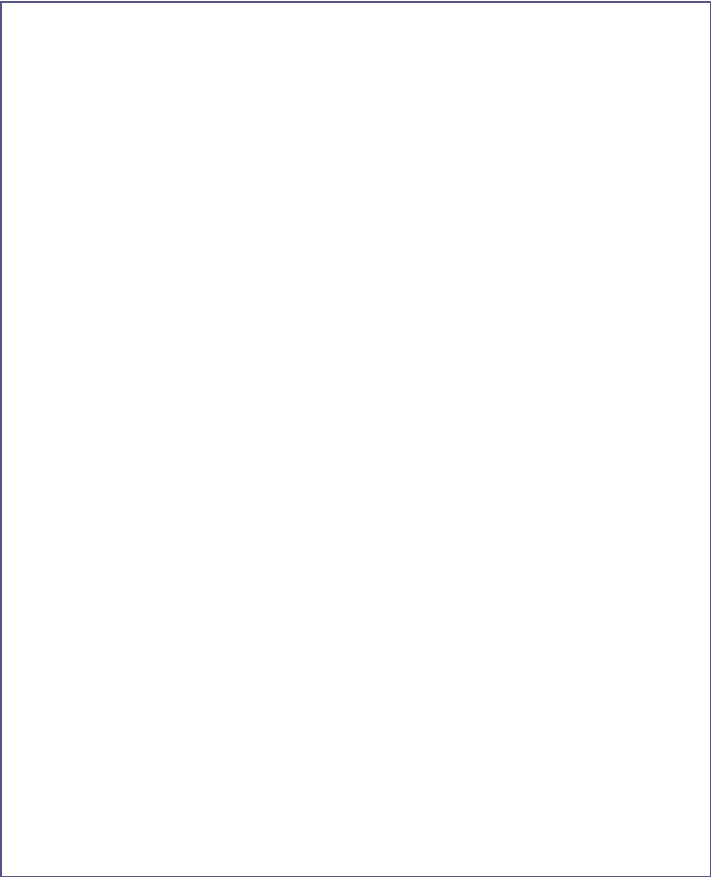
LEVEL 5						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Air Walk (Communal)</div> </div> <div>School: Transmutation [Air]</div> <div>Effect: This spell functions like air walk, except divide the duration in 10-minute intervals among the creatures touched. As air walk, but you may divide the duration among creatures touched.</div>	<div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>100 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> <div>Caster Level:10</div> </div>	<div> <div>UC: p.222</div> <div>Concentration:+18</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Astral Projection, Lesser</div> </div> <div>School: Necromancy</div> <div>Effect: Limited astral travel.</div>	<div> <div>SR: Yes</div> </div>	<div> <div>30 minutes</div> </div>	<div> <div>See text</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M (1,000 gp jacinth)</div> <div>Caster Level:10</div> </div>	<div> <div>UM: p.207</div> <div>Concentration:+18</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Atonement</div> </div> <div>School: Abjuration</div> <div>Effect: This spell removes the burden of misdeeds from the subject.</div>	<div> <div>SR: Yes</div> </div>	<div> <div>1 hour</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M, F/DF</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.245</div> <div>Concentration:+18</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Break Enchantment</div> </div> <div>School: Abjuration</div> <div>Effect: This spell frees victims from enchantments, transmutations, and curses.</div>	<div> <div>DC: 23, See text</div> <div>SR: No</div> </div>	<div> <div>1 minute</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>V, S</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.251</div> <div>Concentration:+18</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Breath of Life</div> </div> <div>School: Conjuration (Healing)</div> <div>Effect: This spell cures 5d8+10 points of damage</div>	<div> <div>DC: 23, Will negates (harmless) or Will half, see text</div> <div>SR: Yes (harmless) or yes, see text</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.251</div> <div>Concentration:+18</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Cleanse</div> </div> <div>School: Evocation</div> <div>Effect: Cures 4d8+10 damage and also removes several afflictions.</div>	<div> <div>SR:</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>Instantaneous</div> </div>	<div> <div>Personal</div> </div>	<div> <div>S, DF</div> <div>Caster Level:10</div> </div>	<div> <div>APG: p.211</div> <div>Concentration:+18</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Command (Greater)</div> </div> <div>School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]</div> <div>Effect: This spell functions like command, except that up to 10 creatures may be affected, and the activities continue beyond 1 round.</div>	<div> <div>DC: 24, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> </div>	<div> <div>10 rounds</div> </div>	<div> <div>Close (50 ft.)</div> </div>	<div> <div>V</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.257</div> <div>Concentration:+18</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Commune</div> </div> <div>School: Divination</div> <div>Effect: You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no.</div>	<div> <div>SR:</div> </div>	<div> <div>10 minutes</div> </div>	<div> <div>10 rounds</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S, M, DF</div> <div>Caster Level:10</div> </div>	<div> <div>CR: p.257</div> <div>Concentration:+18</div> </div>
* =Domain/Specialty Spell						

Cleric Spells						
<div>■■■■■</div> Contagion, Greater	DC: 23, Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V, S	UM: p.211
<i>School:</i> Necromancy [Disease, Evil] <i>Effect:</i> Infect a subject with a magical disease.	SR: Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Cure Light Wounds (Mass)	DC: 23, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.263
<i>School:</i> Conjunction (Healing) <i>Effect:</i> You channel positive energy to cure 1d8+10 points of damage points on each selected creature.	SR: Yes (harmless) or yes; see text	<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Curse, Major	DC: 23, Will negates	1 standard action	Permanent	Close (50 ft.)	V, S	UM: p.215
<i>School:</i> Necromancy [Curse] <i>Effect:</i> As Bestow Curse, but harder to remove.	SR: Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Curse of Magic Negation	DC: 23, Will negates	1 round	100 minutes	Medium (200 ft.)	V, S, M (250 gp powdered lead and platinum)	UM: p.215
<i>School:</i> Abjuration [Curse] <i>Effect:</i> Target gains the negated spellblight.	SR: Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Dispel Chaos	DC: 23, See text	1 standard action	10 rounds or until discharged, whichever comes first	Touch	V, S, DF	CR: p.271
<i>School:</i> Abjuration [Lawful] <i>Effect:</i> Shimmering, blue lawful energy surrounds you granting a +4 deflection bonus to AC against attacks by chaotic creatures and you can choose to drive chaotic creatures back to their home plane on making a successful melee touch attack.	SR: See text	<i>Target:</i> You and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> **Dispel Good	DC: 23, See text	1 standard action	10 rounds or until discharged, whichever comes first	Touch	V, S, DF	CR: p.272
<i>School:</i> Abjuration [Evil] <i>Effect:</i> Dark, wavering unholy energy surrounds you granting a +4 deflection bonus to AC against attacks by good creatures and you can choose to drive good creatures back to their home plane on making a successful melee touch attack.	SR: See text	<i>Target:</i> You and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Dispel Good	DC: 23, See text	1 standard action	10 rounds or until discharged, whichever comes first	Touch	V, S, DF	CR: p.272
<i>School:</i> Abjuration [Evil] <i>Effect:</i> Dark, wavering unholy energy surrounds you granting a +4 deflection bonus to AC against attacks by good creatures and you can choose to drive good creatures back to their home plane on making a successful melee touch attack.	SR: See text	<i>Target:</i> You and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Disrupting Weapon	DC: 23, Will negates (harmless, object); see text	1 standard action	10 rounds	Touch	V, S	CR: p.273
<i>School:</i> Transmutation <i>Effect:</i> This spell makes a melee weapon deadly to undead.	SR: Yes (harmless, object)	<i>Target:</i> One melee weapon			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> *False Vision		1 standard action	10 hours [D]	Touch	V, S, M	CR: p.280
<i>School:</i> Illusion (Glamer) <i>Effect:</i> This spell creates a subtle illusion, causing any divination [scrying] spell used to view anything within the area of this spell to instead receive a false image [as the major image spell], as defined by you at the time of casting.	SR: No	<i>Target:</i> 40-ft.-radius emanation			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Fickle Winds	DC: 23, None (see text)	1 standard action	10 minutes [D]			UM: p.219
<i>School:</i> Transmutation [Air, WoodSchool] <i>Effect:</i> Wind walls selectively block attacks.	SR: Yes	<i>Target:</i> 10 Medium creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Flame Strike	DC: 23, Reflex half	1 standard action	Instantaneous	Medium (200 ft.)	V, S, DF	CR: p.283
<i>School:</i> Evocation [Fire] <i>Effect:</i> A flame strike evokes a vertical column of divine fire dealing 10d6 points of damage.	SR: Yes	<i>Target:</i> Cylinder 10			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Forbid Action, Greater	DC: 24, Will negates	1 standard action	10 rounds [D]	Close (50 ft.)	V	UM: p.220
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> 10 targets obey your command to not do something.	SR: Yes	<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Ghostbane Dirge, Mass	DC: 23, Will negates	1 standard action	10 rounds	Close (50 ft.)	V, S, M/DF (an old reed from a wind instrument)	APG: p.225
<i>School:</i> Transmutation <i>Effect:</i> As ghostbane dirge, but affecting multiple creatures.	SR: Yes	<i>Target:</i> 10 incorporeal creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Inflict Light Wounds (Mass)	DC: 23, Will half	1 standard action	Instantaneous	Close (50 ft.)	V, S	CR: p.300
<i>School:</i> Necromancy <i>Effect:</i> Negative energy spreads out in all directions from the point of origin, dealing 1d8+10 points of damage to nearby living enemies.	SR: Yes	<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Insect Plague		1 round	10 minutes	Long (800 ft.)	V, S, DF	CR: p.301
<i>School:</i> Conjunction (Summoning) <i>Effect:</i> You summon a number of swarms of wasps.	SR: No	<i>Target:</i> One swarm of wasps per three levels, each of which must be adjacent to at least one other swarm			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Life Bubble	DC: 23, Will negates (harmless)	1 standard action	20 hours; see text	Touch	V, S, M/DF (a bit of eggshell)	APG: p.230
<i>School:</i> Abjuration <i>Effect:</i> Protects creatures from sustained environmental effects.	SR: Yes (harmless)	<i>Target:</i> up to 10 creatures touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Magic Siege Engine (Greater)	DC: 23, Will negates (harmless, object)	1 standard action	10 hours	Close (50 ft.)	V, S, M/DF (black powder)	UC: p.236
<i>School:</i> Transmutation <i>Effect:</i> Siege engine gains +2 on targeting and damage rolls.	SR: Yes (harmless, object)	<i>Target:</i> one siege engine touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Mark of Justice		10 minutes	Permanent; see text	Touch	V, S, DF	CR: p.312
<i>School:</i> Necromancy [Curse] <i>Effect:</i> You mark a subject and state some behavior on the part of the subject that will activate the mark.	SR: Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Pillar of Life		1 standard action	10 rounds	Medium (200 ft.)	V, S, DF	APG: p.236
<i>School:</i> Conjunction (Healing) [Light] <i>Effect:</i> Created pillar heals 2d8 + 10.	SR: No	<i>Target:</i> 5-ft.-square pillar of positive energy, 20 ft. high			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</div> Plane Shift	DC: 23, Will negates	1 standard action	Instantaneous	Touch	V, S, F	CR: p.322
<i>School:</i> Conjunction (Teleportation) <i>Effect:</i> You move yourself or some other creature to another plane of existence or alternate dimension.	SR: Yes	<i>Target:</i> Creature touched, or up to eight willing creatures joining hands			<i>Caster Level:</i> 10	<i>Concentration:</i> +18
<div>■■■■■</</div>						

Cleric Spells

■■■■■ Spell Resistance <i>School:</i> Abjuration <i>Effect:</i> The target gains spell resistance equal to 22.	DC: 23, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action 10 minutes <i>Target:</i> Creature touched	Touch	V, S, DF <i>Caster Level:</i> 10	CR: p.347 <i>Concentration:</i> +18
■■■■■ Summon Monster V <i>School:</i> Conjuration, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning) <i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.	DC: 23, Fortitude negates <i>SR:</i> No	1 round 10 rounds [D] <i>Target:</i> One summoned creature	Close (50 ft.)	V, S, F/DF <i>Caster Level:</i> 10	CR: p.352 <i>Concentration:</i> +18
■■■■■ Symbol of Pain <i>School:</i> Necromancy [Evil, Pain] <i>Effect:</i> This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a –4 penalty on attack rolls, skill checks, and ability checks.	DC: 23, Fortitude negates <i>SR:</i> Yes	10 minutes See text <i>Target:</i> One symbol	0 ft.; see text	V, S, M <i>Caster Level:</i> 10	CR: p.356 <i>Concentration:</i> +18
■■■■■ Symbol of Scrying <i>School:</i> Divination (Scrying) <i>Effect:</i> Triggered rune activates scrying sensor.	DC: 23, Will negates <i>SR:</i> No	10 minutes See text <i>Target:</i> One symbol	0 ft.; see text	V, S, M (1,000 gp powdered diamond and opal) <i>Caster Level:</i> 10	UM: p.241 <i>Concentration:</i> +18
■■■■■ Symbol of Sleep <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 *o 10 minutes.	DC: 24, Will negates <i>SR:</i> Yes	See text <i>Target:</i> One symbol	0 ft.; see text	V, S, M <i>Caster Level:</i> 10	CR: p.356 <i>Concentration:</i> +18
■■■■■ Symbol of Striking <i>School:</i> Illusion (Shadow) <i>Effect:</i> As symbol of death, but fills a 5-foot square.	DC: 23, Will half, see text <i>SR:</i> Yes, see text	<i>Target:</i>		V, S, M (a masterwork melee weapon costing at least 300 gp) <i>Caster Level:</i> 10	UC: p.245 <i>Concentration:</i> +18
■■■■■ Tongues (Communal) <i>School:</i> Divination <i>Effect:</i> As tongues, but you may divide the duration among creatures touched.	DC: 23, Will negates (harmless) <i>SR:</i> No	1 standard action 100 minutes <i>Target:</i> creatures touched	Touch	V, M/DF <i>Caster Level:</i> 10	UC: p.247 <i>Concentration:</i> +18
■■■■■ Treasure Stitching <i>School:</i> Transmutation <i>Effect:</i> Objects on cloth become embroidered.	DC: 23, Fortitude negates (object) <i>SR:</i> Yes (object)	1 standard action 10 days [D] <i>Target:</i> all objects on cloth	Close (50 ft.)	V, S, M (a piece of embroidered cloth no larger than 10-ft. square worth 100 gp) <i>Caster Level:</i> 10	APG: p.250 <i>Concentration:</i> +18
■■■■■ True Seeing <i>School:</i> Divination <i>Effect:</i> You confer on the subject the ability to see all things as they actually are.	DC: 23, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action 10 minutes <i>Target:</i> Creature touched	Touch	V, S, M <i>Caster Level:</i> 10	CR: p.363 <i>Concentration:</i> +18
■■■■■ Unhallow <i>School:</i> Evocation [Evil] <i>Effect:</i> Unhallow makes a particular site, building, or structure an unholy site.	DC: 23, See text <i>SR:</i> See text	24 hours Instantaneous <i>Target:</i> 40-ft. radius emanating from the touched point	Touch	V, S, M <i>Caster Level:</i> 10	CR: p.363 <i>Concentration:</i> +18
■■■■■ Unholy Ice <i>School:</i> Transmutation [Cold, Evil, Water] <i>Effect:</i> Create wall or javelins of frozen unholy water.	DC: 23, Reflex negates or none (see text) <i>SR:</i> Yes	1 standard action 10 minutes, instantaneous, or until expended [see text] <i>Target:</i> Wall of ice or flying javelins [see text]	Medium (200 ft.)	V, S, M (unholy water or 25 gp powdered silver) <i>Caster Level:</i> 10	UM: p.245 <i>Concentration:</i> +18
■■■■■ Wall of Stone <i>School:</i> Conjuration, EarthSchool (Creation) [Earth] <i>Effect:</i> This spell creates a wall of rock that merges into adjoining rock surfaces.	DC: 23, See text <i>SR:</i> No	1 standard action Instantaneous <i>Target:</i> Stone wall whose area is up to 10 5-ft. squares [S]	Medium (200 ft.)	V, S, M/DF <i>Caster Level:</i> 10	CR: p.367 <i>Concentration:</i> +18
* =Domain/Speciality Spell					

Saenvan



Human (Lich)
RACE
19
AGE
Male
GENDER
Darkvision (60 ft.)
VISION
Lawful Evil
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
175 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: