

Saenvan

CHARACTER NAME

Cleric (Missionary) 7, Diabolist 1

CLASS

8 / 7

51000 / 75000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	13		+1		
DEX Dexterity	14		+2		
CON Constitution	12		+1		
INT Intelligence	14		+2		
WIS Wisdom	20	22	+6		
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

+

+6

=

+2

+

+2

+

+2

+

+0

+

+0

+

+16

=

+6

+

+6

+

+2

+

+2

+

+0

+

Conditional Modifiers

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

CMB
attack bonus

+6

=

+5

+

+1

+

+0

+

+0

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

Offense

+6

+6

+6

+6

+6

+6

Defense

18

18

18

18

18

18

*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							

*Shield +1 (Heavy/Steel)			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped		M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE				
+2			1d4+1				

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.	
TH	+7	+5	+3	+1	-1		
Dam	1d8	1d8	1d8	1d8	1d8		
480 ft.		560 ft.		640 ft.		720 ft.	
TH	-3	-5	-7	-9	-11		
Dam	1d8	1d8	1d8	1d8	1d8		

*: 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

HP
hit points

55

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

AC
armor class

23

TOTAL

21

FLAT

12

TOUCH

10

BASE

8

ARMOR BONUS

3

SHIELD BONUS

2

STAT

0

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: 56		SKILLS		MAX RANKS: 8/8	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MISC MODIFIER
✓ Acrobatics		DEX	-2	= 2	+ -4
✓ Acrobatics (Jump)		DEX	-6	= 2	+ -8
✓ Appraise		INT	2	= 2	
✓ Bluff		CHA	16	= 0 + 7	+ 9
✓ Climb		STR	-3	= 1	+ -4
✓ Craft (Untrained)		INT	2	= 2	
✓ Diplomacy		CHA	16	= 0 + 7	+ 9
✓ Disguise		CHA	9	= 0 + 6	+ 3
✓ Escape Artist		DEX	-2	= 2	+ -4
✓ Fly		DEX	-2	= 2	+ -4
✓ Heal		WIS	6	= 6	
✓ Intimidate		CHA	6	= 0	+ 6
Knowledge (Nobility)		INT	8	= 2 + 3	+ 3
Knowledge (Planes)		INT	11	= 2 + 6	+ 3
Knowledge (Religion)		INT	15	= 2 + 8	+ 5
✓ Perception		WIS	6	= 6	
Perform (Oratory)		CHA	8	= 0 + 5	+ 3
✓ Perform (Untrained)		CHA	0	= 0	
Profession (Barrister)		WIS	10	= 6 + 1	+ 3
✓ Ride		DEX	-2	= 2	+ -4
✓ Sense Motive		WIS	16	= 6 + 7	+ 3
Spellcraft		INT	13	= 2 + 8	+ 3
✓ Stealth		DEX	5	= 2 + 4	+ -1
✓ Survival		WIS	6	= 6	
✓ Swim		STR	-2	= 1 + 1	+ -4
				= +	+
				= +	+
✓: 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 2d6 points of negative energy damage to living creatures or to heal undead creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 13 Will save to halve the damage. You can use this ability 3 times per day. [Paizo Publishing, LLC - 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 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 9 times per day. [Paizo Publishing, LLC - Core Rulebook, p.48]	

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

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	1d4	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	1d4	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	
TOTAL WEIGHT CARRIED/VALUE			90.2 lbs.	/ 40,319 gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<div> <div> <div></div> </div> </div>				
Wand (Cure Light Wounds/Cleric/1st)	Carried	1	0	540
<div> <div> <div></div> </div> </div>				
TOTAL WEIGHT CARRIED/VALUE			90.2 lbs.	/ 40,319 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 Publishing, LLC - 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	
Channel Negative Energy (Su)	[Paizo Publishing, LLC - Core Rulebook, p.40]
<p>You can unleash a wave of negative energy. You must choose to deal 2d6 points of negative energy damage to living creatures or to heal undead creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 13 Will save to halve the damage. You can use this ability 3 times per day.</p>	

Special Qualities	
Aura of Evil (Ex)	[Paizo Publishing, LLC - Core Rulebook]
You project a strong evil aura.	
Aura of Law (Ex)	[Paizo Publishing, LLC - Core Rulebook]
You project a strong lawful aura.	
Bonus Feat	[Paizo Publishing, LLC - 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.	
Copycat (Sp)	[Paizo Publishing, LLC - 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 9 times per day.	
Damned (Ex)	[Paizo Publishing, LLC - 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.	
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 9 times per day.	
Imp Companion (Ex)	[Paizo Publishing, LLC - 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 8)	
Infernal Charisma (Ex)	[Paizo Publishing, LLC - 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.	
Orisons	[Paizo Publishing, LLC - 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, LLC - 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 18), hold person (2nd, DC 19), tongues (3rd), suggestion (4th, DC 21), greater command (5th, DC 22), geas/quest (6th, DC 23), mass suggestion (7th, DC 24), sympathy (8th, DC 25) and demand (9th, DC 26) as a spell of listed level by sacrificing a prepared spell of the same level or higher.	
Variant Channeling - Contracts/Oaths	[Paizo Publishing, LLC - Ultimate Magic, p.29]
Heal - Creatures gain a + channel bonus on saves against compulsion effects until the end of your next turn. Harm - Creatures gain a - channel penalty on saving throws against compulsions until the end of your next turn.	
Weapon and Armor Proficiency	[Paizo Publishing, LLC - 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 Publishing, LLC - 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 Publishing, LLC - 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 15. You can attract a cohort of up to level 6	
Scribe Scroll	[Paizo Publishing, LLC - 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 Publishing, LLC - Core Rulebook, p.134]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Escape Route	[Paizo Publishing, LLC - 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 Publishing, LLC - Core Rulebook, p.129]
You get a +2 bonus on all Will saving throws.	
Warrior Priest (Granted)	[Allard Hoeve - Houserules, p.159]
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	
Devil Subdomain (Evil)	
Trickery	
You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills.	

PROFICIENCIES

TEMPLATES
Nessian Knot Training
Way of the Wicked Villain
Wisdom of Abbadon















Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	6+1	5+1	4+1	3+1	—	—	—	—	—
Concentration	+14									

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
 Bleed	DC: 16, Will negates	1 standard action	Instantaneous	Close (45 ft.)	V, S	CR: p.249
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.						
 Create Water	DC: 16, Will negates (harmless)	1 standard action	Instantaneous	Close (45 ft.)	V, S	CR: p.262
<i>School:</i> Conjuration (Creation) [Water]	<i>SR:</i> No	<i>Target:</i> Up to 16 gallons of water			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.						
 Detect Magic	DC: 16, Will negates (harmless)	1 standard action	Concentration, up to 8 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> You detect magical auras.						
 Detect Poison	DC: 16, Will negates (harmless)	1 standard action	Instantaneous	Close (45 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.						
 Guidance	DC: 16, 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance.						
 Light	DC: 16, Will negates (harmless, object)	1 standard action	80 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> This spell causes a touched object to glow like a torch.						
 Mending	DC: 16, 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 8 lb.			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.						
 Purify Food and Drink	DC: 16, 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> 8 cu. ft. of contaminated food and water			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<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	DC: 16, Will negates (harmless)	1 standard action	80 minutes	Personal	V, S, F	CR: p.330
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.						
 Resistance	DC: 16, 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> 8	<i>Concentration:</i> +14
<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: 16, Fortitude negates (object)	1 standard action	Instantaneous	Close (45 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> Ignites flammable objects.						
 Stabilize	DC: 16, Will negates (harmless)	1 standard action	Instantaneous	Close (45 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.						
 Virtue	DC: 16, Will negates (harmless)	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> 8	<i>Concentration:</i> +14
<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	DC: 16, Will negates (harmless)	1 standard action	8 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> Replaces nonmagical ammunition every round.						
 Air Bubble	DC: 17, Will negates (harmless)	1 standard action	8 minutes	Touch	S, M/DF (a small bladder filled with air)	UC: p.222
<i>School:</i> Conjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> one creature or one object no larger than a Large twohanded weapon			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Creates a small pocket of air around your head or an object.						
 Ant Haul	DC: 17, Fortitude negates (harmless)	1 standard action	16 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> Triples carrying capacity of a creature.						
 Bane	DC: 18, Will negates	1 standard action	8 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> Bane fills your enemies with fear and doubt.						
 Bless	DC: 17, Will partial	1 standard action	8 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> Bless fills your allies with courage.						
 Cause Fear	DC: 18, Will negates	1 standard action	1d4 rounds or 1 round; see text	Close (45 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> The affected creature becomes frightened.						
 **Command	DC: 18, Will negates	1 standard action	1 round	Close (45 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> 8	<i>Concentration:</i> +14
<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: 18, Will negates	1 standard action	1 round	Close (45 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> 8	<i>Concentration:</i> +14
<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: 18, see text	1 standard action	8 rounds	Personal	V, S, M (a drop of your blood)	UC: null
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> see text	<i>Target:</i> You			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Compels opponents to attack you instead of your allies.						
 Comprehend Languages	DC: 17, Will half (harmless); see text	1 standard action	80 minutes	Personal	V, S, M/DF	CR: p.258
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.						
 Cure Light Wounds	DC: 17, Will negates (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> 8	<i>Concentration:</i> +14
<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: 17, 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.						
 Dancing Lantern	DC: 17, Will negates (object)	1 standard action	8 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> 8	<i>Concentration:</i> +14
<i>Effect:</i> Animates a lantern that follows you.						
 Deadeye's Lore	DC: 18, see text	1 round	8 hours	Personal	V, S	UC: p.227
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Gain a +4 bonus on Survival and move full speed while tracking.						

* =Domain/Specialty Spell

Cleric Spells							
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <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> </div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>80 minutes</div> </div>	<div> <div>30 ft.</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.265</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Cone-shaped emanation</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Decompose Corpse</div> <div>School: Necromancy</div> <div>Effect: Turn corpse into clean skeleton.</div> </div> </div>	<div> <div>DC: 17, Fortitude negates (object)</div> <div>SR: Yes (object)</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous or 1 minute; see text</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M</div> </div>	<div> <div>UM: p.216</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: One corpse or corporeal undead</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Detect Chaos</div> <div>School: Divination</div> <div>Effect: You can sense the auras of chaotic creatures.</div> </div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Concentration, up to 80 minutes [D]</div> </div>	<div> <div>60 ft.</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.266</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Cone-shaped emanation</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Detect Evil</div> <div>School: Divination</div> <div>Effect: You can sense the presence of evil.</div> </div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Concentration, up to 80 minutes [D]</div> </div>	<div> <div>60 ft.</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.266</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Cone-shaped emanation</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Detect Good</div> <div>School: Divination</div> <div>Effect: You can sense the presence of good.</div> </div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Concentration, up to 80 minutes [D]</div> </div>	<div> <div>60 ft.</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.267</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Cone-shaped emanation</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Detect Law</div> <div>School: Divination</div> <div>Effect: You can sense the auras of lawful creatures.</div> </div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Concentration, up to 80 minutes [D]</div> </div>	<div> <div>60 ft.</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.267</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Cone-shaped emanation</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Detect Undead</div> <div>School: Divination</div> <div>Effect: You can detect the aura that surrounds undead creatures.</div> </div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Concentration, up to 8 minutes [D]</div> </div>	<div> <div>60 ft.</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>CR: p.269</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Cone-shaped emanation</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Diagnose Disease</div> <div>School: Divination</div> <div>Effect: Detect and identify diseases.</div> </div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UM: p.216</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: One creature, one object, or a 5-ft. cube</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>*Disguise Self</div> <div>School: Illusion (Glamer)</div> <div>Effect: You make yourself—including clothing, armor, weapons, and equipment—look different.</div> </div> </div>	<div> <div>SR:</div> </div>	<div> <div>1 standard action</div> <div>80 minutes [D]</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.271</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: You</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Divine Favor</div> <div>School: Evocation</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> </div> </div>	<div> <div>SR:</div> </div>	<div> <div>1 standard action</div> <div>1 minute</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.273</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: You</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Doom</div> <div>School: Necromancy [Fear, Mind-Affecting, Emotion]</div> <div>Effect: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.</div> </div> </div>	<div> <div>DC: 17, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Medium (180 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.274</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: One living creature</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Endure Elements</div> <div>School: Abjuration</div> <div>Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>24 hours</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.277</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Creature touched</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Entropic Shield</div> <div>School: Abjuration</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> </div> </div>	<div> <div>SR:</div> </div>	<div> <div>1 standard action</div> <div>8 minutes [D]</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.278</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: You</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Forbid Action</div> <div>School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]</div> <div>Effect: Target obeys your command to not do something.</div> </div> </div>	<div> <div>DC: 18, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>1 round</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V</div> </div>	<div> <div>UM: p.220</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: One creature</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Hide from Undead</div> <div>School: Abjuration</div> <div>Effect: Undead cannot see, hear, or smell creatures warded by this spell.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless); see text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>80 minutes [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.296</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: 8 creatures touched</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Infernal Healing</div> <div>School: Conjuration (Healing) [Evil]</div> <div>Effect: Anoint a wounded creature with devil's blood or unholy water giving it fast healing 1. Does not repair silver or good damage. Target detects as evil for the duration.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 round</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>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Creature touched</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Inflict Light Wounds</div> <div>School: Necromancy</div> <div>Effect: When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.</div> </div> </div>	<div> <div>DC: 17, Will half</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.300</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Creature touched</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Know the Enemy</div> <div>School: Divination</div> <div>Effect: Gain +10 on a monster Knowledge check.</div> </div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 minute</div> <div>Instantaneous</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>UM: p.226</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: You</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Liberating Command</div> <div>School: Transmutation</div> <div>Effect: Target makes an Escape Artist check as an immediate action and gains a bonus on it.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 immediate action</div> <div>instantaneous</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V</div> </div>	<div> <div>UC: p.233</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: one creature</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Magic Stone</div> <div>School: Transmutation</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> </div> </div>	<div> <div>DC: 17, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>30 minutes or until discharged</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.310</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Up to three pebbles touched</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Magic Weapon</div> <div>School: Transmutation [Metal]</div> <div>Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.310</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Weapon touched</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Moment of Greatness</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Doubles a morale bonus.</div> </div> </div>	<div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>8 minutes or until discharged</div> </div>	<div> <div>50ft.</div> </div>	<div> <div>V, S, M/DF (rabbit fur)</div> </div>	<div> <div>UC: p.237</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: The caster and allies within a 50-ft. burst centered on the caster</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Murderous Command</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Target is compelled to kill its ally.</div> </div> </div>	<div> <div>DC: 18, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>1 round</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V</div> </div>	<div> <div>UM: p.230</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: One living creature</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Obscuring Mist</div> <div>School: Conjuration, Water</div> <div>Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.</div> </div> </div>	<div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>8 minutes [D]</div> </div>	<div> <div>20 ft.</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.317</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Cloud spreads in 20-ft. radius from you, 20 ft. high</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Protection from Chaos</div> <div>School: Abjuration [Lawful]</div> <div>Effect: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: No; see text</div> </div>	<div> <div>1 standard action</div> <div>8 minutes [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>CR: p.327</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Creature touched</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Protection from Good</div> <div>School: Abjuration [Evil]</div> <div>Effect: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: No; see text</div> </div>	<div> <div>1 standard action</div> <div>8 minutes [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>CR: p.328</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Creature touched</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Ray of Sickening</div> <div>School: Necromancy</div> <div>Effect: Ray makes the subject sickened.</div> </div> </div>	<div> <div>DC: 17, Fortitude partial; see text</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, M</div> </div>	<div> <div>UM: p.234</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Ray</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Reinforce Armaments</div> <div>School: Transmutation</div> <div>Effect: Temporarily mitigates the fragile quality in targeted weapon or armor.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>80 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF (a metal pin)</div> </div>	<div> <div>UC: p.241</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: one armor suit or weapon touched</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Remove Fear</div> <div>School: Abjuration</div> <div>Effect: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>10 minutes; see text</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.332</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: 3 creatures, no two of which can be more than 30 ft. apart</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Remove Sickness</div> <div>School: Conjuration (Healing)</div> <div>Effect: Suppress disease, nausea, and the sickened condition.</div> </div> </div>	<div> <div>DC: 17, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>80 minutes; see text</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UM: p.234</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: One creature</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Restore Corpse</div> <div>School: Necromancy</div> <div>Effect: Skeletal corpse grows flesh.</div> </div> </div>	<div> <div>SR: No</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>UM: p.235</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Corpse touched</div> </div>
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Sanctuary</div> <div>School: Abjuration</div> <div>Effect: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.</div> </div> </div>	<div> <div>DC: 17, Will negates</div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>8 rounds</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.336</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	<div> <div>Target: Creature touched</div> </div>
* =Domain/Specialty Spell							

Cleric Spells							
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Shield of Faith</div> <div>School: Abjuration</div> <div>Effect: This spell creates a shimmering, magical field around the target that averts and deflects attacks.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M</div> </div>	<div> <div>CR: p.342</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Summon Minor Monster</div> <div>School: Conjuration (Summoning)</div> <div>Effect: Summon 1d3 Tiny animals</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: No</div> </div>	<div> <div>1 round</div> <div>8 rounds [D]</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, F/DF</div> </div>	<div> <div>UM: p.241</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Summon Monster I</div> <div>School: Conjuration (Summoning)</div> <div>Effect: This spell summons an extraplanar creature.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: No</div> </div>	<div> <div>1 round</div> <div>8 rounds [D]</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, F/DF</div> </div>	<div> <div>CR: p.350</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Sun Metal</div> <div>School: Transmutation [Fire]</div> <div>Effect: Weapon touched bursts into flames.</div> </div> </div>	<div> <div>DC: 17, Fortitude negates (object)</div> <div>SR: Yes (object)</div> </div>	<div> <div>1 standard action</div> <div>8 rounds [see text]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UC: p.245</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
LEVEL 2							
Name	Save Information	Time	Duration	Range	Comp.	Source	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Aid</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 8 temporary hit points.</div> </div> </div>	<div> <div>DC: 17, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.239</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Align Weapon</div> <div>School: Transmutation</div> <div>Effect: Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.240</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Align Weapon (Evil Only)</div> <div>School: Transmutation [Evil]</div> <div>Effect: Weapon becomes evil.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless, object)</div> <div>SR: Yes (harmless, object)</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.198</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Animate Dead, Lesser</div> <div>School: Necromancy [Evil]</div> <div>Effect: Create one skeleton or zombie.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M (25 gp onyx gem/undead HD)</div> </div>	<div> <div>UM: p.205</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Ant Haul (Communal)</div> <div>School: Transmutation</div> <div>Effect: As ant haul, but you may divide the duration among creatures touched.</div> </div> </div>	<div> <div>DC: 18, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>16 hours</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF (a small pulley)</div> </div>	<div> <div>UC: p.223</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Arrow of Law</div> <div>School: Evocation [Lawful]</div> <div>Effect: Harm and possibly daze chaotic creatures.</div> </div> </div>	<div> <div>DC: 18, 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>Close (45 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>UM: p.207</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Augury</div> <div>School: Divination</div> <div>Effect: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes</div> </div>	<div> <div>1 minute</div> <div>Instantaneous</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S, M, F</div> </div>	<div> <div>CR: p.245</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Bear's Endurance</div> <div>School: Transmutation</div> <div>Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>CR: p.246</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Bestow Weapon Proficiency</div> <div>School: Enchantment (Compulsion)</div> <div>Effect: Grant a creature proficiency in a single weapon for short period of time.</div> </div> </div>	<div> <div>DC: 19, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, M (pieces of shaved metal)</div> </div>	<div> <div>UC: p.224</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Blessing of Courage and Life</div> <div>School: Conjuration (Healing) [Emotion]</div> <div>Effect: Grants a +2 bonus on saves vs. fear and death.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>8 minutes [see below]</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>APG: p.205</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Boiling Blood</div> <div>School: Transmutation</div> <div>Effect: Targets take 1 fire damage each round; orcs get +2 Strength.</div> </div> </div>	<div> <div>DC: 18, Fortitude negates (see text)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Concentration + 8 rounds</div> </div>	<div> <div>Medium (180 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UM: p.209</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Bull's Strength</div> <div>School: Transmutation</div> <div>Effect: The subject becomes stronger granting a +4 enhancement bonus to Strength.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>CR: p.251</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Calm Emotions</div> <div>School: Enchantment (Compulsion) [Mind-Affecting, Emotion]</div> <div>Effect: This spell calms agitated creatures.</div> </div> </div>	<div> <div>DC: 19, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Concentration, up to 8 rounds [D]</div> </div>	<div> <div>Medium (180 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.252</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Compassionate Ally</div> <div>School: Enchantment (Compulsion) [Emotion, Mind-Affecting]</div> <div>Effect: Target is compelled to help injured ally.</div> </div> </div>	<div> <div>DC: 19, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>8 rounds</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UM: p.211</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Cure Moderate Wounds</div> <div>School: Conjuration (Healing)</div> <div>Effect: When laying your hand upon a living creature, you channel positive energy that cures 2d8+8 points of damage.</div> </div> </div>	<div> <div>DC: 18, Will half (harmless) or Will half; see text</div> <div>SR: Yes (harmless) or yes; see text</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.263</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Darkness</div> <div>School: Evocation [Darkness]</div> <div>Effect: This spell causes an object to radiate darkness out to a 20-foot radius.</div> </div> </div>	<div> <div>DC: 18, Will negates</div> <div>SR: No</div> </div>	<div> <div>1 standard action</div> <div>8 minutes [D]</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, M/DF</div> </div>	<div> <div>CR: p.263</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Death Knell</div> <div>School: Necromancy [Death, Evil]</div> <div>Effect: You draw forth the ebbing life force of a creature and use it to fuel your own power.</div> </div> </div>	<div> <div>DC: 18, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous/10 minutes per HD of subject; see text</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.264</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Delay Pain</div> <div>School: Enchantment [Emotion]</div> <div>Effect: Ignore pain.</div> </div> </div>	<div> <div>DC: 19, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>8 hours</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UM: p.216</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Delay Poison</div> <div>School: Conjuration (Healing)</div> <div>Effect: The subject becomes temporarily immune to poison.</div> </div> </div>	<div> <div>DC: 18, Fortitude negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>8 hours</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>CR: p.265</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Desecrate</div> <div>School: Evocation [Evil]</div> <div>Effect: This spell imbues an area with negative energy.</div> </div> </div>	<div> <div>DC: 18, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>16 hours</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, M, DF</div> </div>	<div> <div>CR: p.265</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Disfiguring Touch</div> <div>School: Transmutation [Curse]</div> <div>Effect: Target becomes disfigured.</div> </div> </div>	<div> <div>DC: 18, Will negates</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>8 days</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UM: p.217</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Dread Bolt</div> <div>School: Evocation [Evil]</div> <div>Effect: Harm and possibly sicken good creatures.</div> </div> </div>	<div> <div>DC: 18, Will partial (see text)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>Instantaneous [1d4 rounds]</div> </div>	<div> <div>Close (45 ft.)</div> </div>	<div> <div>V, S, DF</div> </div>	<div> <div>UM: p.217</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Eagle's Splendor</div> <div>School: Transmutation</div> <div>Effect: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S, M/DF</div> </div>	<div> <div>CR: p.275</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Effortless Armor</div> <div>School: Transmutation</div> <div>Effect: Armor you wear no longer slows your speed.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes</div> </div>	<div> <div>1 standard action</div> <div>8 minutes</div> </div>	<div> <div>Personal</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UC: p.228</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Endure Elements (Communal)</div> <div>School: Abjuration</div> <div>Effect: As endure elements, but you may divide the duration among creatures touched.</div> </div> </div>	<div> <div>DC: 18, Will negates (harmless)</div> <div>SR: Yes (harmless)</div> </div>	<div> <div>1 standard action</div> <div>24 hours</div> </div>	<div> <div>Touch</div> </div>	<div> <div>V, S</div> </div>	<div> <div>UC: p.228</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Enthrall</div> <div>School: Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]</div> </div> </div>	<div> <div>DC: 19, Will negates; see text</div> <div>SR: Yes</div> </div>	<div> <div>1 round</div> <div>1 hour or less</div> </div>	<div> <div>Medium (180 ft.)</div> </div>	<div> <div>V, S</div> </div>	<div> <div>CR: p.278</div> </div>	<div> <div>Caster Level:8</div> <div>Concentration:+14</div> </div>	
* =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><i>Effect:</i> You gain intuitive insight into the workings of traps.</div> </div>	SR:	1 standard action	8 minutes	Personal	V, S	CR: p.281	
		<i>Target:</i> You			Caster Level:8	Concentration:+14	
<div> <div>Gentle Repose</div> <div>School: Necromancy</div> <div><i>Effect:</i> You preserve the remains of a dead creature so that they do not decay.</div> </div>	DC: 18, Will negates (object) SR: Yes (object)	1 standard action	8 days	Touch	V, S, M/DF	CR: p.289	Caster Level:8 Concentration:+14
<div> <div>Ghostbane Dirge</div> <div>School: Transmutation</div> <div><i>Effect:</i> Incorporeal creature takes half damage from nonmagical weapons.</div> </div>	DC: 18, Will negates SR: Yes	1 standard action	8 rounds	Close (45 ft.)	V, S, M/DF (an old reed from a wind instrument)	APG: p.225	Caster Level:8 Concentration:+14
<div> <div>Grace</div> <div>School: Abjuration</div> <div><i>Effect:</i> Movement doesn't provoke attacks of opportunity.</div> </div>	SR:	1 swift action	see text	Personal	V	APG: p.226	Caster Level:8 Concentration:+14
<div> <div>Hold Person</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div><i>Effect:</i> The subject becomes paralyzed and freezes in place.</div> </div>	DC: 19, Will negates; see text SR: Yes	1 standard action	8 rounds [D]; see text	Medium (180 ft.)	V, S, F/DF	CR: p.296	Caster Level:8 Concentration:+14
<div> <div>Imbue with Aura</div> <div>School: Transmutation</div> <div><i>Effect:</i> Target emulates your cleric aura.</div> </div>	DC: 18, Will negates (see text) SR: Yes	1 standard action	8 minutes	Close (45 ft.)	V, S, DF	UM: p.225	Caster Level:8 Concentration:+14
<div> <div>Inflict Moderate Wounds</div> <div>School: Necromancy</div> <div><i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 2d8+8 points of damage.</div> </div>	DC: 18, Will half SR: Yes	1 standard action	Instantaneous	Touch	V, S	CR: p.300	Caster Level:8 Concentration:+14
<div> <div>Instant Armor</div> <div>School: Conjuration (Creation) [Force]</div> <div><i>Effect:</i> Summon armor temporarily replacing your current attire.</div> </div>	SR:	1 standard action	8 minutes [D]	Personal	V, S, DF	APG: p.229	Caster Level:8 Concentration:+14
<div> <div>Instrument of Agony</div> <div>School: Transmutation</div> <div><i>Effect:</i> Weapon exudes divine fury, granting a bonus on Intimidate checks.</div> </div>	DC: 18, Will negates (harmless, object), see text SR: Yes (harmless, object), see text	1 standard action	8 minutes	Touch	V, S	UC: p.232	Caster Level:8 Concentration:+14
<div> <div>*Invisibility</div> <div>School: Illusion (Glamer)</div> <div><i>Effect:</i> The creature or object touched becomes invisible.</div> </div>	DC: 18, Will negates (harmless) or Will negates (harmless, object) SR: Yes (harmless) or yes (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M/DF	CR: p.301	Caster Level:8 Concentration:+14
<div> <div>Magic Siege Engine</div> <div>School: Transmutation</div> <div><i>Effect:</i> Siege engine gains +1 on targeting and damage rolls.</div> </div>	DC: 18, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	8 minutes	Touch	V, S, DF	UC: p.236	Caster Level:8 Concentration:+14
<div> <div>Make Whole</div> <div>School: Transmutation [MetalSchool]</div> <div><i>Effect:</i> This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.</div> </div>	DC: 18, Will negates (harmless, object) SR: Yes (harmless, object)	10 minutes	Instantaneous	Close (45 ft.)	V, S	CR: p.311	Caster Level:8 Concentration:+14
<div> <div>Masterwork Transformation</div> <div>School: Transmutation</div> <div><i>Effect:</i> Make a normal item into a masterwork one.</div> </div>	SR: No	1 hour	Instantaneous	Touch	V, S, M (see text)	UM: p.228	Caster Level:8 Concentration:+14
<div> <div>Owl's Wisdom</div> <div>School: Transmutation</div> <div><i>Effect:</i> The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.</div> </div>	DC: 18, Will negates (harmless) SR: Yes	1 standard action	8 minutes	Touch	V, S, M/DF	CR: p.318	Caster Level:8 Concentration:+14
<div> <div>Pilfering Hand</div> <div>School: Evocation [Force]</div> <div><i>Effect:</i> You may seize an object or manipulate it from afar.</div> </div>	SR: Yes (object)	1 standard action	see text	Close (45 ft.)	S	UC: p.239	Caster Level:8 Concentration:+14
<div> <div>Protection from Chaos (Communal)</div> <div>School: Abjuration [Lawful]</div> <div><i>Effect:</i> As protection from chaos, but you may divide the duration among creatures touched.</div> </div>	DC: 18, Will negates (harmless) SR: No; see text	1 standard action	8 minutes [D]	Touch	V, S, M/DF	UC: p.240	Caster Level:8 Concentration:+14
<div> <div>Protection from Good (Communal)</div> <div>School: Abjuration [Evil]</div> <div><i>Effect:</i> As protection from good, but you may divide the duration among creatures touched.</div> </div>	DC: 18, Will negates (harmless) SR: Yes	1 standard action	8 minutes [D]	Touch	V, S, M/DF	UC: p.240	Caster Level:8 Concentration:+14
<div> <div>Protective Penumbra</div> <div>School: Evocation [Darkness]</div> <div><i>Effect:</i> Shadow protects the target from light.</div> </div>	SR: No; see text						
<div> <div>Reinforce Armaments (Communal)</div> <div>School: Transmutation</div> <div><i>Effect:</i> As reinforce armaments, but you may divide the spell's duration among objects touched.</div> </div>	DC: 18, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	80 minutes	Touch	V, S	UM: p.233	Caster Level:8 Concentration:+14
<div> <div>Remove Paralysis</div> <div>School: Conjuration (Healing)</div> <div><i>Effect:</i> You can free one or more creatures from the effects of temporary paralysis or related magic.</div> </div>	DC: 18, Will negates (harmless) SR: Yes (harmless)	1 standard action	Instantaneous	Close (45 ft.)	V, S	CR: p.332	Caster Level:8 Concentration:+14
<div> <div>Resist Energy</div> <div>School: Abjuration, AirSchool, EarthSchool, FireSchool, WaterSchool</div> <div><i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.</div> </div>	DC: 18, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	80 minutes	Touch	V, S, DF	CR: p.334	Caster Level:8 Concentration:+14
<div> <div>Restoration (Lesser)</div> <div>School: Conjuration (Healing)</div> <div><i>Effect:</i> 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: 18, Will negates (harmless) SR: Yes (harmless)	3 rounds	Instantaneous	Touch	V, S	CR: p.334	Caster Level:8 Concentration:+14
<div> <div>Returning Weapon</div> <div>School: Conjuration (Teleportation)</div> <div><i>Effect:</i> Grants a weapon the returning special weapon quality.</div> </div>	DC: 18, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	8 minutes	Close (45 ft.)	V, S	UC: p.242	Caster Level:8 Concentration:+14
<div> <div>Shard of Chaos</div> <div>School: Evocation [Chaos]</div> <div><i>Effect:</i> Harm and possibly slow lawful creatures.</div> </div>	DC: 18, Will partial (see text) SR: Yes	1 standard action	Instantaneous [1d6 rounds]	Close (45 ft.)	V, S, DF	UM: p.237	Caster Level:8 Concentration:+14
<div> <div>Share Language</div> <div>School: Divination</div> <div><i>Effect:</i> Subject understands chosen language.</div> </div>	DC: 18, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S, M (a page from a dictionary)	APG: p.243	Caster Level:8 Concentration:+14
<div> <div>Shatter</div> <div>School: Evocation, EarthSchool [Sonic, MetalSchool]</div> <div><i>Effect:</i> 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: 18, Will negates (object); Will negates (object) or Fortitude half; see text SR: Yes	1 standard action	Instantaneous	Close (45 ft.)	V, S, M/DF	CR: p.341	Caster Level:8 Concentration:+14
<div> <div>Shield Other</div> <div>School: Abjuration</div> <div><i>Effect:</i> 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: 18, Will negates (harmless) SR: Yes (harmless)	1 standard action	8 hours [D]	Close (45 ft.)	V, S, F	CR: p.342	Caster Level:8 Concentration:+14
<div> <div>Silence</div> <div>School: Illusion (Glamer)</div> <div><i>Effect:</i> Upon the casting of this spell, complete silence prevails in the affected area.</div> </div>	DC: 18, Will negates; see text or none (object) SR: Yes; see text or no (object)	1 round	8 rounds [D]	Long (720 ft.)	V, S	CR: p.343	Caster Level:8 Concentration:+14
<div> <div>Sound Burst</div> <div>School: Evocation [Sonic]</div> <div><i>Effect:</i> You blast an area with a tremendous cacophony.</div> </div>	DC: 18, Fortitude partial SR: Yes	1 standard action	Instantaneous	Close (45 ft.)	V, S, F/DF	CR: p.346	Caster Level:8 Concentration:+14
<div> <div>Spiritual Weapon</div> <div>School: Evocation [Force]</div> </div>	SR: Yes	1 standard action	8 rounds [D]	Medium (180 ft.)	V, S, DF	CR: p.348	Caster Level:8 Concentration:+14
* =Domain/Specialty Spell							

Cleric Spells						
<i>Effect:</i> A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+2 force damage per hit.						
☐☐☐☐☐ Status	DC: 18, Will negates (harmless)	1 standard action	8 hours	Touch	V, S	CR: p.349
<i>School:</i> Divination	SR: Yes (harmless)	<i>Target:</i> 2 living creatures		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<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	8 rounds [D]	Close (45 ft.)	V, S, F/DF	CR: p.352
<i>School:</i> Conjuration, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning)	SR: No	<i>Target:</i> One summoned creature		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<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	8 rounds	Personal	V, S	UM: p.241
<i>School:</i> Abjuration	SR:	<i>Target:</i> You		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Temporarily suppress one condition.						
☐☐☐☐☐ Undetectable Alignment	DC: 18, Will negates (object)	1 standard action	24 hours	Close (45 ft.)	V, S	CR: p.363
<i>School:</i> Abjuration	SR: Yes (object)	<i>Target:</i> One creature or object		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<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: 18, Will negates (harmless, object)	1 standard action	8 minutes	Touch	V, S, DF	APG: p.256
<i>School:</i> Transmutation [Emotion]	SR: Yes (harmless, object)	<i>Target:</i> weapon touched		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Weapon gets +2 on damage rolls.						
☐☐☐☐☐ Web Shelter		1 minute	8 hours [D]	Close (45 ft.)	V, S, DF	UM: p.249
<i>School:</i> Conjuration (Creation)	SR: No	<i>Target:</i> 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Create a comfortable shelter made of webbing.						
☐☐☐☐☐ Zone of Truth	DC: 19, Will negates	1 standard action	8 minutes	Close (45 ft.)	V, S, DF	CR: p.371
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<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: 19, Fortitude negates	1 standard action	1 round	Close (45 ft.)	V, S	UM: p.205
<i>School:</i> Evocation [Evil, Pain]	SR: Yes	<i>Target:</i> One conjured outsider or elemental [see text]		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<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]	SR: No	<i>Target:</i> One or more corpses touched		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Turns corpses into undead skeletons or zombies that obey your spoken commands.						
☐☐☐☐☐ Badger's Ferocity	DC: 19, Will negates (harmless)	1 standard action	Concentration	Close (45 ft.)	V, S	UM: p.207
<i>School:</i> Transmutation	SR: Yes (harmless)	<i>Target:</i> 2 weapons		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Weapons are keen while you concentrate.						
☐☐☐☐☐ Bestow Curse	DC: 19, Will negates	1 standard action	Permanent	Touch	V, S	CR: p.247
<i>School:</i> Necromancy [Curse]	SR: Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> You place a curse on the subject.						
☐☐☐☐☐ Blessing of the Mole		1 round	8 minutes	Close (45 ft.)	V, S	UM: p.208
<i>School:</i> Transmutation	SR: Yes (harmless)	<i>Target:</i> 8 creatures		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> 8 allies gain darkvision and a +2 Stealth bonus.						
☐☐☐☐☐ Blindness/Deafness	DC: 19, Fortitude negates	1 standard action	Permanent [D]	Medium (180 ft.)	V	CR: p.250
<i>School:</i> Necromancy [Curse]	SR: Yes	<i>Target:</i> One living creature		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> You call upon the powers of unlfe to render the subject blinded or deafened, as you choose.						
☐☐☐☐☐ Blood Biography	DC: 19, Will negates (see text)	1 minute	Instantaneous	Touch	V, S, M/DF (a scrap of parchment)	APG: p.206
<i>School:</i> Divination	SR: No	<i>Target:</i> one creature's blood or one bloodstain		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Learn about a creature with its blood.						
☐☐☐☐☐ Chain of Perdition		1 standard action	8 rounds [D]	Close (45 ft.)	V, S, M/DF (chain link) UC:	p.225
<i>School:</i> Evocation [Force]	SR: Yes	<i>Target:</i> 10-ft. chain		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Creates a floating chain of force.						
☐☐☐☐☐ Contagion	DC: 19, Fortitude negates	1 standard action	Instantaneous	Touch	V, S	CR: p.259
<i>School:</i> Necromancy [Evil, Disease]	SR: Yes	<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<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]	SR: No	<i>Target:</i> Object touched		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<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 (45 ft.)	V, S	CR: p.261
<i>School:</i> Conjuration (Creation)	SR: No	<i>Target:</i> Food and water to sustain 24 humans or 8 horses for 24 hours		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> The food that this spell creates is simple fare of your choice--highly nourishing, if rather bland.						
☐☐☐☐☐ Cure Serious Wounds	DC: 19, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S	CR: p.263
<i>School:</i> Conjuration (Healing)	SR: Yes (harmless) or yes; see text	<i>Target:</i> Creature touched		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 3d8+8 points of damage.						
☐☐☐☐☐ Daybreak Arrow	DC: 19, Fortitude negates (harmless, object)	1 standard action	80 minutes	Touch	V, S	UC: p.226
<i>School:</i> Evocation [light]	SR: 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> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Targeted ammunition exudes radiant energy.						
☐☐☐☐☐ Daylight		1 standard action	80 minutes [D]	Touch	V, S	CR: p.264
<i>School:</i> Evocation [Light]	SR: No	<i>Target:</i> Object touched		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<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	8 minutes	Personal	V, S	UC: p.226
<i>School:</i> Necromancy [Death]	SR:	<i>Target:</i> You		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Your might increases with every kill you make.						
☐☐☐☐☐ Deeper Darkness		1 standard action	8 minutes [D]	Touch	V, M/DF	CR: p.265
<i>School:</i> Evocation [Darkness]	SR: No	<i>Target:</i> Object touched		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<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: 19, Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S, DF	UC: p.227
<i>School:</i> Conjuration (Healing)	SR: Yes (harmless)	<i>Target:</i> creatures touched		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> As delay poison, but you may divide the duration among creatures touched.						
☐☐☐☐☐ Discovery Torch		1 round	80 minutes	Touch	V, S	UC: p.228
<i>School:</i> Evocation [Light]	SR: No	<i>Target:</i> 20-ft.-radius emanation or 40-ft.-radius emanation from object touched [see below]		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Touched object emanates bright light, granting Perception and Sense Motive bonuses.						
☐☐☐☐☐ Dispel Magic		1 standard action	Instantaneous	Medium (180 ft.)	V, S	CR: p.272
<i>School:</i> Abjuration	SR: No	<i>Target:</i> One spellcaster, creature, or object		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<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	8 minutes	Personal	V, S, M (iron filings)	APG: p.218
<i>School:</i> Divination, AirSchool, EarthSchool, FireSchool, WaterSchool [Air, Earth, Fire, Water]	SR:	<i>Target:</i> You		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Enables you to speak to elementals and some creatures.						
☐☐☐☐☐ Enter Image		1 standard action	concentration	400 ft.	V, S, M/DF (a drop of paint and a ball of clay)	APG: p.219
<i>School:</i> Transmutation	SR: No	<i>Target:</i> transfer consciousness to any object bearing your likeness		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> Transfers your consciousness to an object bearing your likeness.						
☐☐☐☐☐ Glyph of Warding	DC: 19, See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	CR: p.290
<i>School:</i> Abjuration	SR: No (object) and yes; see text	<i>Target:</i> Object touched or up to 40 sq. ft.		<i>Caster Level:</i> 8	<i>Concentration:</i> +14	
<i>Effect:</i> This powerful inscription harms those who enter, pass, or open the warded area or object.						
* =Domain/Specialty Spell						

Cleric Spells						
<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>	SR:	Target: You	1 minute	8 days [D]	Personal	V, S, M (a spool of thread or string) APG: p.226 Caster Level:8 Concentration:+14
<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>	SR: No	Target: Ghostly hand	1 standard action	8 hours	5 miles	V, S, DF Caster Level:8 Concentration:+14
<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+8 points of damage.</div> </div>	DC: 19, Will half SR: Yes	Target: Creature touched	1 standard action	Instantaneous	Touch	V, S Caster Level:8 Concentration:+14
<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 40 feet that negates all forms of invisibility.</div> </div>	SR:	Target: You	1 standard action	8 minutes [D]	Personal	V, S Caster Level:8 Concentration:+14
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ki Leech</div> </div> <div> <div>School: Necromancy [Evil]</div> <div>Effect: Add to your ki pool when you critically hit.</div> </div>	SR:	Target: You	1 standard action	8 minutes [D]	Personal	V, S Caster Level:8 UM: p.225 Concentration:+14
<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>	SR: No	Target: Circle, centered on you, with a radius of 720 ft.	1 standard action	8 minutes	Long (720 ft.)	V, S, F/DF Caster Level:8 Concentration:+14
<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>	DC: 19, Will negates (harmless) SR: No; see text	Target: 10-ft.-radius emanation from touched creature	1 standard action	80 minutes	Touch	V, S, M/DF Caster Level:8 Concentration:+14
<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>	DC: 19, Will negates (harmless) SR: No; see text	Target: 10-ft.-radius emanation from touched creature	1 standard action	80 minutes	Touch	V, S, M/DF Caster Level:8 Concentration:+14
<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 +2.</div> </div>	DC: 19, Will negates (harmless, object) SR: Yes (harmless, object)	Target: Armor or shield touched	1 standard action	8 hours	Touch	V, S, DF Caster Level:8 Concentration:+14
<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>	SR:	Target: You	1 standard action	80 minutes	Personal	V, S, DF Caster Level:8 Concentration:+14
<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>	DC: 19, Will negates (harmless) SR: Yes (harmless)	Target: 30-ft.-radius emanation	1 minute	8 hours	30 ft.	V, S, M (a little silk pillow worth 100 gp) Caster Level:8 Concentration:+14
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>*Nondetection</div> </div> <div> <div>School: Abjuration</div> <div>Effect: The warder creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells.</div> </div>	DC: 19, Will negates (harmless, object) SR: Yes (harmless, object)	Target: Creature or object touched	1 standard action	8 hours	Touch	V, S, M Caster Level:8 Concentration:+14
<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>	DC: 19, Will negates (object) SR: Yes (object)	Target: One object touched of up to 800 lbs.	1 standard action	8 hours [D]	Touch	V, S, M/DF Caster Level:8 Concentration:+14
<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>	SR: Yes	Target: All allies and foes within a 40-ft.-radius burst centered on you	1 standard action	8 rounds	40 ft.	V, S, DF Caster Level:8 Concentration:+14
<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>	DC: 19, Fortitude negates (harmless) SR: Yes (harmless)	Target: Creature touched	1 standard action	80 minutes or until discharged	Touch	V, S, DF Caster Level:8 Concentration:+14
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Blindness/Deafness</div> </div> <div> <div>School: Conjunction (Healing)</div> <div>Effect: Remove blindness/deafness cures blindness or deafness.</div> </div>	DC: 19, Fortitude negates (harmless) SR: Yes (harmless)	Target: Creature touched	1 standard action	Instantaneous	Touch	V, S Caster Level:8 Concentration:+14
<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>	DC: 19, Will negates (harmless) SR: Yes (harmless)	Target: Creature or object touched	1 standard action	Instantaneous	Touch	V, S Caster Level:8 Concentration:+14
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Disease</div> </div> <div> <div>School: Conjunction (Healing)</div> <div>Effect: Remove disease can cure all diseases from which the subject is suffering.</div> </div>	DC: 19, Fortitude negates (harmless) SR: Yes (harmless)	Target: Creature touched	1 standard action	Instantaneous	Touch	V, S Caster Level:8 Concentration:+14
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Resist Energy (Communal)</div> </div> <div> <div>School: Abjuration</div> <div>Effect: As resist energy, but you may divide the duration among creatures touched.</div> </div>	DC: 19, Fortitude negates (harmless) SR: Yes (harmless)	Target: creatures touched	1 standard action	80 minutes	Touch	V, S, DF Caster Level:8 Concentration:+14
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Returning Weapon (Communal)</div> </div> <div> <div>School: Conjunction (Teleportation)</div> <div>Effect: As returning weapon, but you may divide the duration among weapons touched.</div> </div>	DC: 19, Will negates (harmless, object) SR: Yes (harmless, object)	Target: weapons that can be thrown	1 standard action	8 minutes	Close (45 ft.)	V, S Caster Level:8 Concentration:+14
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sacred Bond</div> </div> <div> <div>School: Conjunction (Healing)</div> <div>Effect: Cast touch healing spells from a distance.</div> </div>	DC: 19, Will negates (harmless) SR: Yes (harmless)	Target: creature touched	1 round	80 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 Caster Level:8 Concentration:+14
<div> <div></div></div>						

Cleric Spells

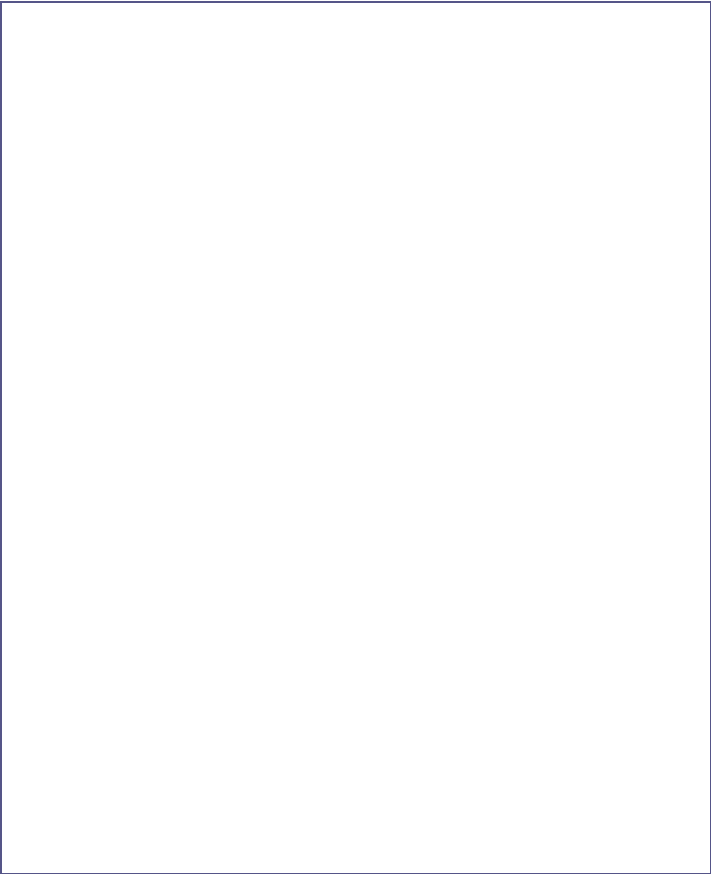
<p>Water Breathing</p> <p><i>School:</i> Transmutation, WaterSchool</p> <p><i>Effect:</i> The transmuted creatures can breathe water freely.</p>	<p>DC: 19, Will negates (harmless)</p> <p><i>SR:</i> Yes (harmless)</p>	<p>1 standard action</p> <p><i>Target:</i> Living creatures touched</p>	<p>16 hours; see text</p>	<p>Touch</p>	<p>V, S, M/DF</p> <p><i>Caster Level:</i>8</p>	<p>CR: p.368</p> <p><i>Concentration:</i>+14</p>
<p>Water Walk</p> <p><i>School:</i> Transmutation [Water]</p> <p><i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.</p>	<p>DC: 19, Will negates (harmless)</p> <p><i>SR:</i> Yes (harmless)</p>	<p>1 standard action</p> <p><i>Target:</i> 8 touched creatures</p>	<p>80 minutes [D]</p>	<p>Touch</p>	<p>V, S, DF</p> <p><i>Caster Level:</i>8</p>	<p>CR: p.368</p> <p><i>Concentration:</i>+14</p>
<p>Wind Wall</p> <p><i>School:</i> Evocation, AirSchool [Air, WoodSchool]</p> <p><i>Effect:</i> An invisible vertical curtain of wind appears.</p>	<p>DC: 19, None; see text</p> <p><i>SR:</i> Yes</p>	<p>1 standard action</p> <p><i>Target:</i> Wall up to 80 ft. long and 40 ft. high [S]</p>	<p>8 rounds</p>	<p>Medium (180 ft.)</p>	<p>V, S, M/DF</p> <p><i>Caster Level:</i>8</p>	<p>CR: p.370</p> <p><i>Concentration:</i>+14</p>
<p>Wrathful Mantle</p> <p><i>School:</i> Evocation [Force, Light]</p> <p><i>Effect:</i> Subject shines and gets 2 on all saves.</p>	<p>DC: 19, Will negates (harmless)</p> <p><i>SR:</i> Yes (harmless)</p>	<p>1 standard action</p> <p><i>Target:</i> creature touched or all creatures within 5 ft.; see text</p>	<p>8 minutes</p>	<p>Touch or 5 ft.; see text</p>	<p>V, S, DF</p> <p><i>Caster Level:</i>8</p>	<p>APG: p.257</p> <p><i>Concentration:</i>+14</p>

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Air Walk		1 standard action	80 minutes	Touch	V, S, DF	CR: p.239
<i>School:</i> Transmutation [Air]	SR: Yes (harmless)	<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> The subject can tread on air as if walking on solid ground.						
□□□□□ Aura of Doom	DC: 20, Will negates	1 standard action	80 minutes	Personal	V, S, DF	UM: p.207
<i>School:</i> Necromancy [Emotion, Fear, Mind-Affecting]	SR: Yes	<i>Target:</i> 20-ft. radius emanation centered on you			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Creatures in your aura become shaken.						
□□□□□ Blessing of Fervor	DC: 20, Fortitude negates (harmless)	1 standard action	8 rounds	Close (45 ft.)	V, S, DF	APG: p.205
<i>School:</i> Transmutation	SR: Yes (harmless)	<i>Target:</i> 8 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Gives allies a choice of benefits.						
□□□□□ Blood Crow Strike		1 round	Instantaneous	Medium (180 ft.)	V, S	UM: p.208
<i>School:</i> Evocation [Fire]	SR: Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Unarmed strikes create crows that deal fire and negative energy damage.						
□□□□□ *Confusion	DC: 21, Will negates	1 standard action	8 rounds	Medium (180 ft.)	V, S, M/DF	CR: p.258
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> All creatures in a 15-ft.-radius burst			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> This spell causes confusion in the targets, making them unable to determine their actions.						
□□□□□ Control Summoned Creature	DC: 21, Will negates	1 standard action	8 rounds	Close (45 ft.)	V, S	UM: p.212
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Direct a summoned monster as if you had summoned it.						
□□□□□ Control Water	DC: 20, None; see text	1 standard action	80 minutes [D]	Long (720 ft.)	V, S, M/DF	CR: p.260
<i>School:</i> Transmutation [Water]	SR: No	<i>Target:</i> Water in a volume of 80 ft. by 80 ft. by 16 ft. [S]			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> This spell has two different applications, both of which control water in different ways.						
□□□□□ Cure Critical Wounds	DC: 20, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	CR: p.262
<i>School:</i> Conjunction (Healing)	SR: Yes (harmless); see text	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 4d8+8 points of damage.						
□□□□□ Death Ward	DC: 20, Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	CR: p.264
<i>School:</i> Necromancy	SR: Yes (harmless)	<i>Target:</i> Living creature touched			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> The subject gains a +4 morale bonus on saves against all death spells and magical death effects.						
□□□□□ Debilitating Portent		1 standard action	8 rounds [D] see text	Medium (180 ft.)	V, S, DF	UC: p.227
<i>School:</i> Enchantment (Compulsion)	SR: Yes	<i>Target:</i> one creature			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Inflicts an ill fate on a creature, halving its damage when it attacks or casts a spell.						
□□□□□ Dimensional Anchor		1 standard action	8 minutes	Medium (180 ft.)	V, S	CR: p.270
<i>School:</i> Abjuration	SR: Yes (object)	<i>Target:</i> Ray			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<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.						
□□□□□ Discern Lies	DC: 20, Will negates	1 standard action	Concentration, up to 8 rounds	Close (45 ft.)	V, S, DF	CR: p.270
<i>School:</i> Divination	SR: No	<i>Target:</i> 8 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying.						
□□□□□ Dismissal	DC: 20, Will negates; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S, DF	CR: p.271
<i>School:</i> Abjuration	SR: Yes	<i>Target:</i> One extraplanar creature			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> This spell forces an extraplanar creature back to its proper plane if it fails a Will save.						
□□□□□ Divination		10 minutes	Instantaneous	Personal	V, S, M	CR: p.273
<i>School:</i> Divination	SR:	<i>Target:</i> You			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<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.						
□□□□□ Divine Power		1 standard action	8 rounds	Personal	V, S, DF	CR: p.273
<i>School:</i> Evocation	SR:	<i>Target:</i> You			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<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.						
□□□□□ Fleshworm Infestation	DC: 20, Fortitude partial (see text)	1 standard action	8 rounds [D]	Touch	V, S	UM: p.220
<i>School:</i> Conjunction (Summoning) [Evil]	SR: Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Worms deal hp and Dex damage.						
□□□□□ Freedom of Movement	DC: 20, Will negates (harmless)	1 standard action	80 minutes	Personal or touch	V, S, M, DF	CR: p.287
<i>School:</i> Abjuration	SR: Yes (harmless)	<i>Target:</i> You or creature touched			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> This spell enables you or a creature you touch to move and attack normally for the duration of the spell.						
□□□□□ Giant Vermin		1 standard action	8 minutes	Close (45 ft.)	V, S, DF	CR: p.290
<i>School:</i> Transmutation	SR: Yes	<i>Target:</i> 1 or more vermin, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts.						
□□□□□ Imbue with Spell Ability	DC: 20, Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	CR: p.299
<i>School:</i> Evocation	SR: Yes (harmless)	<i>Target:</i> Creature touched; see text			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> You transfer some of your currently prepared spells, and the ability to cast them, to another creature.						
□□□□□ Infernal Healing, Greater	DC: 20, Will negates (harmless)	1 round	1 minute	Touch	V, S, M	House: p.295
<i>School:</i> Conjunction (Healing) [Evil]	SR: Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Anoint a wounded creature with devil's blood or unholy water giving it fast healing 4. Does not repair silver or good damage. Target detects as an evil cleric for the duration.						
□□□□□ Inflict Critical Wounds	DC: 20, Will half	1 standard action	Instantaneous	Touch	V, S	CR: p.300
<i>School:</i> Necromancy	SR: Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 4d8+8 points of damage.						
□□□□□ Magic Weapon (Greater)	DC: 20, Will negates (harmless, object)	1 standard action	8 hours	Close (45 ft.)	V, S, M/DF	CR: p.310
<i>School:</i> Transmutation [MetaSchool]	SR: Yes (harmless, object)	<i>Target:</i> One weapon or 50 projectiles [all of which must be together at the time of casting]			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +2.						
□□□□□ Malediction	DC: 20, Will negates	1 standard action	1 minute and instantaneous [see text]	Touch	V, S	BOTD1: p.46
<i>School:</i> Necromancy	SR: Yes	<i>Target:</i> 1 creature touched			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Target's soul is damned to hell and cannot be resurrected if killed while the spell lasts.						
□□□□□ Neutralize Poison	DC: 20, Will negates (harmless, object)	1 standard action	Instantaneous or 80 minutes; see text	Touch	V, S, M/DF	CR: p.316
<i>School:</i> Conjunction (Healing)	SR: Yes (harmless, object)	<i>Target:</i> Creature or object of up to 8 cu. ft. touched			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> You detoxify any sort of venom in the creature or object touched.						
□□□□□ Order's Wrath	DC: 20, Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (180 ft.)	V, S	CR: p.317
<i>School:</i> Evocation [Lawful]	SR: Yes	<i>Target:</i> Nonlawful creatures within a burst that fills a 30-ft. cube			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> You channel lawful power to smite enemies.						
□□□□□ Plague Carrier	DC: 20, Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S	UM: p.231
<i>School:</i> Necromancy [Disease, Evil]	SR: Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Target's attacks carry filth fever.						
□□□□□ Planar Adaptation		1 standard action	8 hours [D]	Personal	V	APG: p.236
<i>School:</i> Transmutation, AirSchool, EarthSchool, FireSchool, SR: WaterSchool		<i>Target:</i> You			<i>Caster Level:</i> 8	<i>Concentration:</i> +14
<i>Effect:</i> Resist harmful effects of other plane.						
* =Domain/Specialty Spell						

Cleric Spells						
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Planar Ally (Lesser) <i>School:</i> Conjuration [Calling] <i>Effect:</i> By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice.	SR: No	10 minutes	Instantaneous	Close (45 ft.)	V, S, M, DF	CR: p.320
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Poison <i>School:</i> Necromancy [Poison] <i>Effect:</i> Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack.	DC: 20, Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	CR: p.323
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Energy (Communal) <i>School:</i> Abjuration <i>Effect:</i> As protection from energy, but you may divide the duration among creatures touched.	DC: 20, Fortitude negates (harmless)	1 standard action	80 minutes or until discharged	Touch	V, S, DF	UC: p.240
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Repel Vermin <i>School:</i> Abjuration [Pain] <i>Effect:</i> An invisible barrier holds back vermin.	DC: 20, None or Will negates; see text	1 standard action	80 minutes [D]	10 ft.	V, S, DF	CR: p.333
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Rest Eternal <i>School:</i> Necromancy [Curse] <i>Effect:</i> Dead creature cannot be revived.	SR: Yes	1 round	permanent	Touch	V, S, M/DF (ashes and a vial of holy or unholy water)	APG: p.238
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Restoration <i>School:</i> Conjuration [Healing] <i>Effect:</i> You make a sacrifice to aid in conjuring and commanding a creature called with planar ally, planar binding, or a similar spell.	DC: 20, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	CR: p.334
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ride the Waves <i>School:</i> Transmutation [Water] <i>Effect:</i> Target can breathe water and swim.	DC: 20, Will negates (harmless)	1 standard action	8 hours [D]	Touch	V, S	UM: p.235
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Sacrifice <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> You make a sacrifice to aid in conjuring and commanding a creature called with planar ally, planar binding, or a similar spell.	SR: No	1 minute	instantaneous, 1 hour or 1 day [see text]	Close (45 ft.)	V, S, M (see text)	BOTD1: p.47
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Sending <i>School:</i> Evocation [WoodSchool] <i>Effect:</i> You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject.	SR: No	10 minutes	1 round; see text	See text	V, S, M/DF	CR: p.339
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Soothe Construct <i>School:</i> Abjuration [MetalSchool] <i>Effect:</i> Reduce the berserk chance of a construct.	SR: No	1 round	Instantaneous	Close (45 ft.)	V, S	UM: p.240
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Spell Immunity <i>School:</i> Abjuration <i>Effect:</i> The warder creature is immune to the effects of one specified spell for every four levels you have.	DC: 20, Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	CR: p.346
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Spiritual Ally <i>School:</i> Evocation [Force] <i>Effect:</i> Creates a divine ally to aid you.	SR: Yes	1 standard action	8 rounds [D]	Medium (180 ft.)	V, S, DF	APG: p.246
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Spit Venom <i>School:</i> Transmutation [Poison] <i>Effect:</i> Spit blinding black adder venom.	DC: 20, Fortitude partial	1 standard action	Instantaneous; see text	Close (45 ft.)	V	UM: p.240
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Summoner Conduit <i>School:</i> Necromancy <i>Effect:</i> The target eidolon's summoner takes damage whenever the eidolon does.	DC: 20, Will negates	1 standard action	8 minutes	Close (45 ft.)	V, S, M (two flies)	UC: p.245
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Summon Monster IV <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 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.	SR: No	1 round	8 rounds [D]	Close (45 ft.)	V, S, F/DF	CR: p.352
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Symbol of Revelation <i>School:</i> Divination <i>Effect:</i> Triggered symbol reveals illusions.	SR: Yes	10 minutes	See text	0 ft.; see text	V, S, M (1,000 gp powdered diamond and opal)	UM: p.241
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Symbol of Slowing <i>School:</i> Transmutation <i>Effect:</i> Triggered rune slows creatures.	DC: 20, Will negates	10 minutes	See text	0 ft.; see text	V, S, M (1,000 gp powdered diamond and opal)	UM: p.242
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Terrible Remorse <i>School:</i> Enchantment (Compulsion) [Emotion, Mind-Affecting] <i>Effect:</i> Creature is compelled to harm itself.	DC: 21, Will partial (see text)	1 standard action	8 rounds	Close (45 ft.)	V, S	UM: p.243
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Tongues <i>School:</i> Divination [WoodSchool] <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.	DC: 20, Will negates (harmless)	1 standard action	80 minutes	Touch	V, M/DF	CR: p.360
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> **Unholy Blight <i>School:</i> Evocation [Evil] <i>Effect:</i> You call up unholy power to smite your enemies.	DC: 20, Will partial	1 standard action	Instantaneous [1d4 rounds]; see text	Medium (180 ft.)	V, S	CR: p.364
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Unholy Blight <i>School:</i> Evocation [Evil] <i>Effect:</i> You call up unholy power to smite your enemies.	DC: 20, Will partial	1 standard action	Instantaneous [1d4 rounds]; see text	Medium (180 ft.)	V, S	CR: p.364
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Water Walk (Communal) <i>School:</i> Transmutation [Water] <i>Effect:</i> As water walk, but you may divide the duration among creatures touched.	DC: 20, Will negates (harmless)	1 standard action	80 minutes [D]	Touch	V, S, DF	UC: p.249
* =Domain/Specialty 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: