

Saenvan

CHARACTER NAME

Cleric (Missionary) 7

CLASS

7 / 6

35000 / 51000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	13		+1		
DEX Dexterity	14		+2		
CON Constitution	12		+1		
INT Intelligence	14		+2		
WIS Wisdom	19	21	+5		
CHA Charisma	10		+0		

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILL  
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+8

=

+5

+

+1

+

+2

+

+0

+

+0

+

+8

=

+2

+

+2

+

+2

+

+0

+

+14

=

+5

+

+5

+

+2

+

+2

+

+0

+

Conditional Modifiers

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

RANGED  
attack bonus

CMB  
attack bonus

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

+6

=

+5

+

+1

+

+0

+

+0

+

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

Offense

Defense

+6

+6

+6

+6

+6

+6

Shield Bash	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Lethal	+2	1d4	20	5 ft.

Touch Attack (Ray)	TOTAL ATTACK BONUS	DAMAGE	CRIT / MULT	REACH
Ray	+7	As Spell	20 /x2	0 ft.

*Mace +1 (Heavy/Unholy)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+7	1d8+2	2W-P-(OH)	+1	1d8+2	
1H-O	+3	1d8+1	2W-P-(OL)	+3	1d8+2	
2H	+7	1d8+2	2W-OH	-3	1d8+1	
Special Properties	evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder					

Crossbow (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
Ammunition: Bolts (Crossbow/10)						
Range: 30 ft.		To Hit: +7		Damage: 1d8		
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
TH	+7	+5	+3	+1	-1	
Dam	1d8	1d8	1d8	1d8	1d8	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	-3	-5	-7	-9	-11	
Dam	1d8	1d8	1d8	1d8	1d8	

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

\*: 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
*Armor of the Warrior Priest		Medium	+8	+3	-3	25
This +2 breastplate has an image of flames. It bestows an increasing readiness and steadfastness upon its wearer. You gain the Warrior Priest feat while wearing this armor.						
*Shield +1 (Heavy/Steel)		Heavy	+3		-1	15

Allard

PLAYER NAME

Human

RACE

Medium / 5 ft.

SIZE / FACE

5' 9"

HEIGHT

19

AGE

Male

GENDER

EYES

HAIR

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP  
hit points

48

AC  
armor class

23

TOTAL

FLAT

TOUCH

12

BASE

10

ARMOR BONUS

8

SHIELD BONUS

3

STAT

2

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

DODGE

0

MISC

0

MISS CHANCE

40

ARCANE SPELL FAILURE

-4

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+3

TOTAL

+2

DEX MODIFIER

+1

MISC MODIFIER

BASE ATTACK

bonus

+5

ENCUMBRANCE

Medium

TOTAL SKILLPOINTS: 49		SKILLS		MAX RANKS: 7/7	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics		DEX	-2	=	2
✓ Acrobatics (Jump)		DEX	-6	=	2
✓ Appraise		INT	2	=	2
✓ Bluff		CHA	14	=	0
✓ Climb		STR	-3	=	1
✓ Craft (Untrained)		INT	2	=	2
✓ Diplomacy		CHA	13	=	0
✓ Disguise		CHA	9	=	0
✓ Escape Artist		DEX	-2	=	2
✓ Fly		DEX	-2	=	2
✓ Heal		WIS	5	=	5
✓ Intimidate		CHA	5	=	0
Knowledge (Nobility)		INT	8	=	2
Knowledge (Planes)		INT	10	=	2
Knowledge (Religion)		INT	14	=	2
✓ Perception		WIS	5	=	5
Perform (Oratory)		CHA	9	=	0
✓ Perform (Untrained)		CHA	0	=	0
✓ Ride		DEX	-2	=	2
✓ Sense Motive		WIS	14	=	5
✓ Spellcraft		INT	12	=	2
✓ Stealth		DEX	5	=	2
✓ Survival		WIS	5	=	5
✓ Swim		STR	-2	=	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 10 Will save to halve the damage. You can use this ability 0 times per day. [Paizo Publishing - Core Rulebook, p.40]

Copycat

Uses per Day

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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 7 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 8 times per day. [Paizo Publishing - Core Rulebook, p.48]

Gauntlet (Spiked)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam	
1H-P	+6	1d4+1	2W-P-(OH)	+0		1d4+1	
1H-O	+2		2W-P-(OL)	+2		1d4+1	
2H	+6	1d4+1	2W-OH	-2		1d4	

Mace (Heavy/Alchemical Silver)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam	
1H-P	+6	1d8+1	2W-P-(OH)	+0		1d8+1	
1H-O	+2	1d8	2W-P-(OL)	+2		1d8+1	
2H	+6	1d8+1	2W-OH	-4		1d8	
Special Properties			10 hp/inch, hardness 8				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Hat of Disguise	Equipped	1	0	1,800	
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					
Armor of the Warrior Priest	Equipped	1	30	4,150	
This +2 breastplate has an image of flames. It bestows an increasing readiness and steadfastness upon its wearer. You gain the Warrior Priest feat while wearing this armor.					
Cloak of Resistance +2	Equipped	1	1	4,000	
Shield +1 (Heavy/Steel)	Equipped	1	15	1,170	
Crossbow (Light)	Carried	1	4	35	
1 lbs., 1 Bolts (Crossbow/10)					
Bolts (Crossbow/10)	Crossbow (Light)	1	1	1	
□□□□□ □□□□□					
Dagger	Carried	2	1 (2)	2 (4)	
Gauntlet (Spiked)	Carried	1	0	5	
Mace (Heavy/Alchemical Silver)	Carried	1	8	102	
10 hp/inch, hardness 8					
Rod (Extend/Lesser)	Carried	1	5	3,000	
□□□					
Scroll (Animate Dead)	Carried	2	0 (0)	375 (750)	
□□					
Scroll (Cause Fear)	Carried	2	0 (0)	25 (50)	
□□					
Scroll (Comprehend Languages)	Carried	1	0	25	
□					
Scroll (Enthrall)	Carried	1	0	150	
□					
Scroll (Invisibility)	Carried	1	0	150	
□					
Scroll (Magic Missile)	Carried	1	0	25	
□					
Scroll (Remove Blindness/Deafness)	Carried	1	0	375	
□					
Scroll (Resist Energy)	Carried	2	0 (0)	150 (300)	
□□					
Scroll (Restoration (Lesser))	Carried	2	0 (0)	150 (300)	
□□					
Scroll (Silence)	Carried	1	0	150	
□					
Scroll (Sleep)	Carried	1	0	25	
□					
Scroll (Stone Shape)	Carried	1	0	375	
□					
Scroll (Undetectable Alignment)	Carried	1	0	150	
□					
Scroll (Vision of Hell)	Carried	1	0	375	
□					
Wand (Cure Light Wounds/Cleric/1st)	Carried	1	0	540	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□					
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TOTAL WEIGHT CARRIED/VALUE			75.2 / 40,319 lbs. gp		

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

LANGUAGES
Celestial, Common, Infernal

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

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

Special Attacks	
Channel Negative Energy (Su)	[Paizo Publishing - Core Rulebook, p.40]
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 10 Will save to halve the damage. You can use this ability 0 times per day.	

Special Qualities	
Aura of Evil (Ex)	[Paizo Publishing - Core Rulebook]
You project a strong evil aura.	
Aura of Law (Ex)	[Paizo Publishing - Core Rulebook]
You project a strong lawful aura.	
Bonus Feat	[Paizo Publishing - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Charm of Wisdom (Ex)	[Allard Hoeve - Houserules, p.41]
You use your Wisdom modifier instead of your Charisma modifier when making Bluff, Diplomacy, and Intimidate checks. This ability replaces Channel Energy at 1st level and 5th level.	
Copycat (Sp)	[Paizo Publishing - Core Rulebook, p.48]
You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 7 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 8 times per day.	
Hell's Corruption (Su)	[Paizo Publishing LLC - 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 3 rounds. You can use this ability 8 times per day.	
Orisons	[Paizo Publishing - Core Rulebook, p.41]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Public Speaker	[Allard Hoeve - Houserules, p.40]
A missionary gains Perform as a class skill. In addition, she is trained to project her voice with great skill and effect; the DC to hear her speak in difficult conditions is reduced by 7.	
Skilled	[Paizo Publishing - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Spontaneous Casting	[Allard Hoeve - Houserules, p.40]
An evangelist does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, an evangelist can spontaneously cast command (1st), enthrall (2nd), tongues (3rd), suggestion (4th), greater command (5th), geas/quest (6th), mass suggestion (7th), sympathy (8th) and demand (9th) as a spell of listed level by sacrificing a prepared spell of the same level or higher.	

Feats	
<b>Combat Casting</b>	<b>[Paizo Publishing - Core Rulebook, p.119]</b>
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.	
<b>Craft Wondrous Item</b>	<b>[Paizo Publishing - Core Rulebook, p.120]</b>
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.	
<b>Divine Leadership</b>	<b>[Allard Hoeve - Houserules, p.1]</b>
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 13. You can attract a cohort of up to level 5	
<b>Lightning Reflexes</b>	<b>[Paizo Publishing - Core Rulebook, p.130]</b>
You get a +2 bonus on all Reflex saving throws.	
<b>Scribe Scroll</b>	<b>[Paizo Publishing - Core Rulebook, p.132]</b>
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.	
<b>Wisdom of Abaddon</b>	<b>[Allard Hoeve - Houserules]</b>
Intense study of Abaddon and meditation in its energies has given you a special resistance to disruptive forces that might influence your mind. You gain Iron Will as a bonus feat.	
<b>Armor Proficiency, Light</b>	<b>[Paizo Publishing - Core Rulebook, p.118]</b>
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Armor Proficiency, Medium</b>	<b>[Paizo Publishing - Core Rulebook, p.118]</b>
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Iron Will</b>	<b>[Paizo Publishing - Core Rulebook, p.129]</b>
You get a +2 bonus on all Will saving throws.	
<b>Shield Proficiency</b>	<b>[Paizo Publishing - Core Rulebook, p.133]</b>
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
<b>Simple Weapon Proficiency</b>	<b>[Paizo Publishing - Core Rulebook, p.133]</b>
You make attack rolls with simple weapons without penalty.	
<b>Warrior Priest (Granted)</b>	<b>[Allard Hoeve - Houserules, p.159]</b>
You gain a +1 bonus on initiative checks and a +2 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.	

DOMAINS
<b>Devil Subdomain (Evil)</b>
<b>Trickery</b>
You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills.

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

TEMPLATES
Way of the Wicked Villain

# Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	6+1	4+1	3+1	2+1	—	—	—	—	—
Concentration	+12									

## LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Bleed</div> <div>School: Necromancy</div> <div>Effect: You cause a living creature that is below 0 hit points but stabilized to resume dying.</div>	DC: 15, Will negates SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S Caster Level:7	PFCR: p.249 Concentration:+12
<div>■■■■■Create Water</div> <div>School: Conjuration (Creation) [Water]</div> <div>Effect: This spell generates wholesome, drinkable water, just like clean rain water.</div>	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S Caster Level:7	PFCR: p.262 Concentration:+12
<div>■■■■■Detect Magic</div> <div>School: Divination</div> <div>Effect: You detect magical auras.</div>	SR: No	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S Caster Level:7	PFCR: p.267 Concentration:+12
<div>■■■■■Detect Poison</div> <div>School: Divination</div> <div>Effect: You determine whether a creature, object, or area has been poisoned or is poisonous.</div>	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S Caster Level:7	PFCR: p.268 Concentration:+12
<div>■■■■■Guidance</div> <div>School: Divination</div> <div>Effect: This spell imbues the subject with a touch of divine guidance.</div>	DC: 15, Will negates (harmless) SR: Yes	1 standard action	1 minute or until discharged	Touch	V, S Caster Level:7	PFCR: p.292 Concentration:+12
<div>■■■■■Light</div> <div>School: Evocation [Light]</div> <div>Effect: This spell causes a touched object to glow like a torch.</div>	SR: No	1 standard action	70 minutes	Touch	V, M/DF Caster Level:7	PFCR: p.304 Concentration:+12
<div>■■■■■Mending</div> <div>School: Transmutation</div> <div>Effect: This spell repairs damaged objects, restoring 1d4 hit points to the object.</div>	DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S Caster Level:7	PFCR: p.312 Concentration:+12
<div>■■■■■Purify Food and Drink</div> <div>School: Transmutation</div> <div>Effect: This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.</div>	DC: 15, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	10 ft.	V, S Caster Level:7	PFCR: p.328 Concentration:+12
<div>■■■■■Read Magic</div> <div>School: Divination</div> <div>Effect: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.</div>	SR:	1 standard action	70 minutes	Personal	V, S, F Caster Level:7	PFCR: p.330 Concentration:+12
<div>■■■■■Resistance</div> <div>School: Abjuration</div> <div>Effect: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.</div>	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF Caster Level:7	PFCR: p.334 Concentration:+12
<div>■■■■■Spark</div> <div>School: Evocation, FireSchool [Fire]</div> <div>Effect: Ignites flammable objects.</div>	DC: 15, Fortitude negates (object) SR: Yes (object)	1 standard action	Instantaneous	Close (40 ft.)	V or S Caster Level:7	PFAPG: p.246 Concentration:+12
<div>■■■■■Stabilize</div> <div>School: Conjuration (Healing)</div> <div>Effect: Upon casting this spell, you target a living creature that has -1 or fewer hit points.</div>	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V, S Caster Level:7	PFCR: p.348 Concentration:+12
<div>■■■■■Virtue</div> <div>School: Transmutation</div> <div>Effect: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.</div>	SR: Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF Caster Level:7	PFCR: p.365 Concentration:+12

## LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Ant Haul</div> <div>School: Transmutation</div> <div>Effect: Triples carrying capacity of a creature.</div>	DC: 16, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	14 hours	Touch	V, S, M/DF (a small pulley) Caster Level:7	PFAPG: p.202 Concentration:+12
<div>■■■■■Bane</div> <div>School: Enchantment (Compulsion) [Fear, Mind-Affecting]</div> <div>Effect: Bane fills your enemies with fear and doubt.</div>	DC: 16, Will negates SR: Yes	1 standard action	7 minutes	50 ft.	V, S, DF Caster Level:7	PFCR: p.246 Concentration:+12
<div>■■■■■Bless</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Bless fills your allies with courage.</div>	SR: Yes (harmless)	1 standard action	7 minutes	50 ft.	V, S, DF Caster Level:7	PFCR: p.249 Concentration:+12
<div>■■■■■Cause Fear</div> <div>School: Necromancy [Fear, Mind-Affecting]</div> <div>Effect: The affected creature becomes frightened.</div>	DC: 16, Will partial SR: Yes	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	V, S Caster Level:7	PFCR: p.252 Concentration:+12
<div>■■■■■**Command</div> <div>School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]</div> <div>Effect: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.</div>	DC: 16, Will negates SR: Yes	1 standard action	1 round	Close (40 ft.)	V Caster Level:7	PFCR: p.256 Concentration:+12
<div>■■■■■Command</div> <div>School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]</div> <div>Effect: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.</div>	DC: 16, Will negates SR: Yes	1 standard action	1 round	Close (40 ft.)	V Caster Level:7	PFCR: p.256 Concentration:+12
<div>■■■■■Comprehend Languages</div> <div>School: Divination</div> <div>Effect: You can understand the spoken words of creatures or read otherwise incomprehensible written messages.</div>	SR:	1 standard action	70 minutes	Personal	V, S, M/DF Caster Level:7	PFCR: p.258 Concentration:+12
<div>■■■■■Cure Light Wounds</div> <div>School: Conjuration (Healing)</div> <div>Effect: When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.</div>	DC: 16, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S Caster Level:7	PFCR: p.263 Concentration:+12
<div>■■■■■Curse Water</div> <div>School: Necromancy [Evil]</div> <div>Effect: This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.</div>	DC: 16, Will negates (object) SR: Yes (object)	1 minute	Instantaneous	Touch	V, S, M Caster Level:7	PFCR: p.263 Concentration:+12
<div>■■■■■Dancing Lantern</div> <div>School: Transmutation, FireSchool [Fire, Light]</div> <div>Effect: Animates a lantern that follows you.</div>	SR: No	1 standard action	7 hours [D]	Touch	V, S, F (a lantern) Caster Level:7	PFAPG: p.214 Concentration:+12
<div>■■■■■Deathwatch</div> <div>School: Necromancy</div> <div>Effect: Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.</div>	SR: No	1 standard action	70 minutes	30 ft.	V, S Caster Level:7	PFCR: p.265 Concentration:+12
<div>■■■■■Detect Chaos</div> <div>School: Divination</div> <div>Effect: You can sense the auras of chaotic creatures.</div>	SR: No	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF Caster Level:7	PFCR: p.266 Concentration:+12
<div>■■■■■Detect Evil</div> <div>School: Divination</div> <div>Effect: You can sense the presence of evil.</div>	SR: No	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF Caster Level:7	PFCR: p.266 Concentration:+12
<div>■■■■■Detect Good</div> <div>School: Divination</div> <div>Effect: You can sense the presence of good.</div>	SR: No	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF Caster Level:7	PFCR: p.267 Concentration:+12
<div>■■■■■Detect Law</div> <div>School: Divination</div> <div>Effect: You can sense the auras of lawful creatures.</div>	SR: No	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	V, S, DF Caster Level:7	PFCR: p.267 Concentration:+12
* =Domain/Specialty Spell						



Cleric Spells						
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Detect Undead</div></div> <div><div>School: Divination</div><div>SR: No</div></div> <div>Effect: You can detect the aura that surrounds undead creatures.</div>	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S, M/DF	PFCR: p.269	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>*Disguise Self</div></div> <div><div>School: Illusion (Glamour)</div><div>SR:</div></div> <div>Effect: You make yourself—including clothing, armor, weapons, and equipment—look different.</div>	1 standard action	70 minutes [D]	Personal	V, S	PFCR: p.271	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Divine Favor</div></div> <div><div>School: Evocation</div><div>SR:</div></div> <div>Effect: Calling upon the strength and wisdom of a deity, you gain a +2 luck bonus on attack and weapon damage rolls.</div>	1 standard action	1 minute	Personal	V, S, DF	PFCR: p.273	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Doom</div></div> <div><div>School: Necromancy [Fear, Mind-Affecting]</div><div>DC: 16, Will negates</div><div>SR: Yes</div></div> <div>Effect: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.</div>	1 standard action	7 minutes	Medium (170 ft.)	V, S, DF	PFCR: p.274	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Endure Elements</div></div> <div><div>School: Abjuration</div><div>DC: 16, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div> <div>Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.</div>	1 standard action	24 hours	Touch	V, S	PFCR: p.277	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Entropic Shield</div></div> <div><div>School: Abjuration</div><div>SR:</div></div> <div>Effect: A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.</div>	1 standard action	7 minutes [D]	Personal	V, S	PFCR: p.278	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Hide from Undead</div></div> <div><div>School: Abjuration</div><div>DC: 16, Will negates (harmless); see text</div><div>SR: Yes</div></div> <div>Effect: Undead cannot see, hear, or smell creatures warded by this spell.</div>	1 standard action	70 minutes [D]	Touch	V, S, DF	PFCR: p.296	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Inflict Light Wounds</div></div> <div><div>School: Necromancy</div><div>DC: 16, Will half</div><div>SR: Yes</div></div> <div>Effect: When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.</div>	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Magic Stone</div></div> <div><div>School: Transmutation</div><div>DC: 16, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div></div> <div>Effect: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.</div>	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Magic Weapon</div></div> <div><div>School: Transmutation</div><div>DC: 16, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div></div> <div>Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.</div>	1 standard action	7 minutes	Touch	V, S, DF	PFCR: p.310	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Obscuring Mist</div></div> <div><div>School: Conjuration, WaterSchool (Creation)</div><div>SR: No</div></div> <div>Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.</div>	1 standard action	7 minutes [D]	20 ft.	V, S	PFCR: p.317	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Protection from Chaos</div></div> <div><div>School: Abjuration [Lawful]</div><div>DC: 16, Will negates (harmless)</div><div>SR: No; see text</div></div> <div>Effect: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.</div>	1 standard action	7 minutes [D]	Touch	V, S, M/DF	PFCR: p.327	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Protection from Good</div></div> <div><div>School: Abjuration [Evil]</div><div>DC: 16, Will negates (harmless)</div><div>SR: No; see text</div></div> <div>Effect: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures.</div>	1 standard action	7 minutes [D]	Touch	V, S, M/DF	PFCR: p.328	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Remove Fear</div></div> <div><div>School: Abjuration</div><div>DC: 16, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div> <div>Effect: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.</div>	1 standard action	10 minutes; see text	Close (40 ft.)	V, S	PFCR: p.332	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Sanctuary</div></div> <div><div>School: Abjuration</div><div>DC: 16, Will negates</div><div>SR: No</div></div> <div>Effect: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.</div>	1 standard action	7 rounds	Touch	V, S, DF	PFCR: p.336	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Shield of Faith</div></div> <div><div>School: Abjuration</div><div>DC: 16, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div> <div>Effect: This spell creates a shimmering, magical field around the target that averts and deflects attacks.</div>	1 standard action	7 minutes	Touch	V, S, M	PFCR: p.342	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Summon Monster I</div></div> <div><div>School: Conjuration (Summoning)</div><div>SR: No</div></div> <div>Effect: This spell summons an extraplanar creature.</div>	1 round	7 rounds [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.350	
LEVEL 2						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Aid</div></div> <div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>SR: Yes (harmless)</div></div> <div>Effect: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 7 temporary hit points.</div>	1 standard action	7 minutes	Touch	V, S, DF	PFCR: p.239	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Align Weapon</div></div> <div><div>School: Transmutation</div><div>DC: 17, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div></div> <div>Effect: Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose.</div>	1 standard action	7 minutes	Touch	V, S, DF	PFCR: p.240	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>*Align Weapon (Evil Only)</div></div> <div><div>School: Transmutation [Evil]</div><div>DC: 17, Will negates (harmless, object)</div><div>SR: Yes (harmless, object)</div></div> <div>Effect: Weapon becomes evil.</div>	1 standard action	7 minutes	Touch	V, S, DF	PFCR: p.198	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Augury</div></div> <div><div>School: Divination</div><div>SR:</div></div> <div>Effect: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.</div>	1 minute	Instantaneous	Personal	V, S, M, F	PFCR: p.245	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Bear's Endurance</div></div> <div><div>School: Transmutation</div><div>DC: 17, Will negates (harmless)</div><div>SR: Yes</div></div> <div>Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.</div>	1 standard action	7 minutes	Touch	V, S, M/DF	PFCR: p.246	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Blessing of Courage and Life</div></div> <div><div>School: Conjuration (Healing)</div><div>DC: 17, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div> <div>Effect: Grants a +2 bonus on saves vs. fear and death.</div>	1 standard action	7 minutes [see below]	Close (40 ft.)	V, S, DF	PFAPG: p.205	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Bull's Strength</div></div> <div><div>School: Transmutation</div><div>DC: 17, Will negates (harmless)</div><div>SR: Yes (harmless)</div></div> <div>Effect: The subject becomes stronger granting a +4 enhancement bonus to Strength.</div>	1 standard action	7 minutes	Touch	V, S, M/DF	PFCR: p.251	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Calm Emotions</div></div> <div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>DC: 17, Will negates</div><div>SR: Yes</div></div> <div>Effect: This spell calms agitated creatures.</div>	1 standard action	Concentration, up to 7 rounds [D]	Medium (170 ft.)	V, S, DF	PFCR: p.252	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Cure Moderate Wounds</div></div> <div><div>School: Conjuration (Healing)</div><div>DC: 17, Will half (harmless) or Will half; see text</div><div>SR: Yes (harmless) or yes; see text</div></div> <div>Effect: When laying your hand upon a living creature, you channel positive energy that cures 2d8+7 points of damage.</div>	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Darkness</div></div> <div><div>School: Evocation [Darkness]</div><div>DC: 17, Will negates</div><div>SR: No</div></div> <div>Effect: This spell causes an object to radiate darkness out to a 20-foot radius.</div>	1 standard action	7 minutes [D]	Touch	V, M/DF	PFCR: p.263	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Death Knell</div></div> <div><div>School: Necromancy [Death, Evil]</div><div>DC: 17, Will negates</div><div>SR: Yes</div></div> <div>Effect: You draw forth the ebbing life force of a creature and use it to fuel your own power.</div>	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	PFCR: p.264	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Delay Poison</div></div> <div><div>School: Conjuration (Healing)</div><div>DC: 17, Fortitude negates (harmless)</div><div>SR: Yes (harmless)</div></div> <div>Effect: The subject becomes temporarily immune to poison.</div>	1 standard action	7 hours	Touch	V, S, DF	PFCR: p.265	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Desecrate</div></div> <div><div>School: Evocation [Evil]</div><div>DC: 17, Will negates (harmless)</div><div>SR: Yes</div></div> <div>Effect: This spell imbues an area with negative energy.</div>	1 standard action	14 hours	Close (40 ft.)	V, S, M, DF	PFCR: p.265	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Eagle's Splendor</div></div> <div><div>School: Transmutation</div><div>DC: 17, Will negates (harmless)</div><div>SR: Yes</div></div> <div>Effect: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.</div>	1 standard action	7 minutes	Touch	V, S, M/DF	PFCR: p.275	
* =Domain/Speciality Spell						

## Cleric Spells

<div><div>Enthrall</div><div><div>School:</div>Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]</div><div><div>Effect:</div>If you have the attention of a group of creatures, you can use this spell to hold them enthralled.</div></div>	<div>DC: 17, Will negates; see text</div> <div>SR: Yes</div>	<div>1 round</div> <div><div>Target:</div>Any number of creatures</div>	<div>1 hour or less</div>	<div>Medium (170 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.278</div> <div>Concentration:+12</div>
<div><div>Find Traps</div><div><div>School:</div>Divination</div><div><div>Effect:</div>You gain intuitive insight into the workings of traps.</div></div>	<div>SR:</div>	<div>1 standard action</div> <div><div>Target:</div>You</div>	<div>7 minutes</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.281</div> <div>Concentration:+12</div>
<div><div>Gentle Repose</div><div><div>School:</div>Necromancy</div><div><div>Effect:</div>You preserve the remains of a dead creature so that they do not decay.</div></div>	<div>DC: 17, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action</div> <div><div>Target:</div>Corpse touched</div>	<div>7 days</div>	<div>Touch</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.289</div> <div>Concentration:+12</div>
<div><div>Ghostbane Dirge</div><div><div>School:</div>Transmutation</div><div><div>Effect:</div>Incorporeal creature takes half damage from nonmagical weapons.</div></div>	<div>DC: 17, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div><div>Target:</div>one incorporeal creature</div>	<div>7 rounds</div>	<div>Close (40 ft.)</div>	<div>V, S, M/DF (an old reed from a wind instrument)</div> <div>Caster Level:7</div>	<div>PFAPG: p.225</div> <div>Concentration:+12</div>
<div><div>Grace</div><div><div>School:</div>Abjuration</div><div><div>Effect:</div>Movement doesn't provoke attacks of opportunity.</div></div>	<div>SR:</div>	<div>1 swift action</div> <div><div>Target:</div>You</div>	<div>see text</div>	<div>Personal</div>	<div>V</div> <div>Caster Level:7</div>	<div>PFAPG: p.226</div> <div>Concentration:+12</div>
<div><div>Heroic Fortune</div><div><div>School:</div>Evocation</div><div><div>Effect:</div>Subject gains 1 temporary hero point.</div></div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: No</div>	<div>1 standard action</div> <div><div>Target:</div>Creature touched</div>	<div>7 rounds</div>	<div>Touch</div>	<div>V, S, DF, M</div> <div>Caster Level:7</div>	<div>PFAPG: p.324</div> <div>Concentration:+12</div>
<div><div>Hold Person</div><div><div>School:</div>Enchantment (Compulsion) [Mind-Affecting]</div><div><div>Effect:</div>The subject becomes paralyzed and freezes in place.</div></div>	<div>DC: 17, Will negates; see text</div> <div>SR: Yes</div>	<div>1 standard action</div> <div><div>Target:</div>One humanoid creature</div>	<div>7 rounds [D]; see text</div>	<div>Medium (170 ft.)</div>	<div>V, S, F/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.296</div> <div>Concentration:+12</div>
<div><div>Inflict Moderate Wounds</div><div><div>School:</div>Necromancy</div><div><div>Effect:</div>When laying your hand upon a creature, you channel negative energy that deals 2d8+7 points of damage.</div></div>	<div>DC: 17, Will half</div> <div>SR: Yes</div>	<div>1 standard action</div> <div><div>Target:</div>Creature touched</div>	<div>Instantaneous</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.300</div> <div>Concentration:+12</div>
<div><div>Instant Armor</div><div><div>School:</div>Conjuration (Creation) [Force]</div><div><div>Effect:</div>Summon armor temporarily replacing your current attire.</div></div>	<div>SR:</div>	<div>1 standard action</div> <div><div>Target:</div>You</div>	<div>7 minutes [D]</div>	<div>Personal</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>PFAPG: p.229</div> <div>Concentration:+12</div>
<div><div>*Invisibility</div><div><div>School:</div>Illusion (Glamour)</div><div><div>Effect:</div>The creature or object touched becomes invisible.</div></div>	<div>DC: 17, Will negates (harmless) or Will negates (harmless, object)</div> <div>SR: Yes (harmless) or yes (harmless, object)</div>	<div>1 standard action</div> <div><div>Target:</div>You or a creature or object weighing no more than 700 lbs.</div>	<div>7 minutes [D]</div>	<div>Personal or touch</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.301</div> <div>Concentration:+12</div>
<div><div>Make Whole</div><div><div>School:</div>Transmutation</div><div><div>Effect:</div>You can free one or more creatures from the effects of temporary paralysis or related magic.</div></div>	<div>DC: 17, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>10 minutes</div> <div><div>Target:</div>One object of up to 70 cu. ft. or one construct creature of any size</div>	<div>Instantaneous</div>	<div>Close (40 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.311</div> <div>Concentration:+12</div>
<div><div>Owl's Wisdom</div><div><div>School:</div>Transmutation</div><div><div>Effect:</div>The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.</div></div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: Yes</div>	<div>1 standard action</div> <div><div>Target:</div>Creature touched</div>	<div>7 minutes</div>	<div>Touch</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.318</div> <div>Concentration:+12</div>
<div><div>Remove Paralysis</div><div><div>School:</div>Conjuration (Healing)</div><div><div>Effect:</div>You can free one or more creatures from the effects of temporary paralysis or related magic.</div></div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div><div>Target:</div>Up to four creatures, no two of which can be more than 30 ft. apart</div>	<div>Instantaneous</div>	<div>Close (40 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.332</div> <div>Concentration:+12</div>
<div><div>Resist Energy</div><div><div>School:</div>Abjuration, AirSchool, EarthSchool, FireSchool, WaterSchool</div><div><div>Effect:</div>This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.</div></div>	<div>DC: 17, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div><div>Target:</div>Creature touched</div>	<div>70 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>PFCR: p.334</div> <div>Concentration:+12</div>
<div><div>Restoration (Lesser)</div><div><div>School:</div>Conjuration (Healing)</div><div><div>Effect:</div>Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores.</div></div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>3 rounds</div> <div><div>Target:</div>Creature touched</div>	<div>Instantaneous</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.334</div> <div>Concentration:+12</div>
<div><div>Share Language</div><div><div>School:</div>Divination</div><div><div>Effect:</div>Subject understands chosen language.</div></div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div><div>Target:</div>creature touched</div>	<div>24 hours</div>	<div>Touch</div>	<div>V, S, M (a page from a dictionary)</div> <div>Caster Level:7</div>	<div>PFAPG: p.243</div> <div>Concentration:+12</div>
<div><div>Shatter</div><div><div>School:</div>Evocation, EarthSchool [Sonic]</div><div><div>Effect:</div>Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.</div></div>	<div>DC: 17, Will negates (object); Will negates (object) or Fortitude half; see text</div> <div>SR: Yes</div>	<div>1 standard action</div> <div><div>Target:</div>Or Target 5-ft.-radius spread; or one solid object or one crystalline creature</div>	<div>Instantaneous</div>	<div>Close (40 ft.)</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.341</div> <div>Concentration:+12</div>
<div><div>Shield Other</div><div><div>School:</div>Abjuration</div><div><div>Effect:</div>This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you.</div></div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div><div>Target:</div>One creature</div>	<div>7 hours [D]</div>	<div>Close (40 ft.)</div>	<div>V, S, F</div> <div>Caster Level:7</div>	<div>PFCR: p.342</div> <div>Concentration:+12</div>
<div><div>Silence</div><div><div>School:</div>Illusion (Glamour)</div><div><div>Effect:</div>Upon the casting of this spell, complete silence prevails in the affected area.</div></div>	<div>DC: 17, Will negates; see text or none (object)</div> <div>SR: Yes; see text or no (object)</div>	<div>1 round</div> <div><div>Target:</div>20-ft.-radius emanation centered on a creature, object, or point in space</div>	<div>7 rounds [D]</div>	<div>Long (680 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.343</div> <div>Concentration:+12</div>
<div><div>Sound Burst</div><div><div>School:</div>Evocation [Sonic]</div><div><div>Effect:</div>You blast an area with a tremendous cacophony.</div></div>	<div>DC: 17, Fortitude partial</div> <div>SR: Yes</div>	<div>1 standard action</div> <div><div>Target:</div>10-ft.-radius spread</div>	<div>Instantaneous</div>	<div>Close (40 ft.)</div>	<div>V, S, F/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.346</div> <div>Concentration:+12</div>
<div><div>Spiritual Weapon</div><div><div>School:</div>Evocation [Force]</div><div><div>Effect:</div>A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+2 force damage per hit.</div></div>	<div>SR: Yes</div>	<div>1 standard action</div> <div><div>Target:</div>Magic weapon of force</div>	<div>7 rounds [D]</div>	<div>Medium (170 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>PFCR: p.348</div> <div>Concentration:+12</div>
<div><div>Status</div><div><div>School:</div>Divination</div><div><div>Effect:</div>When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition.</div></div>	<div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div><div>Target:</div>2 living creatures</div>	<div>7 hours</div>	<div>Touch</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.349</div> <div>Concentration:+12</div>
<div><div>Summon Monster II</div><div><div>School:</div>Conjuration, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning)</div><div><div>Effect:</div>This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.</div></div>	<div>SR: No</div>	<div>1 round</div> <div><div>Target:</div>One summoned creature</div>	<div>7 rounds [D]</div>	<div>Close (40 ft.)</div>	<div>V, S, F/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.352</div> <div>Concentration:+12</div>
<div><div>Undetectable Alignment</div><div><div>School:</div>Abjuration</div><div><div>Effect:</div>An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.</div></div>	<div>DC: 17, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action</div> <div><div>Target:</div>One creature or object</div>	<div>24 hours</div>	<div>Close (40 ft.)</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.363</div> <div>Concentration:+12</div>
<div><div>Weapon of Awe</div><div><div>School:</div>Transmutation</div><div><div>Effect:</div>Weapon gets +2 on damage rolls.</div></div>	<div>DC: 17, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>1 standard action</div> <div><div>Target:</div>weapon touched</div>	<div>7 minutes</div>	<div>Touch</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>PFAPG: p.256</div> <div>Concentration:+12</div>
<div><div>Zone of Truth</div><div><div>School:</div>Enchantment (Compulsion) [Mind-Affecting]</div><div><div>Effect:</div>Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies.</div></div>	<div>DC: 17, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div><div>Target:</div>20-ft.-radius emanation</div>	<div>7 minutes</div>	<div>Close (40 ft.)</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>PFCR: p.371</div> <div>Concentration:+12</div>

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
<b>☐☐☐☐☐ Agonize</b>	<b>DC: 18, Fortitude negates</b>	1 standard action	1 full round	Close (40 ft.)	V, S	PoD: p.46
<i>School:</i> Evocation [Evil]	SR: Yes	Target: One conjured outsider or elemental [see text]			<i>Caster Level:</i> 7	<i>Concentration:</i> +12
<i>Effect:</i> You afflict a creature you have conjured with a calling spell with bolts of vicious energy to make it more pliant to your will.						
<b>☐☐☐☐☐ Animate Dead</b>		1 standard action	Instantaneous	Touch	V, S, M	PFCR: p.241
<i>School:</i> Necromancy [Evil]	SR: No	Target: One or more corpses touched			<i>Caster Level:</i> 7	<i>Concentration:</i> +12
<i>Effect:</i> Turns corpses into undead skeletons or zombies that obey your spoken commands.						
<b>☐☐☐☐☐ Bestow Curse</b>	<b>DC: 18, Will negates</b>	1 standard action	Permanent	Touch	V, S	PFCR: p.247
<i>School:</i> Necromancy	SR: Yes	Target: Creature touched			<i>Caster Level:</i> 7	<i>Concentration:</i> +12
<i>Effect:</i> You place a curse on the subject.						
<b>☐☐☐☐☐ Blindness/Deafness</b>	<b>DC: 18, Fortitude negates</b>	1 standard action	Permanent [D]	Medium (170 ft.)	V	PFCR: p.250
<i>School:</i> Necromancy	SR: Yes	Target: One living creature			<i>Caster Level:</i> 7	<i>Concentration:</i> +12
<i>Effect:</i> You call upon the powers of unlife to render the subject blinded or deafened, as you choose.						
* =Domain/Specialty Spell						

Cleric Spells							
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Blood Biography</div> </div> <div> <div>School: Divination</div> <div>Effect: Learn about a creature with its blood.</div> </div>	<div>DC: 18, Will negates (see text)</div> <div>SR: No</div>	<div>1 minute</div> <div>Instantaneous</div>	<div>Touch</div> <div>Target: one creature's blood or one bloodstain</div>	<div>V, S, M/DF (a scrap of PFAPG: p.206 parchment)</div> <div>Caster Level:7</div>	<div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Contagion</div> </div> <div> <div>School: Necromancy [Evil]</div> <div>Effect: The subject contracts a disease.</div> </div>	<div>DC: 18, Fortitude negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Instantaneous</div>	<div>Touch</div> <div>Target: Living creature touched</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.259</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Continual Flame</div> </div> <div> <div>School: Evocation [Light]</div> <div>Effect: A flame, equivalent in brightness to a torch, springs forth from an object that you touch.</div> </div>	<div>SR: No</div>	<div>1 standard action</div> <div>Permanent</div>	<div>Touch</div> <div>Target: Object touched</div>	<div>V, S, M</div> <div>Caster Level:7</div>	<div>PFCR: p.260</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Create Food and Water</div> </div> <div> <div>School: Conjuraction (Creation)</div> <div>Effect: The food that this spell creates is simple fare of your choice--highly nourishing, if rather bland.</div> </div>	<div>SR: No</div>	<div>10 minutes</div> <div>24 hours; see text</div>	<div>Close (40 ft.)</div> <div>Target: Food and water to sustain 21 humans or 7 horses for 24 hours</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.261</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Cure Serious Wounds</div> </div> <div> <div>School: Conjuraction (Healing)</div> <div>Effect: When laying your hand upon a living creature, you channel positive energy that cures 3d8+7 points of damage.</div> </div>	<div>DC: 18, Will half (harmless) or Will half; see text</div> <div>SR: Yes (harmless) or yes; see text</div>	<div>1 standard action</div> <div>Instantaneous</div>	<div>Close (40 ft.)</div> <div>Target: Creature touched</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.263</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Daylight</div> </div> <div> <div>School: Evocation [Light]</div> <div>Effect: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.</div> </div>	<div>SR: No</div>	<div>1 standard action</div> <div>70 minutes [D]</div>	<div>Touch</div> <div>Target: Object touched</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.264</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Deeper Darkness</div> </div> <div> <div>School: Evocation [Darkness]</div> <div>Effect: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps.</div> </div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 minutes [D]</div>	<div>Touch</div> <div>Target: Object touched</div>	<div>V, M/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.265</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dispel Magic</div> </div> <div> <div>School: Abjuration</div> <div>Effect: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.</div> </div>	<div>SR: No</div>	<div>1 standard action</div> <div>Instantaneous</div>	<div>Medium (170 ft.)</div> <div>Target: One spellcaster, creature, or object</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.272</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Elemental Speech</div> </div> <div> <div>School: Divination, AirSchool, EarthSchool, FireSchool, WaterSchool [Air, Earth, Fire, Water]</div> <div>Effect: Enables you to speak to elementals and some creatures.</div> </div>	<div>SR:</div>	<div>1 standard action</div> <div>7 minutes</div>	<div>Personal</div> <div>Target: You</div>	<div>V, S, M (iron filings)</div> <div>Caster Level:7</div>	<div>PFAPG: p.218</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enter Image</div> </div> <div> <div>School: Transmutation</div> <div>Effect: Transfers your consciousness to an object bearing your likeness.</div> </div>	<div>SR: No</div>	<div>1 standard action</div> <div>concentration</div>	<div>350 ft.</div> <div>Target: transfer consciousness to any object bearing your likeness</div>	<div>V, S, M/DF (a drop of paint and a ball of clay)</div> <div>Caster Level:7</div>	<div>PFAPG: p.219</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Glyph of Warding</div> </div> <div> <div>School: Abjuration</div> <div>Effect: This powerful inscription harms those who enter, pass, or open the warded area or object.</div> </div>	<div>DC: 18, See text</div> <div>SR: No (object) and yes; see text</div>	<div>10 minutes</div> <div>Permanent until discharged [D]</div>	<div>Touch</div> <div>Target: Object touched or up to 35 sq. ft.</div>	<div>V, S, M</div> <div>Caster Level:7</div>	<div>PFCR: p.290</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Guiding Star</div> </div> <div> <div>School: Divination</div> <div>Effect: Know approximate distance from where you cast this spell.</div> </div>	<div>SR:</div>	<div>1 minute</div> <div>7 days [D]</div>	<div>Personal</div> <div>Target: You</div>	<div>V, S, M (a spool of thread or string)</div> <div>Caster Level:7</div>	<div>PFAPG: p.226</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Helping Hand</div> </div> <div> <div>School: Evocation</div> <div>Effect: You create the ghostly image of a hand, which you can send to find a creature within 5 miles.</div> </div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 hours</div>	<div>5 miles</div> <div>Target: Ghostly hand</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>PFCR: p.295</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inflict Serious Wounds</div> </div> <div> <div>School: Necromancy</div> <div>Effect: When laying your hand upon a creature, you channel negative energy that deals 3d8+7 points of damage.</div> </div>	<div>DC: 18, Will half</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>Instantaneous</div>	<div>Touch</div> <div>Target: Creature touched</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.301</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Invisibility Purge</div> </div> <div> <div>School: Evocation</div> <div>Effect: You surround yourself with a sphere of power with a radius of 35 feet that negates all forms of invisibility.</div> </div>	<div>SR:</div>	<div>1 standard action</div> <div>7 minutes [D]</div>	<div>Personal</div> <div>Target: You</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.302</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Locate Object</div> </div> <div> <div>School: Divination</div> <div>Effect: You sense the direction of a well-known or clearly visualized object.</div> </div>	<div>SR: No</div>	<div>1 standard action</div> <div>7 minutes</div>	<div>Long (680 ft.)</div> <div>Target: Circle, centered on you, with a radius of 680 ft.</div>	<div>V, S, F/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.305</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Circle against Chaos</div> </div> <div> <div>School: Abjuration [Lawful]</div> <div>Effect: All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either.</div> </div>	<div>DC: 18, Will negates (harmless)</div> <div>SR: No; see text</div>	<div>1 standard action</div> <div>70 minutes</div>	<div>Touch</div> <div>Target: 10-ft.-radius emanation from touched creature</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.308</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Circle against Good</div> </div> <div> <div>School: Abjuration [Evil]</div> <div>Effect: All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either.</div> </div>	<div>DC: 18, Will negates (harmless)</div> <div>SR: No; see text</div>	<div>1 standard action</div> <div>70 minutes</div>	<div>Touch</div> <div>Target: 10-ft.-radius emanation from touched creature</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.308</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Vestment</div> </div> <div> <div>School: Transmutation</div> <div>Effect: You imbue a suit of armor or a shield with an enhancement bonus of +1.</div> </div>	<div>DC: 18, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>1 standard action</div> <div>7 hours</div>	<div>Touch</div> <div>Target: Armor or shield touched</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>PFCR: p.310</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Meld into Stone</div> </div> <div> <div>School: Transmutation [Earth]</div> <div>Effect: Meld into stone enables you to meld your body and possessions into a single block of stone.</div> </div>	<div>SR:</div>	<div>1 standard action</div> <div>70 minutes</div>	<div>Personal</div> <div>Target: You</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>PFCR: p.312</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Nap Stack</div> </div> <div> <div>School: Necromancy</div> <div>Effect: Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits.</div> </div>	<div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 minute</div> <div>8 hours</div>	<div>30 ft.</div> <div>Target: 30-ft.-radius emanation</div>	<div>V, S, M (a little silk pillow worth 100 gp)</div> <div>Caster Level:7</div>	<div>PFAPG: p.233</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>*Nondetection</div> </div> <div> <div>School: Abjuration</div> <div>Effect: The warded creature or object becomes difficult to detect by divination spells such as clairvoyance, locate object, and detect spells.</div> </div>	<div>DC: 18, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div>	<div>1 standard action</div> <div>7 hours</div>	<div>Touch</div> <div>Target: Creature or object touched</div>	<div>V, S, M</div> <div>Caster Level:7</div>	<div>PFCR: p.317</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Obscure Object</div> </div> <div> <div>School: Abjuration</div> <div>Effect: This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.</div> </div>	<div>DC: 18, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>1 standard action</div> <div>8 hours [D]</div>	<div>Touch</div> <div>Target: One object touched of up to 700 lbs.</div>	<div>V, S, M/DF</div> <div>Caster Level:7</div>	<div>PFCR: p.317</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Prayer</div> </div> <div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: You bring special favor upon yourself and your allies while bringing disfavor to your enemies.</div> </div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>7 rounds</div>	<div>40 ft.</div> <div>Target: All allies and foes within a 40-ft.-radius burst centered on you</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>PFCR: p.324</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Protection from Energy</div> </div> <div> <div>School: Abjuration, AirSchool, EarthSchool, FireSchool, WaterSchool</div> <div>Effect: Protection from energy grants temporary immunity to the type of energy you specify when you cast it.</div> </div>	<div>DC: 18, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>70 minutes or until discharged</div>	<div>Touch</div> <div>Target: Creature touched</div>	<div>V, S, DF</div> <div>Caster Level:7</div>	<div>PFCR: p.327</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Blindness/Deafness</div> </div> <div> <div>School: Conjuraction (Healing)</div> <div>Effect: Remove blindness/deafness cures blindness or deafness.</div> </div>	<div>DC: 18, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Instantaneous</div>	<div>Touch</div> <div>Target: Creature touched</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.332</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Curse</div> </div> <div> <div>School: Abjuration</div> <div>Effect: Remove curse can remove all curses on an object or a creature.</div> </div>	<div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Instantaneous</div>	<div>Touch</div> <div>Target: Creature or object touched</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.332</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Disease</div> </div> <div> <div>School: Conjuraction (Healing)</div> <div>Effect: Remove disease can cure all diseases from which the subject is suffering.</div> </div>	<div>DC: 18, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 standard action</div> <div>Instantaneous</div>	<div>Touch</div> <div>Target: Creature touched</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.332</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sacred Bond</div> </div> <div> <div>School: Conjuraction (Healing)</div> <div>Effect: Cast touch healing spells from a distance.</div> </div>	<div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div>	<div>1 round</div> <div>70 minutes [D]</div>	<div>Touch; see text</div> <div>Target: creature touched</div>	<div>V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)</div> <div>Caster Level:7</div>	<div>PFAPG: p.240</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Searing Light</div> </div> <div> <div>School: Evocation</div> <div>Effect: Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 3d8 points of damage.</div> </div>	<div>SR: Yes</div>	<div>1 standard action</div> <div>Instantaneous</div>	<div>Medium (170 ft.)</div> <div>Target: Ray</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFCR: p.338</div> <div>Concentration:+12</div>		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Severed Fate</div> </div> <div> <div>School: Enchantment</div> </div>	<div>DC: 18, Will negates</div> <div>SR: Yes</div>	<div>1 standard action</div> <div>70 minutes</div>	<div>Close (40 ft.)</div> <div>Target: One living creature</div>	<div>V, S</div> <div>Caster Level:7</div>	<div>PFAPG: p.324</div> <div>Concentration:+12</div>		
* =Domain/Speciality Spell							

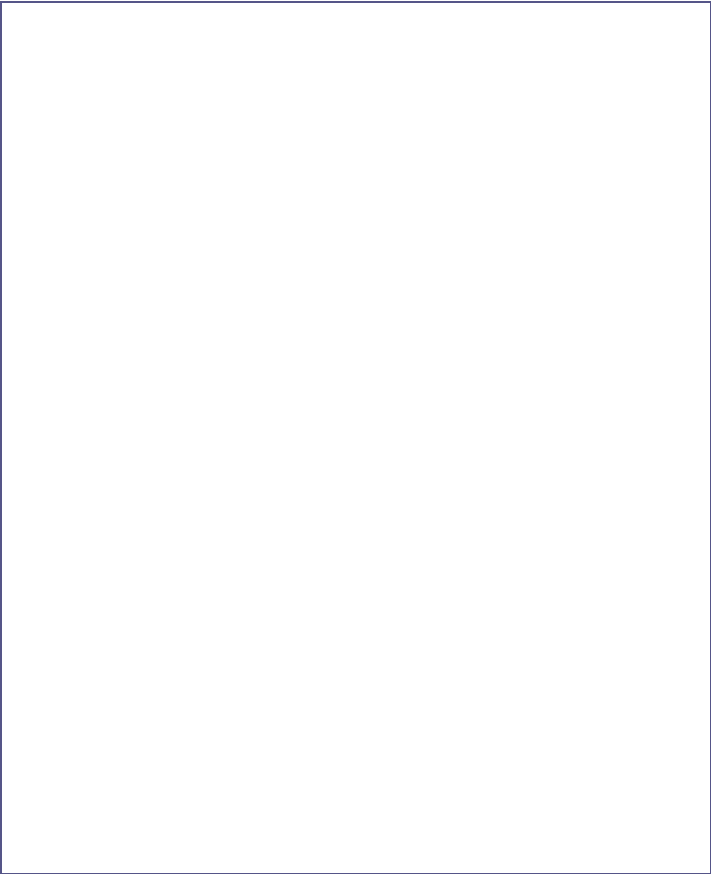
Cleric Spells						
<i>Effect:</i> Target is shaken and cannot use hero points.						
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Speak with Dead</div> <div>School: Necromancy [Language-Dependent]</div> <div><i>Effect:</i> You grant the semblance of life to a corpse, allowing it to answer questions.</div> </div> </div>	<div> <div>DC: 18, Will negates; see text</div> <div>SR: No</div> </div>	<div> <div>10 minutes</div> <div>7 minutes</div> </div>	<div> <div>10 ft.</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFCR: p.346</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Stone Shape</div> <div>School: Transmutation, EarthSchool [Earth]</div> <div><i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.</div> </div> </div>	<div> <div>DC: 18, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>7 hours or until completed</div> </div>	<div> <div>Close (40 ft.)</div> </div>	<div> <div>V, M</div> </div>	<div> <div>PFCR: p.350</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Summon Monster III</div> <div>School: Conjuration (Summoning)</div> <div><i>Effect:</i> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>70 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, M/DF</div> </div>	<div> <div>PFCR: p.360</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Tongues</div> <div>School: Divination</div> <div><i>Effect:</i> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.</div> </div> </div>	<div> <div>DC: 18, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>7 rounds</div> </div>	<div> <div>Close (40 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFAPG: p.325</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Unravel Destiny</div> <div>School: Divination</div> <div><i>Effect:</i> Target gets -2 on ability checks, attack rolls, saving throws, and skill check per hero point it possesses and takes 2d6 damage when spending hero points.</div> </div> </div>	<div> <div>DC: 18, Will Negates</div> <div>SR: No</div> </div>	<div> <div>7 minutes [D]</div> </div>	<div> <div>Medium (170 ft.)</div> </div>	<div> <div>V, M (a pinch of brimstone)</div> </div>	<div> <div>PoD: p.47</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Water Breathing</div> <div>School: Transmutation, WaterSchool</div> <div><i>Effect:</i> The transmuted creatures can breathe water freely.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>14 hours; see text</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>PFCR: p.368</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Water Walk</div> <div>School: Transmutation [Water]</div> <div><i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>70 minutes [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFCR: p.368</div> <div>Caster Level:7</div> <div>Concentration:+12</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]</div> <div><i>Effect:</i> An invisible vertical curtain of wind appears.</div> </div> </div>	<div> <div>DC: 18, None; see text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>7 rounds</div> </div>	<div> <div>Medium (170 ft.)</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>PFCR: p.370</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> Subject shines and gets 1 on all saves.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>7 minutes</div> </div>	<div> <div>Touch or 5 ft.; see text</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFAPG: p.257</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> The subject can tread on air as if walking on solid ground.</div> </div> </div>	<div> <div>DC: 19, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>7 rounds</div> </div>	<div> <div>Close (40 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFAPG: p.205</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> Gives allies a choice of benefits.</div> </div> </div>	<div> <div>DC: 19, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>7 rounds</div> </div>	<div> <div>Medium (170 ft.)</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>PFCR: p.258</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> This spell causes confusion in the targets, making them unable to determine their actions.</div> </div> </div>	<div> <div>DC: 19, None; see text</div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>70 minutes [D]</div> </div>	<div> <div>Long (680 ft.)</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>PFCR: p.260</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Cure Critical Wounds</div> <div>School: Conjuration (Healing)</div> <div><i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 4d8+7 points of damage.</div> </div> </div>	<div> <div>DC: 19, Will half (harmless); see text</div> <div>SR: Yes (harmless); see text</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>PFCR: p.262</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> The subject gains a +4 morale bonus on saves against all death spells and magical death effects.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>7 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFCR: p.264</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> A green ray springs from your hand, any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel.</div> </div> </div>	<div> <div>DC: 19, Will negates</div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>7 minutes</div> </div>	<div> <div>Close (40 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFCR: p.270</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> 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: 19, Will negates; see text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous</div> </div>	<div> <div>Close (40 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFCR: p.271</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Dismissal</div> <div>School: Abjuration</div> <div><i>Effect:</i> This spell forces an extraplanar creature back to its proper plane if it fails a Will save.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes</div> </div>	<div> <div>10 minutes</div> <div>Instantaneous</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S, M</div> </div>	<div> <div>PFCR: p.273</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Divination</div> <div>School: Divination</div> <div><i>Effect:</i> 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>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>7 rounds</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFCR: p.273</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> You imbue yourself with strength and skill in combat and gain a +2 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>70 minutes</div> </div>	<div> <div>Personal or touch</div> </div>	<div> <div>V, S, M, DF</div> </div>	<div> <div>PFCR: p.287</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> 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: 19, Will negates (harmless)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>7 minutes</div> </div>	<div> <div>Close (40 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFCR: p.290</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>10 minutes</div> <div>Permanent until discharged [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFCR: p.299</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> You transfer some of your currently prepared spells, and the ability to cast them, to another creature.</div> </div> </div>	<div> <div>DC: 19, Will half</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>PFCR: p.300</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 4d8+7 points of damage.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>7 hours</div> </div>	<div> <div>Close (40 ft.)</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>PFCR: p.310</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Magic Weapon (Greater)</div> <div>School: Transmutation</div> <div><i>Effect:</i> This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1.</div> </div> </div>	<div> <div>DC: 19, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>1 minute and instantaneous [see text]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>PoD: p.46</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Malediction</div> <div>School: Necromancy</div> <div><i>Effect:</i> Target's soul is damned to hell and cannot be resurrected if killed while the spell lasts.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous or 70 minutes; see text</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>PFCR: p.316</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Neutralize Poison</div> <div>School: Conjuration (Healing)</div> <div><i>Effect:</i> You detoxify any sort of venom in the creature or object touched.</div> </div> </div>	<div> <div>DC: 19, Will partial; see text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous [1 round]; see text</div> </div>	<div> <div>Medium (170 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>PFCR: p.317</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> You channel lawful power to smite enemies.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>10 minutes</div> <div>Permanent until discharged [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>PFCR: p.299</div> <div>Caster Level:7</div> <div>Concentration:+12</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><i>Effect:</i> Resist harmful effects of other plane.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>70 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>PFCR: p.360</div> <div>Caster Level:7</div> <div>Concentration:+12</div> </div>	
		* =Domain/Specialty Spell				



Cleric Spells

Planar Ally (Lesser)		10 minutes	Instantaneous	Close (40 ft.)	V, S, M, DF	PFCR: p.320
School: Conjuration (Calling)	SR: No	Target: One called outsider of 6 HD or less			Caster Level:7	Concentration:+12
Effect: By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice.						
Poison	DC: 19, Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	PFCR: p.323
School: Necromancy	SR: Yes	Target: Living creature touched			Caster Level:7	Concentration:+12
Effect: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack.						
Repel Vermin	DC: 19, None or Will negates; see text	1 standard action	70 minutes [D]	10 ft.	V, S, DF	PFCR: p.333
School: Abjuration	SR: Yes	Target: 10-ft.-radius emanation centered on you			Caster Level:7	Concentration:+12
Effect: An invisible barrier holds back vermin.						
Rest Eternal		1 round	permanent	Touch	V, S, M/DF (ashes and a vial of holy or unholy water)	PFAPG: p.238
School: Necromancy	SR: No	Target: one dead creature touched			Caster Level:7	Concentration:+12
Effect: Dead creature cannot be revived.						
Restoration	DC: 19, Will negates (harmless)	1 minute	Instantaneous	Touch	V, S, M	PFCR: p.334
School: Conjuration (Healing)	SR: Yes (harmless)	Target: Creature touched			Caster Level:7	Concentration:+12
Effect: This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level.						
Sacrifice		1 minute	instantaneous, 1 hour or 1 day [see text]	Close (40 ft.)	V, S, M (see text)	PoD: p.47
School: Enchantment (Charm) [Mind-Affecting]	SR: No	Target: 1 summoned outsider or elemental [see text]			Caster Level:7	Concentration:+12
Effect: You make a sacrifice to aid in conjuring and commanding a creature called with planar ally, planar binding, or a similar spell.						
Sending		10 minutes	1 round; see text	See text	V, S, M/DF	PFCR: p.339
School: Evocation	SR: No	Target: One creature			Caster Level:7	Concentration:+12
Effect: You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject.						
Spell Immunity	DC: 19, Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	PFCR: p.346
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level:7	Concentration:+12
Effect: The warded creature is immune to the effects of one specified spell for every four levels you have.						
Spiritual Ally		1 standard action	7 rounds [D]	Medium (170 ft.)	V, S, DF	PFAPG: p.246
School: Evocation [Force]	SR: Yes	Target: spiritual ally of force			Caster Level:7	Concentration:+12
Effect: Creates a divine ally to aid you.						
Suggestion	DC: 19, Will negates	1 standard action	7 hours or until completed	Close (40 ft.)	V, M	PFCR: p.350
School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Yes	Target: One living creature			Caster Level:7	Concentration:+12
Effect: You influence the actions of the target creature by suggesting a course of activity.						
Summon Monster IV		1 round	7 rounds [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.352
School: Conjuration, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning)	SR: No	Target: One summoned creature			Caster Level:7	Concentration:+12
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.						
Tongues	DC: 19, Will negates (harmless)	1 standard action	70 minutes	Touch	V, M/DF	PFCR: p.360
School: Divination	SR: No	Target: Creature touched			Caster Level:7	Concentration:+12
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.						
**Unholy Blight	DC: 19, Will partial	1 standard action	Instantaneous [1d4 rounds]; see text	Medium (170 ft.)	V, S	PFCR: p.364
School: Evocation [Evil]	SR: Yes	Target: 20-ft.-radius spread			Caster Level:7	Concentration:+12
Effect: You call up unholy power to smite your enemies.						
Unholy Blight	DC: 19, Will partial	1 standard action	Instantaneous [1d4 rounds]; see text	Medium (170 ft.)	V, S	PFCR: p.364
School: Evocation [Evil]	SR: Yes	Target: 20-ft.-radius spread			Caster Level:7	Concentration:+12
Effect: You call up unholy power to smite your enemies.						
* =Domain/Speciality Spell						

Saenvan



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

Description:  
Biography: