

Saenvan

Character Name

Cleric (Missionary) 12, Enchanter 1

CLASS

13 (12)

315000 / 445000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	MODIFIER	DAMAGE	PENALTY
STR Strength	13		+1		
DEX Dexterity	14		+2		
CON Constitution	12		+1		
INT Intelligence	14	16	+3		
WIS Wisdom	21	25	+7		
CHA Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+11	= +8	+ +1	+ +2	+ +0	+ +0	
REFLEX (dexterity)	+8	= +4	+ +2	+ +2	+ +0	+ +0	
WILL (wisdom)	+21	= +10	+ +7	+ +2	+ +2	+ +0	

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+10/+5	=	+9/+4	+	+1	+	+0	+	+0	+	0	+	
RANGED attack bonus	+11/+6	=	+9/+4	+	+2	+	+0	+	+0	+	0	+	
CMB attack bonus	+10/+5	=	+9/+4	+	+1	+	+0	+		+		+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+10/+5	+10/+5	+10/+5	+10/+5	+10	+10
CMD	24	24	24	24	24	24

*Mace +1 (Heavy/Unholy)			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	B	M	20/x2	5 ft.
1H-P	To Hit +11/+6	Dam 1d8+2	2W-P-(OH)	To Hit +5/+0		Dam 1d8+2	
1H-O	+7/+2	1d8+1	2W-P-(OL)	+7/+2		1d8+2	
2H	+11/+6	1d8+2	2W-OH	+1		1d8+1	

Special Properties: evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder

*Gauntlet (Spiked)			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped	P	M	20/x2	5 ft.
1H-P	To Hit +10/+5	Dam 1d4+1	2W-P-(OH)	To Hit +4/-1		Dam 1d4+1	
1H-O	+6/+1	1d4	2W-P-(OL)	+6/+1		1d4+1	
2H	+10/+5	1d4+1	2W-OH	+2		1d4	

*Shield +2 (Heavy/Steel)			HAND	TYPE	SIZE	CRITICAL	REACH
			Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE				
-4			1d4				

\*: weapon is equipped

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

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Celestial Armor		Light	+9	+8	-2	15
		use Fly 1/day				
*Shield +2 (Heavy/Steel)		Heavy	+4		-1	15
*Ring of Protection +2			+2		+0	0

Allard

Player Name

Human / Humanoid

RACE

19

Male

AGE

GENDER

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED																		
hit points		98													Walk 20 ft.																		
AC		26		25		13		= 10		+ 9		+ 4		+ 1		+ 0		+ 0		+ 2		+ 0		+ 0		+ 0		+ 0		+ 0		+ 0	
armor class		TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC	
INITIATIVE		+2		= +2		+ +0						30		-6		0																	
modifier		TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST																			

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

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+10/+5	1d4+1	2W-P-(OH)		+4/-1		1d4+1
1H-O	+6/+1	1d4	2W-P-(OL)		+6/+1		1d4+1
2H	+10/+5	1d4+1	2W-OH		+2		1d4
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2		
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1		

Crossbow (Light)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +11/+6		Damage: 1d8			
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2		
Dam	1d8	1d8	1d8	1d8	1d8		
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.		
TH	+1/-4	-1/-6	-3/-8	-5/-10	-7/-12		
Dam	1d8	1d8	1d8	1d8	1d8		

Scimitar +1 (Holy)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	18-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+7/+2	1d6+2	2W-P-(OH)		+1/-4		1d6+2
1H-O	+3/-2	1d6+1	2W-P-(OL)		+3/-2		1d6+2
2H	+7/+2	1d6+2	2W-OH		-3		1d6+1
Special Properties: good aligned, +2d6 damage against evil targets, 1 negative level bestowed to evil wielder							

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Circlet of Disguise (Wis)	Equipped	1	0 / 6,700	
Headband of Mental Prowess (INT/WIS) +2	Equipped	1	1 / 10,000	
Mace +1 (Heavy/Unholy)	Equipped	1	8 / 18,312	
evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder				
Gauntlet (Spiked)	Equipped	1	0 / 5	
Shield +2 (Heavy/Steel)	Equipped	1	15 / 4,170	
Gloves of the Stage Magician	Equipped	1	0 / 2,500	
(Gloves ( Skill Bonus (Competence) (Use Magic Device +5))), Competence bonus to selected skill of Use Magic Device) +5				
Ring of Feather Falling	Equipped	1	0 / 2,200	
Acts as Feather Fall spell, activated immediately if the wearer falls more than 5 feet				
Ring of Protection +2	Equipped	1	0 / 8,000	
Angelskin Shirt	Equipped	1	0 / 1,000	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Celestial Armor	Equipped	1	20 / 22,400	
use Fly 1/day				
Rod (Extend/Lesser)	Equipped	1	5 / 3,000	
☐☐☐				
Scroll (Animate Dead)	Equipped	2	0 (0) / 375 (750)	
☐☐				
Scroll (Cause Fear)	Equipped	2	0 (0) / 25 (50)	
☐☐				
Scroll (Comprehend Languages)	Equipped	1	0 / 25	
Scroll (Death Ward)	Equipped	2	0 (0) / 700 (1,400)	
☐☐				
Scroll (Dimensional Anchor)	Equipped	2	0 (0) / 700 (1,400)	
☐☐				
Scroll (Dismissal)	Equipped	2	0 (0) / 700 (1,400)	
☐☐				
Scroll (Dispel Magic)	Equipped	2	0 (0) / 375 (750)	
☐☐				
Scroll (Enthrall)	Equipped	1	0 / 150	
Scroll (Ghostbane Dirge/Cleric/5th/Divine/Minor)	Equipped	2	0 (0) / 250 (500)	
☐☐				
Scroll (Invisibility)	Equipped	1	0 / 150	
Scroll (Magic Missile)	Equipped	1	0 / 25	
Scroll (Remove Blindness/Deafness)	Equipped	1	0 / 375	
Scroll (Remove Curse)	Equipped	2	0 (0) / 375 (750)	
☐☐				
Scroll (Remove Disease)	Equipped	1	0 / 375	
Scroll (Resist Energy)	Equipped	2	0 (0) / 150 (300)	
☐☐				
TOTAL WEIGHT CARRIED/VALUE		134.88 lbs.	147,784gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Scroll (Restoration (Lesser))	Equipped	2	0 (0) / 150 (300)	
☐☐				
Scroll (Restoration)	Equipped	2	0 (0) / 800 (1,600)	
☐☐				
Scroll (Sending)	Equipped	2	0 (0) / 700 (1,400)	
☐☐				
Scroll (Silence)	Equipped	1	0 / 150	
Scroll (Sleep)	Equipped	1	0 / 25	
Scroll (Stone Shape)	Equipped	1	0 / 375	
Scroll (Undetectable Alignment)	Equipped	1	0 / 150	
Scroll (Vision of Hell)	Equipped	1	0 / 375	
Bolts (Crossbow/10)	Equipped	1	1 / 1	
Bag of Holding (Type IV)	Equipped	1	60 / 10,000	
Rod (Silent/Lesser)	Equipped	1	5 / 3,000	
☐☐☐				
Ioun Stone, Dark blue Rhomboid	Equipped	1	0 / 10,000	
Mace (Heavy/Alchemical Silver)	Carried	1	8 / 102	
10 hp/inch, hardness 8				
Dagger	Carried	2	1 (2) / 2 (4)	
Crossbow (Light)	Carried	1	4 / 35	
Scimitar +1 (Holy)	Carried	1	4 / 18,315	
good aligned, +2d6 damage against evil targets, 1 negative level bestowed to evil wielder				
Lesser Strand of Prayer Beads	Carried	1	0.5 / 9,600	
Bead of Blessing 1/day -- Wearer can cast bless. Bead of Healing 1/day -- Wearer can cast his choice of Cure Serious Wounds, Remove Blindness/Deafness, or Remove Disease.				
Scroll (Breath of Life)	Carried	1	0 / 1,125	
Wand (Cure Light Wounds/Cleric/1st)	Equipped	1	0 / 540	
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐				
☐☐☐☐ ☐☐☐☐ ☐				
TOTAL WEIGHT CARRIED/VALUE	134.88 lbs.	147,784gp		

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

MONEY	
Total= 0 gp	

MAGIC
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Languages
Abyssal, Celestial, Common, Daemon, Draconic, Elven, Goblin, Infernal, Read Lips

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

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

Special Attacks	
Channel Negative Energy (Su)	[Paizo Inc. - Core Rulebook, p.40]
You can unleash a wave of negative energy. You must choose to deal 6d6 points of negative energy damage to living creatures or to heal undead creatures of 6d6 points	

of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. You can use this ability 3 times per day.

**Dazing Touch (Sp)** [Paizo Inc. - Core Rulebook, p.81]  
You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more than 1 hit dice are unaffected. You may use this ability 6 times per day.

**Swaying Word (Ex)** [Allard Hoeve - Houserules, p.41]  
Once per day you may speak a word of divinely inspired wisdom that causes a single creature to switch its alliance to you. The target must be within line of sight and able to hear you. If he fails his Will save (DC 23), he is affected by dominate person, except the duration is only 1 minute.

Special Qualities

**Arcane Bond (Su)** [Paizo Inc. - Core Rulebook, p.78]  
You have selected to establish a powerful arcane bond with an object.

**Aura (Ex)** [Paizo Inc. - Core Rulebook, p.]  
A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

**Aura of Evil (Ex)** [Paizo Inc. - Core Rulebook]  
You project a moderate evil aura.

**Aura of Law (Ex)** [Paizo Inc. - Core Rulebook]  
You project an overwhelming lawful aura.

**Bonded Object** [Paizo Inc. - Core Rulebook, p.78]  
Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly.

**Bonus Feat** [Paizo Inc. - Core Rulebook, p.27]  
Humans select one extra feat at 1st level.

**Bonus Spell Penetration (Outsiders) (6x)** [Paizo Inc. - Advanced Player's Guide]  
Add +1 on caster level checks made to overcome the spell resistance of outsiders.

**Cantrips** [Paizo Inc. - Core Rulebook, p.79]  
You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

**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.

**Copycat (Sp)** [Paizo Inc. - Core Rulebook, p.48]  
You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 12 rounds, or until the illusory duplicate is dispelled or destroyed. You can have no more than one Copycat at a time. This ability does not stack with the Mirror Image spell. You can use this ability 10 times per day.

**Divination Opposition School** [Paizo Inc. - Core Rulebook, p.78]  
You have chosen divination spells as an opposition school. Preparing an divination spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an divination spell as a prerequisite.

**Enchantment School** [Paizo Inc. - Core Rulebook, p.81]  
You have chosen to specialize in enchantment spells.

**Evocation Opposition School** [Paizo Inc. - Core Rulebook, p.78]  
You have chosen evocation spells as an opposition school. Preparing an evocation spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an evocation spell as a prerequisite.

**Force of Will (Su)** [Paizo Inc. - Advanced Player's Guide, p.144]  
You can send thoughts and instructions telepathically to any creature within 60 feet that you have charmed or dominated as though you shared a common language. At 11th level, affected creatures can communicate back to you via the telepathic link as well. At 20th level, any creature that succeeds at a saving throw against an enchantment spell you have just cast is still affected for 1 round if the spell has a duration greater than 1 round.

**Hell's Corruption (Su)** [Paizo Inc. - Advanced Player's Guide, p.90]  
You can cause a creature to become more susceptible to corruption as a melee touch attack. Creatures touched take a -2 penalty on all saving throws and must roll

all opposed skill checks twice, taking the worse result. This effect lasts for 6 rounds. You can use this ability 10 times per day.

**Master's Illusion (Sp)** [Paizo Inc. - Core Rulebook, p.48]  
You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 12 rounds. This ability otherwise functions like the spell Veil. The save DC to disbelieve this effect is 23. The rounds do not need to be consecutive.

**Orisons** [Paizo Inc. - Core Rulebook, p.41]  
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

**Public Speaker** [Allard Hoeve - Houserules, p.40]  
A missionary gains Perform as a class skill. In addition, she is trained to project her voice with great skill and effect; the DC to hear her speak in difficult conditions is reduced by 12.

**Scythe of Evil (Su)** [Paizo Inc. - Core Rulebook, p.44]  
You can give a weapon you touch the Unholy special weapon quality for 6 rounds. You can use this ability 2 times per day.

**Skilled** [Paizo Inc. - Core Rulebook, p.27]  
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

**Spontaneous Casting** [Allard Hoeve - Houserules, p.40]  
An evangelist does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, an evangelist can spontaneously cast:

command (1st, DC 20),  
hold person (2nd, DC 21),  
tongues (3rd),  
suggestion (4th, DC 23),  
greater command (5th, DC 24),  
geas/quest (6th, DC 25),  
mass suggestion (7th, DC 26),  
sympathy (8th, DC 27) and  
demand (9th, DC 28)  
as a spell of listed level by sacrificing a prepared spell of the same level or higher.

Feats

**Channel Smite** [Paizo Inc. - Core Rulebook, p.119]  
You can channel your divine energy through your weapon.

Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

**Combat Casting** [Paizo Inc. - Core Rulebook, p.119]  
You are adept at spellcasting when threatened or distracted.

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

**Craft Wondrous Item** [Paizo Inc. - Core Rulebook, p.120]  
You can create wondrous items, a type of magic item.

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]  
You attract followers to your cause and a companion to join you on your adventure.

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 21. You can attract a cohort of up to level 11	
<b>Greater Spell Focus (Enchantment)</b>	<b>[Paizo Inc. - Core Rulebook, p.125]</b>
Any spells you cast from your chosen school of magic are very hard to resist.	
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.	
<b>Greater Spell Penetration</b>	<b>[Paizo Inc. - Core Rulebook, p.125]</b>
Your spells break through spell resistance much more easily than most.	
You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.	
<b>Spell Focus (Enchantment)</b>	<b>[Paizo Inc. - Core Rulebook, p.134]</b>
Any spells you cast of your chosen school of magic are more difficult to resist.	
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
<b>Spell Penetration</b>	<b>[Paizo Inc. - Core Rulebook, p.134]</b>
Your spells break through spell resistance more easily than most.	
You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.	
<b>Escape Route</b>	<b>[Paizo Inc. - Ultimate Combat, p.100]</b>
You have trained to watch your allies' backs, covering them as they make tactical withdraws.	
An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.	
<b>Iron Will</b>	<b>[Paizo Inc. - Core Rulebook, p.129]</b>
You are more resistant to mental effects.	
You get a +2 bonus on all Will saving throws.	
<b>Scribe Scroll</b>	<b>[Paizo Inc. - Core Rulebook, p.132]</b>
You can create magic scrolls.	
You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.	
<b>Alertness (Granted)</b>	<b>[Paizo Inc. - Core Rulebook, p.117]</b>
You often notice things that others might miss.	
You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	

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

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

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



Magic Item Spell-like Abilities						
Name	School	Time	Duration	Range	Source	
At Will <a href="#">Feather Fall</a>	Transmutation, AirSchool	1 immediate action	Until landing or 1 rounds	Close (25 ft.)	CR:p.281	
[V] TARGET: 1 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; <i>EFFECT</i> : The affected creatures or objects fall slowly. [SR:Yes (object); DC:10, Will negates (harmless) or Will negates (object);]						
 <a href="#">Fly</a>	Transmutation, AirSchool	1 standard action	5 minutes	Touch	CR:p.284	
[V, S, F] TARGET: Creature touched; <i>EFFECT</i> : The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:14, Will negates (harmless)]						
* =Domain/Speciality Spell						

Cleric Spells

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	6+1	6+1	6+1	4+1	4+1	3+1	—	—	—
Concentration	+19									

LEVEL 0 / Per Day:4 / Caster Level:12

Name	School	Time	Duration	Range	Source
■■■■■ <a href="#">Bleed</a>	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.249
[V, S] TARGET: One living creature; <i>EFFECT</i> : You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:17, Will negates]					
■■■■■ <a href="#">Create Water</a>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.262
[V, S] TARGET: Up to 24 gallons of water; <i>EFFECT</i> : This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
■■■■■ <a href="#">Detect Magic</a>	Divination	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You detect magical auras. [SR:No]					
■■■■■ <a href="#">Detect Poison</a>	Divination	1 standard action	Instantaneous	Close (55 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; <i>EFFECT</i> : You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
■■■■■ <a href="#">Guidance</a>	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; <i>EFFECT</i> : This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:17, Will negates (harmless)]					
■■■■■ <a href="#">Light</a>	Evocation [Light, WoodSchool]	1 standard action	120 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : This spell causes a touched object to glow like a torch. [SR:No]					
■■■■■ <a href="#">Mending</a>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 12 lb.; <i>EFFECT</i> : This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
■■■■■ <a href="#">Purify Food and Drink</a>	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 12 cu. ft. of contaminated food and water; <i>EFFECT</i> : This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:17, Will negates (object)]					
■■■■■ <a href="#">Read Magic</a>	Divination	1 standard action	120 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <i>EFFECT</i> : You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
■■■■■ <a href="#">Resistance</a>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
■■■■■ <a href="#">Spark</a>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (55 ft.)	APG:p.246
[V or S] TARGET: one Fine object; <i>EFFECT</i> : Ignites flammable objects. [SR:Yes (object); DC:17, Fortitude negates (object)]					
■■■■■ <a href="#">Stabilize</a>	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.348
[V, S] TARGET: One living creature; <i>EFFECT</i> : Upon casting this spell, you target a living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
■■■■■ <a href="#">Virtue</a>	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

LEVEL 1 / Per Day:6+1 / Caster Level:12					
Name	School	Time	Duration	Range	Source
■■■■■ <a href="#">Abundant Ammunition</a>	Conjuration (Summoning)	1 standard action	12 minutes		UC:p.222
[V, S, M/DF (a single piece of ammunition)] TARGET: one container touched; <i>EFFECT</i> : Replaces nonmagical ammunition every round. [SR:No]					
■■■■■ <a href="#">Air Bubble</a>	Conjuration (Creation)	1 standard action	12 minutes	Touch	UC:p.222
[S, M/DF (a small bladder filled with air)] TARGET: one creature or one object no larger than a Large twohanded weapon; <i>EFFECT</i> : Creates a small pocket of air around your head or an object. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ <a href="#">Ant Haul</a>	Transmutation	1 standard action	24 hours	Touch	APG:p.202
[V, S, M/DF (a small pulley)] TARGET: creature touched; <i>EFFECT</i> : Triples carrying capacity of a creature. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■ <a href="#">Bane</a>	Enchantment (Compulsion) [Fear, Mind-Affect	1 standard action	12 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; <i>EFFECT</i> : Bane fills your enemies with fear and doubt. [SR:Yes; DC:20, Will negates]					
■■■■■ <a href="#">Bless</a>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; <i>EFFECT</i> : Bless fills your allies with courage. [SR:Yes (harmless)]					
■■■■■ <a href="#">Cause Fear</a>	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; <i>EFFECT</i> : The affected creature becomes frightened. [SR:Yes; DC:18, Will partial]					
■■■■■ <a href="#">**Command</a>	Enchantment (Compulsion) [Language-Deper	1 standard action	1 round	Close (55 ft.)	CR:p.256
[V] TARGET: One living creature; <i>EFFECT</i> : You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. [SR:Yes; DC:20, Will negates]					
■■■■■ <a href="#">Command</a>	Enchantment (Compulsion) [Language-Deper	1 standard action	1 round	Close (55 ft.)	CR:p.256
[V] TARGET: One living creature; <i>EFFECT</i> : You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. [SR:Yes; DC:20, Will negates]					
■■■■■ <a href="#">Compel Hostility</a>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 rounds	Personal	UC:null
[V, S, M (a drop of your blood)] TARGET: You; <i>EFFECT</i> : Compels opponents to attack you instead of your allies. [SR:see text; DC:20, see text]					
■■■■■ <a href="#">Comprehend Languages</a>	Divination	1 standard action	120 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; <i>EFFECT</i> : You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
■■■■■ <a href="#">Cure Light Wounds</a>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:18, Will half (harmless); see text]					
■■■■■ <a href="#">Curse Water</a>	Necromancy [Evil]	1 minute	Instantaneous	Touch	CR:p.263
[V, S, M] TARGET: Flask of water touched; <i>EFFECT</i> : This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water. [SR:Yes (object); DC:18, Will negates (object)]					
■■■■■ <a href="#">Dancing Lantern</a>	Transmutation, FireSchool [Fire, Light]	1 standard action	12 hours [D]	Touch	APG:p.214
[V, S, F (a lantern)] TARGET: Animates one lantern; <i>EFFECT</i> : Animates a lantern that follows you. [SR:No]					
■■■■■ <a href="#">Deadeye's Lore</a>	Divination	1 round	12 hours	Personal	UC:p.227
[V, S] TARGET: You; <i>EFFECT</i> : Gain a +4 bonus on Survival and move full speed while tracking.					
■■■■■ <a href="#">Deathwatch</a>	Necromancy	1 standard action	120 minutes	30 ft.	CR:p.265
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. [SR:No]					
■■■■■ <a href="#">Decompose Corpse</a>	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
[V, S, M] TARGET: One corpse or corporeal undead; <i>EFFECT</i> : Turn corpse into clean skeleton. [SR:Yes (object); DC:18, Fortitude negates (object)]					
■■■■■ <a href="#">Detect Chaos</a>	Divination	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can sense the auras of chaotic creatures. [SR:No]					
■■■■■ <a href="#">Detect Evil</a>	Divination	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can sense the presence of evil. [SR:No]					
■■■■■ <a href="#">Detect Good</a>	Divination	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can sense the presence of good. [SR:No]					
■■■■■ <a href="#">Detect Law</a>	Divination	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can sense the auras of lawful creatures. [SR:No]					
■■■■■ <a href="#">Detect Undead</a>	Divination	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can detect the aura that surrounds undead creatures. [SR:No]					
* =Domain/Speciality Spell					

## Cleric Spells

☐☐☐☐☐ <b>Diagnose Disease</b>	Divination	1 standard action	Instantaneous	Close (55 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detect and identify diseases. [SR:No]					
☐☐☐☐☐ <b>*Disguise Self</b>	Illusion (Glamer)	1 standard action	120 minutes [D]	Personal	CR:p.271
[V, S] TARGET: You; <b>EFFECT:</b> You make yourself—including clothing, armor, weapons, and equipment—look different.					
☐☐☐☐☐ <b>Divine Favor</b>	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; <b>EFFECT:</b> Calling upon the strength and wisdom of a deity, you gain a +3 luck bonus on attack and weapon damage rolls.					
☐☐☐☐☐ <b>Doom</b>	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	12 minutes	Medium (220 ft.)	CR:p.274
[V, S, DF] TARGET: One living creature; <b>EFFECT:</b> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:18, Will negates]					
☐☐☐☐☐ <b>Endure Elements</b>	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; <b>EFFECT:</b> A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐ <b>Entropic Shield</b>	Abjuration	1 standard action	12 minutes [D]	Personal	CR:p.278
[V, S] TARGET: You; <b>EFFECT:</b> A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.					
☐☐☐☐☐ <b>Forbid Action</b>	Enchantment (Compulsion) [Language-Deper]	1 standard action	1 round	Close (55 ft.)	UM:p.220
[V] TARGET: One creature; <b>EFFECT:</b> Target obeys your command to not do something. [SR:Yes; DC:20, Will negates]					
☐☐☐☐☐ <b>Hide from Undead</b>	Abjuration	1 standard action	120 minutes [D]	Touch	CR:p.296
[V, S, DF] TARGET: 12 creatures touched; <b>EFFECT:</b> Undead cannot see, hear, or smell creatures warded by this spell. [SR:Yes; DC:18, Will negates (harmless); see text]					
☐☐☐☐☐ <b>Infernal Healing</b>	Conjuration (Healing) [Evil]	1 round	1 minute	Touch	House:p.295
[V, S, M] TARGET: Creature touched; <b>EFFECT:</b> 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. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐ <b>Inflict Light Wounds</b>	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; <b>EFFECT:</b> When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage. [SR:Yes; DC:18, Will half]					
☐☐☐☐☐ <b>Know the Enemy</b>	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; <b>EFFECT:</b> Gain +10 on a monster Knowledge check. [SR:No]					
☐☐☐☐☐ <b>Liberating Command</b>	Transmutation	1 immediate action	instantaneous	Close (55 ft.)	UC:p.233
[V] TARGET: one creature; <b>EFFECT:</b> Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐ <b>Magic Stone</b>	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; <b>EFFECT:</b> 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. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Magic Weapon</b>	Transmutation [MetalSchool]	1 standard action	12 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; <b>EFFECT:</b> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Moment of Greatness</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 minutes or until discharged	50 ft.	UC:p.237
[V, S, MDF (rabbit fur)] TARGET: The caster and allies within a 50-ft. burst centered on the caster; <b>EFFECT:</b> Doubles a morale bonus. [SR:Yes (harmless)]					
☐☐☐☐☐ <b>Murderous Command</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (55 ft.)	UM:p.230
[V] TARGET: One living creature; <b>EFFECT:</b> Target is compelled to kill its ally. [SR:Yes; DC:20, Will negates]					
☐☐☐☐☐ <b>Obscuring Mist</b>	Conjuration, WaterSchool (Creation)	1 standard action	12 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <b>EFFECT:</b> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
☐☐☐☐☐ <b>Protection from Chaos</b>	Abjuration [Lawful]	1 standard action	12 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; <b>EFFECT:</b> This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:18, Will negates (harmless)]					
☐☐☐☐☐ <b>Protection from Good</b>	Abjuration [Evil]	1 standard action	12 minutes [D]	Touch	CR:p.328
[V, S, MDF] TARGET: Creature touched; <b>EFFECT:</b> This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:18, Will negates (harmless)]					
☐☐☐☐☐ <b>Ray of Sickening</b>	Necromancy	1 standard action	12 minutes	Close (55 ft.)	UM:p.234
[V, S, M] TARGET: Ray; <b>EFFECT:</b> Ray makes the subject sickened. [SR:Yes; DC:18, Fortitude partial; see text]					
☐☐☐☐☐ <b>Reinforce Armaments</b>	Transmutation	1 standard action	120 minutes	Touch	UC:p.241
[V, S, MDF (a metal pin)] TARGET: one armor suit or weapon touched; <b>EFFECT:</b> Temporarily mitigates the fragile quality in targeted weapon or armor. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Remove Fear</b>	Abjuration	1 standard action	10 minutes; see text	Close (55 ft.)	CR:p.332
[V, S] TARGET: 4 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐ <b>Remove Sickness</b>	Conjuration (Healing)	1 standard action	120 minutes; see text	Close (55 ft.)	UM:p.234
[V, S] TARGET: One creature; <b>EFFECT:</b> Suppress disease, nausea, and the sickened condition. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Restore Corpse</b>	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, S] TARGET: Corpse touched; <b>EFFECT:</b> Skeletal corpse grows flesh. [SR:No]					
☐☐☐☐☐ <b>Sanctuary</b>	Abjuration	1 standard action	12 rounds	Touch	CR:p.336
[V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. [SR:No; DC:18, Will negates]					
☐☐☐☐☐ <b>Shield of Faith</b>	Abjuration	1 standard action	12 minutes	Touch	CR:p.342
[V, S, M] TARGET: Creature touched; <b>EFFECT:</b> This spell creates a shimmering, magical field around the target that averts and deflects attacks. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐ <b>Summon Minor Monster</b>	Conjuration (Summoning)	1 round	12 rounds [D]	Close (55 ft.)	UM:p.241
[V, S, F/DF] TARGET: 1d3 summoned creatures; <b>EFFECT:</b> Summon 1d3 Tiny animals [SR:No]					
☐☐☐☐☐ <b>Summon Monster I</b>	Conjuration (Summoning)	1 round	12 rounds [D]	Close (55 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; <b>EFFECT:</b> This spell summons an extraplanar creature. [SR:No]					
☐☐☐☐☐ <b>Sun Metal</b>	Transmutation [Fire]	1 standard action	12 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; <b>EFFECT:</b> Weapon touched bursts into flames. [SR:Yes (object); DC:18, Fortitude negates (object)]					

## LEVEL 2 / Per Day:6+1 / Caster Level:12

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Aid</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Living creature touched; <b>EFFECT:</b> Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 10 temporary hit points. [SR:Yes (harmless)]					
☐☐☐☐☐ <b>Align Weapon</b>	Transmutation	1 standard action	12 minutes	Touch	CR:p.240
[V, S, DF] TARGET: Weapon touched or 50 projectiles [all of which must be together at the time of casting]; <b>EFFECT:</b> Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Align Weapon (Evil Only)</b>	Transmutation [Evil]	1 standard action	12 minutes	Touch	CR:p.198
[V, S, DF] TARGET: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]; <b>EFFECT:</b> Weapon becomes evil. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Animate Dead, Lesser</b>	Necromancy [Evil]	1 standard action	Instantaneous	Touch	UM:p.205
[V, S, M (25 gp onyx gem/undead HD)] TARGET: One corpse; <b>EFFECT:</b> Create one skeleton or zombie. [SR:No]					
☐☐☐☐☐ <b>Ant Haul (Communal)</b>	Transmutation	1 standard action	24 hours	Touch	UC:p.223
[V, S, MDF (a small pulley)] TARGET: creatures touched; <b>EFFECT:</b> As ant haul, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Arrow of Law</b>	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Close (55 ft.)	UM:p.207
[V, S, DF] TARGET: Arrow-shaped projectile of lawful energy; <b>EFFECT:</b> Harm and possibly daze chaotic creatures. [SR:Yes; DC:19, Will partial (see text)]					
☐☐☐☐☐ <b>Augury</b>	Divination	1 minute	Instantaneous	Personal	CR:p.245
[V, S, M, F] TARGET: You; <b>EFFECT:</b> An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.					
☐☐☐☐☐ <b>Bear's Endurance</b>	Transmutation	1 standard action	12 minutes	Touch	CR:p.246
[V, S, MDF] TARGET: Creature touched; <b>EFFECT:</b> The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:19, Will negates (harmless)]					
☐☐☐☐☐ <b>Bestow Weapon Proficiency</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 minutes	Close (55 ft.)	UC:p.224
[V, S, M (pieces of shaved metal)] TARGET: one creature; <b>EFFECT:</b> Grant a creature proficiency in a single weapon for short period of time. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
☐☐☐☐☐ <b>Blessing of Courage and Life</b>	Conjuration (Healing) [Emotion]	1 standard action	12 minutes [see below]	Close (55 ft.)	APG:p.205
[V, S, DF] TARGET: one living creature; <b>EFFECT:</b> Grants a +2 bonus on saves vs. fear and death. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
☐☐☐☐☐ <b>Boiling Blood</b>	Transmutation	1 standard action	Concentration + 12 rounds	Medium (220 ft.)	UM:p.209
[V, S] TARGET: 4 creatures, no two of which may be more than 30 ft. apart; <b>EFFECT:</b> Targets take 1 fire damage each round; orcs get +2 Strength. [SR:Yes; DC:19, Fortitude negates (see text)]					
☐☐☐☐☐ <b>Bull's Strength</b>	Transmutation	1 standard action	12 minutes	Touch	CR:p.251
[V, S, MDF] TARGET: Creature touched; <b>EFFECT:</b> The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
* =Domain/Specialty Spell					

# Cleric Spells

■■■■■ <b>Calm Emotions</b>	Enchantment (Compulsion) [Mind-Affecting, 1]	standard action	Concentration, up to 12 rounds [D]	Medium (220 ft.)	CR:p.252
[V, S, DF] TARGET: Creatures in a 20-ft.-radius spread; <i>EFFECT</i> : This spell calms agitated creatures. [SR:Yes; DC:21, Will negates]					
■■■■■ <b>Compassionate Ally</b>	Enchantment (Compulsion) [Emotion, Mind-A]	standard action	12 rounds	Close (55 ft.)	UM:p.211
[V, S] TARGET: One creature; <i>EFFECT</i> : Target is compelled to help injured ally. [SR:Yes; DC:21, Will negates]					
■■■■■ <b>Cure Moderate Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 2d8+10 points of damage. [SR:Yes (harmless) or yes; see text; DC:19, Will half (harmless) or Will half; see text]					
■■■■■ <b>Darkness</b>	Evocation [Darkness]	1 standard action	12 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
■■■■■ <b>Death Knell</b>	Necromancy [Death, Evil]	1 standard action	Instantaneous/10 minutes per HD of subject	Touch	CR:p.264
[V, S] TARGET: Living creature touched; <i>EFFECT</i> : You draw forth the ebbing life force of a creature and use it to fuel your own power. [SR:Yes; DC:19, Will negates]					
■■■■■ <b>Delay Pain</b>	Enchantment [Emotion]	1 standard action	12 hours	Close (55 ft.)	UM:p.216
[V, S] TARGET: One creature; <i>EFFECT</i> : Ignore pain. [SR:Yes; DC:21, Will negates]					
■■■■■ <b>Delay Poison</b>	Conjuration (Healing)	1 standard action	12 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
■■■■■ <b>Desecrate</b>	Evocation [Evil]	1 standard action	24 hours	Close (55 ft.)	CR:p.265
[V, S, M, DF] TARGET: 20-ft.-radius emanation; <i>EFFECT</i> : This spell imbues an area with negative energy. [SR:Yes]					
■■■■■ <b>Disfiguring Touch</b>	Transmutation [Curse]	1 standard action	12 days	Touch	UM:p.217
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Target becomes disfigured. [SR:Yes; DC:19, Will negates]					
■■■■■ <b>Dread Bolt</b>	Evocation [Evil]	1 standard action	Instantaneous [1d4 rounds]	Close (55 ft.)	UM:p.217
[V, S, DF] TARGET: Arrow-shaped projectile of evil energy; <i>EFFECT</i> : Harm and possibly sicken good creatures. [SR:Yes; DC:19, Will partial (see text)]					
■■■■■ <b>Eagle's Splendor</b>	Transmutation	1 standard action	12 minutes	Touch	CR:p.275
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC:19, Will negates (harmless)]					
■■■■■ <b>Effortless Armor</b>	Transmutation	1 standard action	12 minutes	Personal	UC:p.228
[V, S] TARGET: You; <i>EFFECT</i> : Armor you wear no longer slows your speed.					
■■■■■ <b>Endure Elements (Communal)</b>	Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S] TARGET: creatures touched; <i>EFFECT</i> : As endure elements, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
■■■■■ <b>Enthral</b>	Enchantment (Charm) [Language-Dependent, 1]	round	1 hour or less	Medium (220 ft.)	CR:p.278
[V, S] TARGET: Any number of creatures; <i>EFFECT</i> : If you have the attention of a group of creatures, you can use this spell to hold them enthralled. [SR:Yes; DC:21, Will negates; see text]					
■■■■■ <b>Find Traps</b>	Divination	1 standard action	12 minutes	Personal	CR:p.281
[V, S] TARGET: You; <i>EFFECT</i> : You gain intuitive insight into the workings of traps.					
■■■■■ <b>Gentle Repose</b>	Necromancy	1 standard action	12 days	Touch	CR:p.289
[V, S, M/DF] TARGET: Corpse touched; <i>EFFECT</i> : You preserve the remains of a dead creature so that they do not decay. [SR:Yes (object); DC:19, Will negates (object)]					
■■■■■ <b>Ghostbane Dirge</b>	Transmutation	1 standard action	12 rounds	Close (55 ft.)	APG:p.225
[V, S, M/DF (an old reed from a wind instrument)] TARGET: one incorporeal creature; <i>EFFECT</i> : Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:19, Will negates]					
■■■■■ <b>Grace</b>	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; <i>EFFECT</i> : Movement doesn't provoke attacks of opportunity.					
■■■■■ <b>Hold Person</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 rounds [D]; see text	Medium (220 ft.)	CR:p.296
[V, S, F/DF] TARGET: One humanoid creature; <i>EFFECT</i> : The subject becomes paralyzed and freezes in place. [SR:Yes; DC:21, Will negates; see text]					
■■■■■ <b>Imbue with Aura</b>	Transmutation	1 standard action	12 minutes	Close (55 ft.)	UM:p.225
[V, S, DF] TARGET: One creature; <i>EFFECT</i> : Target emulates your cleric aura. [SR:Yes; DC:19, Will negates (see text)]					
■■■■■ <b>Inflict Moderate Wounds</b>	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a creature, you channel negative energy that deals 2d8+10 points of damage. [SR:Yes; DC:19, Will half]					
■■■■■ <b>Instant Armor</b>	Conjuration (Creation) [Force]	1 standard action	12 minutes [D]	Personal	APG:p.229
[V, S, DF] TARGET: You; <i>EFFECT</i> : Summon armor temporarily replacing your current attire.					
■■■■■ <b>Instrument of Agony</b>	Transmutation	1 standard action	12 minutes	Touch	UC:p.232
[V, S] TARGET: weapon touched; <i>EFFECT</i> : Weapon exudes divine fury, granting a bonus on Intimidate checks. [SR:Yes (harmless, object), see text; DC:19, Will negates (harmless, object), see text]					
■■■■■ <b>Invisibility</b>	Illusion (Glamer)	1 standard action	12 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 1200 lbs.; <i>EFFECT</i> : The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:19, Will negates (harmless) or Will negates (harmless, object)]					
■■■■■ <b>Magic Siege Engine</b>	Transmutation	1 standard action	12 minutes	Touch	UC:p.236
[V, S, DF] TARGET: one siege engine touched; <i>EFFECT</i> : Siege engine gains +1 on targeting and damage rolls. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
■■■■■ <b>Make Whole</b>	Transmutation [MetalSchool]	10 minutes	Instantaneous	Close (55 ft.)	CR:p.311
[V, S] TARGET: One object of up to 120 cu. ft. or one construct creature of any size; <i>EFFECT</i> : This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
■■■■■ <b>Masterwork Transformation</b>	Transmutation	1 hour	Instantaneous	Touch	UM:p.228
[V, S, M (see text)] TARGET: One weapon, suit of armor, tool, or skill kit touched; <i>EFFECT</i> : Make a normal item into a masterwork one. [SR:No]					
■■■■■ <b>Owl's Wisdom</b>	Transmutation	1 standard action	12 minutes	Touch	CR:p.318
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC:19, Will negates (harmless)]					
■■■■■ <b>Pilfering Hand</b>	Evocation [Force]	1 standard action	see text	Close (55 ft.)	UC:p.239
[S] TARGET: one object; <i>EFFECT</i> : You may seize an object or manipulate it from afar. [SR:Yes (object)]					
■■■■■ <b>Protection from Chaos (Communal)</b>	Abjuration [Lawful]	1 standard action	12 minutes [D]	Touch	UC:p.240
[V, S, M/DF] TARGET: creatures touched; <i>EFFECT</i> : As protection from chaos, but you may divide the duration among creatures touched. [SR:No; see text; DC:19, Will negates (harmless)]					
■■■■■ <b>Protection from Good (Communal)</b>	Abjuration [Evil]	1 standard action	12 minutes [D]	Touch	UC:p.240
[V, S, M/DF] TARGET: creatures touched; <i>EFFECT</i> : As protection from good, but you may divide the duration among creatures touched. [SR:No; see text; DC:19, Will negates (harmless)]					
■■■■■ <b>Protective Penumbra</b>	Evocation [Darkness]	1 standard action	120 minutes	Touch	UM:p.233
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Shadow protects the target from light. [SR:Yes; DC:19, Will negates (harmless)]					
■■■■■ <b>Reinforce Armaments (Communal)</b>	Transmutation	1 standard action	120 minutes	Touch	UC:p.241
[V, S, M/DF (a metal pin)] TARGET: armor suits or weapons touched; <i>EFFECT</i> : As reinforce armaments, but you may divide the spell's duration among objects touched. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
■■■■■ <b>Remove Paralysis</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.332
[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
■■■■■ <b>Resist Energy</b>	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	120 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
■■■■■ <b>Restoration (Lesser)</b>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; <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. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
■■■■■ <b>Returning Weapon</b>	Conjuration (Teleportation)	1 standard action	12 minutes	Close (55 ft.)	UC:p.242
[V, S] TARGET: one weapon that can be thrown; <i>EFFECT</i> : Grants a weapon the returning special weapon quality. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
■■■■■ <b>Shard of Chaos</b>	Evocation [Chaos]	1 standard action	Instantaneous [1d6 rounds]	Close (55 ft.)	UM:p.237
[V, S, DF] TARGET: Dart-shaped projectile of chaotic energy; <i>EFFECT</i> : Harm and possibly slow lawful creatures. [SR:Yes; DC:19, Will partial (see text)]					
■■■■■ <b>Share Language</b>	Divination	1 standard action	24 hours	Touch	APG:p.243
[V, S, M (a page from a dictionary)] TARGET: creature touched; <i>EFFECT</i> : Subject understands chosen language. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
■■■■■ <b>Shatter</b>	Evocation, EarthSchool [Sonic, MetalSchool]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.341
[V, S, M/DF] TARGET: Or Target 5-ft.-radius spread; or one solid object or one crystalline creature; <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. [SR:Yes; DC:19, Will negates (object); Will negates (object) or Fortitude half; see text]					
■■■■■ <b>Shield Other</b>	Abjuration	1 standard action	12 hours [D]	Close (55 ft.)	CR:p.342
[V, S, F] TARGET: One creature; <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. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
* =Domain/Specialty Spell					



Cleric Spells					
■■■■■ <b>Silence</b>	Illusion [Glamer]	1 round	12 rounds [D]	Long (880 ft.)	CR:p.343
[V, S] TARGET: 20-ft.-radius emanation centered on a creature, object, or point in space; <i>EFFECT</i> : Upon the casting of this spell, complete silence prevails in the affected area. [SR:Yes; see text or no (object); DC:19, Will negates; see text or none (object)]					
■■■■■ <b>Sound Burst</b>	Evocation [Sonic]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.346
[V, S, F/DF] TARGET: 10-ft.-radius spread; <i>EFFECT</i> : You blast an area with a tremendous cacophony. [SR:Yes; DC:19, Fortitude partial]					
■■■■■ <b>Spiritual Weapon</b>	Evocation [Force]	1 standard action	12 rounds [D]	Medium (220 ft.)	CR:p.348
[V, S, DF] TARGET: Magic weapon of force; <i>EFFECT</i> : A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+4 force damage per hit. [SR:Yes]					
■■■■■ <b>Status</b>	Divination	1 standard action	12 hours	Touch	CR:p.349
[V, S] TARGET: 4 living creatures; <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. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
■■■■■ <b>Summon Monster II</b>	Conjuration, AirSchool, EarthSchool, FireSch1	1 round	12 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; <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. [SR:No]					
■■■■■ <b>Surmount Affliction</b>	Abjuration	1 standard action	12 rounds	Personal	UM:p.241
[V, S] TARGET: You; <i>EFFECT</i> : Temporarily suppress one condition.					
■■■■■ <b>Undetectable Alignment</b>	Abjuration	1 standard action	24 hours	Close (55 ft.)	CR:p.363
[V, S] TARGET: One creature or object; <i>EFFECT</i> : An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:19, Will negates (object)]					
■■■■■ <b>Weapon of Awe</b>	Transmutation [Emotion]	1 standard action	12 minutes	Touch	APG:p.256
[V, S, DF] TARGET: weapon touched; <i>EFFECT</i> : Weapon gets +2 on damage rolls. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
■■■■■ <b>Web Shelter</b>	Conjuration (Creation)	1 minute	12 hours [D]	Close (55 ft.)	UM:p.249
[V, S, DF] TARGET: 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere; <i>EFFECT</i> : Create a comfortable shelter made of webbing. [SR:No]					
■■■■■ <b>Zone of Truth</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 minutes	Close (55 ft.)	CR:p.371
[V, S, DF] TARGET: 20-ft.-radius emanation; <i>EFFECT</i> : Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. [SR:Yes; DC:21, Will negates]					
LEVEL 3 / Per Day:6+1 / Caster Level:12					
Name	School	Time	Duration	Range	Source
■■■■■ <b>Agonize</b>	Evocation [Evil, Pain]	1 standard action	1 round	Close (55 ft.)	UM:p.205
[V, S] TARGET: One conjured outsider or elemental [see text]; <i>EFFECT</i> : Pain encourages an outsider to obey you. [SR:Yes; DC:20, Fortitude negates]					
■■■■■ <b>Animate Dead</b>	Necromancy [Evil]	1 standard action	Instantaneous	Touch	CR:p.241
[V, S, M] TARGET: One or more corpses touched; <i>EFFECT</i> : Turns corpses into undead skeletons or zombies that obey your spoken commands. [SR:No]					
■■■■■ <b>Badger's Ferocity</b>	Transmutation	1 standard action	Concentration	Close (55 ft.)	UM:p.207
[V, S] TARGET: 4 weapons; <i>EFFECT</i> : Weapons are keen while you concentrate. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
■■■■■ <b>Bestow Curse</b>	Necromancy [Curse]	1 standard action	Permanent	Touch	CR:p.247
[V, S] TARGET: Creature touched; <i>EFFECT</i> : You place a curse on the subject. [SR:Yes; DC:20, Will negates]					
■■■■■ <b>Blessing of the Mole</b>	Transmutation	1 round	12 minutes	Close (55 ft.)	UM:p.208
[V, S] TARGET: 12 creatures; <i>EFFECT</i> : 12 allies gain darkvision and a +2 Stealth bonus. [SR:Yes (harmless)]					
■■■■■ <b>Blindness/Deafness</b>	Necromancy [Curse]	1 standard action	Permanent [D]	Medium (220 ft.)	CR:p.250
[V] TARGET: One living creature; <i>EFFECT</i> : You call upon the powers of unlife to render the subject blinded or deafened, as you choose. [SR:Yes; DC:20, Fortitude negates]					
■■■■■ <b>Blood Biography</b>	Divination	1 minute	Instantaneous	Touch	APG:p.206
[V, S, MDF (a scrap of parchment)] TARGET: one creature's blood or one bloodstain; <i>EFFECT</i> : Learn about a creature with its blood. [SR:No; DC:20, Will negates (see text)]					
■■■■■ <b>Chain of Perdition</b>	Evocation [Force]	1 standard action	12 rounds [D]	Close (55 ft.)	UC:p.225
[V, S, MDF (chain link)] TARGET: 10-ft. chain; <i>EFFECT</i> : Creates a floating chain of force. [SR:Yes]					
■■■■■ <b>Contagion</b>	Necromancy [Evil, Disease]	1 standard action	Instantaneous	Touch	CR:p.259
[V, S] TARGET: Living creature touched; <i>EFFECT</i> : The subject contracts a disease. [SR:Yes; DC:20, Fortitude negates]					
■■■■■ <b>Continual Flame</b>	Evocation [Light]	1 standard action	Permanent	Touch	CR:p.260
[V, S, M] TARGET: Object touched; <i>EFFECT</i> : A flame, equivalent in brightness to a torch, springs forth from an object that you touch. [SR:No]					
■■■■■ <b>Create Food and Water</b>	Conjuration (Creation)	10 minutes	24 hours; see text	Close (55 ft.)	CR:p.261
[V, S] TARGET: Food and water to sustain 36 humans or 12 horses for 24 hours; <i>EFFECT</i> : The food that this spell creates is simple fare of your choice--highly nourishing, if rather bland. [SR:No]					
■■■■■ <b>Cure Serious Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 3d8+12 points of damage. [SR:Yes (harmless) or yes; see text; DC:20, Will half (harmless) or Will half; see text]					
■■■■■ <b>Daybreak Arrow</b>	Evocation [light]	1 standard action	120 minutes	Touch	UC:p.226
[V, S] TARGET: up to 50 pieces of ammunition, all of which must be together at the time of casting; <i>EFFECT</i> : Targeted ammunition exudes radiant energy. [SR:Yes (harmless, object); DC:20, Fortitude negates (harmless, object)]					
■■■■■ <b>Daylight</b>	Evocation [Light]	1 standard action	120 minutes [D]	Touch	CR:p.264
[V, S] TARGET: Object touched; <i>EFFECT</i> : You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. [SR:No]					
■■■■■ <b>Deadly Juggernaut</b>	Necromancy [Death]	1 standard action	12 minutes	Personal	UC:p.226
[V, S] TARGET: You; <i>EFFECT</i> : Your might increases with every kill you make.					
■■■■■ <b>Deeper Darkness</b>	Evocation [Darkness]	1 standard action	12 minutes [D]	Touch	CR:p.265
[V, MDF] TARGET: Object touched; <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. [SR:No]					
■■■■■ <b>Delay Poison (Communal)</b>	Conjuration (Healing)	1 standard action	12 hours	Touch	UC:p.227
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : As delay poison, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
■■■■■ <b>Discovery Torch</b>	Evocation [Light]	1 round	120 minutes	Touch	UC:p.228
[V, S] TARGET: object touched; <i>EFFECT</i> : Touched object emanates bright light, granting Perception and Sense Motive bonuses. [SR:No]					
■■■■■ <b>Dispel Magic</b>	Abjuration	1 standard action	Instantaneous	Medium (220 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; <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. [SR:No]					
■■■■■ <b>Elemental Speech</b>	Divination, AirSchool, EarthSchool, FireScho1	1 standard action	12 minutes	Personal	APG:p.218
[V, S, M (iron filings)] TARGET: You; <i>EFFECT</i> : Enables you to speak to elementals and some creatures.					
■■■■■ <b>Enter Image</b>	Transmutation	1 standard action	concentration	600 ft.	APG:p.219
[V, S, MDF (a drop of paint and a ball of clay)] TARGET: transfer consciousness to any object bearing your likeness; <i>EFFECT</i> : Transfers your consciousness to an object bearing your likeness. [SR:No]					
■■■■■ <b>Glyph of Warding</b>	Abjuration	10 minutes	Permanent until discharged [D]	Touch	CR:p.290
[V, S, M] TARGET: Object touched or up to 60 sq. ft.; <i>EFFECT</i> : This powerful inscription harms those who enter, pass, or open the warded area or object. [SR:No (object) and yes; see text; DC:20, See text]					
■■■■■ <b>Guiding Star</b>	Divination	1 minute	12 days [D]	Personal	APG:p.226
[V, S, M (a spool of thread or string)] TARGET: You; <i>EFFECT</i> : Know approximate distance from where you cast this spell.					
■■■■■ <b>Helping Hand</b>	Evocation	1 standard action	12 hours	5 miles	CR:p.295
[V, S, DF] TARGET: Ghostly hand; <i>EFFECT</i> : You create the ghostly image of a hand, which you can send to find a creature within 5 miles. [SR:No]					
■■■■■ <b>Inflict Serious Wounds</b>	Necromancy	1 standard action	Instantaneous	Touch	CR:p.301
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a creature, you channel negative energy that deals 3d8+12 points of damage. [SR:Yes; DC:20, Will half]					
■■■■■ <b>Invisibility Purge</b>	Evocation	1 standard action	12 minutes [D]	Personal	CR:p.302
[V, S] TARGET: You; <i>EFFECT</i> : You surround yourself with a sphere of power with a radius of 60 feet that negates all forms of invisibility.					
■■■■■ <b>Ki Leech</b>	Necromancy [Evil]	1 standard action	12 minutes [D]	Personal	UM:p.225
[V, S] TARGET: You; <i>EFFECT</i> : Add to your ki pool when you critically hit.					
■■■■■ <b>Locate Object</b>	Divination	1 standard action	12 minutes	Long (880 ft.)	CR:p.305
[V, S, F/DF] TARGET: Circle, centered on you, with a radius of 880 ft.; <i>EFFECT</i> : You sense the direction of a well-known or clearly visualized object. [SR:No]					
■■■■■ <b>Magic Circle against Chaos</b>	Abjuration [Lawful]	1 standard action	120 minutes	Touch	CR:p.308
[V, S, MDF] TARGET: 10-ft.-radius emanation from touched creature; <i>EFFECT</i> : All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either. [SR:No; see text; DC:20, Will negates (harmless)]					
* =Domain/Specialty Spell					



# Cleric Spells

☐☐☐☐☐ <b>Magic Circle against Good</b>	Abjuration [Evil]	1 standard action	120 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; <i>EFFECT</i> : All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either. [SR:No; see text; DC:20, Will negates (harmless)]					
☐☐☐☐☐ <b>Magic Vestment</b>	Transmutation	1 standard action	12 hours	Touch	CR:p.310
[V, S, DF] TARGET: Armor or shield touched; <i>EFFECT</i> : You imbue a suit of armor or a shield with an enhancement bonus of +3. [SR:Yes (harmless, object); DC:20, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Meld into Stone</b>	Transmutation [Earth]	1 standard action	120 minutes	Personal	CR:p.312
[V, S, DF] TARGET: You; <i>EFFECT</i> : Meld into stone enables you to meld your body and possessions into a single block of stone.					
☐☐☐☐☐ <b>Nap Stack</b>	Necromancy	1 minute	8 hours	30 ft.	APG:p.233
[V, S, M (a little silk pillow worth 100 gp)] TARGET: 30-ft.-radius emanation; <i>EFFECT</i> : Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐☐ <b>*Nondetection</b>	Abjuration	1 standard action	12 hours	Touch	CR:p.317
[V, S, M] TARGET: Creature or object touched; <i>EFFECT</i> : The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. [SR:Yes (harmless, object); DC:20, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Obscure Object</b>	Abjuration	1 standard action	8 hours [D]	Touch	CR:p.317
[V, S, M/DF] TARGET: One object touched of up to 1200 lbs.; <i>EFFECT</i> : This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball. [SR:Yes (object); DC:20, Will negates (object)]					
☐☐☐☐☐ <b>Prayer</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 rounds	40 ft.	CR:p.324
[V, S, DF] TARGET: All allies and foes within a 40-ft.-radius burst centered on you; <i>EFFECT</i> : You bring special favor upon yourself and your allies while bringing disfavor to your enemies. [SR:Yes]					
☐☐☐☐☐ <b>Protection from Energy</b>	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	120 minutes or until discharged	Touch	CR:p.327
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Protection from energy grants temporary immunity to the type of energy you specify when you cast it. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Remove Blindness/Deafness</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blindness or deafness. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Remove Curse</b>	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can remove all curses on an object or a creature. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐☐ <b>Remove Disease</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Remove disease can cure all diseases from which the subject is suffering. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Resist Energy (Communal)</b>	Abjuration	1 standard action	120 minutes	Touch	UC:p.242
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : As resist energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Returning Weapon (Communal)</b>	Conjuration (Teleportation)	1 standard action	12 minutes	Close (55 ft.)	UC:p.243
[V, S] TARGET: weapons that can be thrown; <i>EFFECT</i> : As returning weapon, but you may divide the duration among weapons touched. [SR:Yes (harmless, object); DC:20, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Sacred Bond</b>	Conjuration (Healing)	1 round	120 minutes [D]	Touch; see text	APG:p.240
[V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)] TARGET: creature touched; <i>EFFECT</i> : Cast touch healing spells from a distance. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐☐ <b>Sands of Time</b>	Necromancy	1 standard action	120 minutes or instantaneous [See text]	Touch	UM:p.236
[V, S] TARGET: Touched creature or object; <i>EFFECT</i> : Target temporarily ages. [SR:Yes]					
☐☐☐☐☐ <b>Searing Light</b>	Evocation	1 standard action	Instantaneous	Medium (220 ft.)	CR:p.338
[V, S] TARGET: Ray; <i>EFFECT</i> : Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 5d8 points of damage. [SR:Yes]					
☐☐☐☐☐ <b>Share Language (Communal)</b>	Divination	1 standard action	24 hours	Touch	UC:p.243
[V, S, M (a page from a dictionary)] TARGET: creatures touched; <i>EFFECT</i> : As share language, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐☐ <b>Speak with Dead</b>	Necromancy [Language-Dependent]	10 minutes	12 minutes	10 ft.	CR:p.346
[V, S, DF] TARGET: One dead creature; <i>EFFECT</i> : You grant the semblance of life to a corpse, allowing it to answer questions. [SR:No; DC:20, Will negates; see text]					
☐☐☐☐☐ <b>Stone Shape</b>	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
[V, S, M/DF] TARGET: Stone or stone object touched, up to 22 cu. ft.; <i>EFFECT</i> : You can form an existing piece of stone into any shape that suits your purpose. [SR:No]					
☐☐☐☐☐ <b>*Suggestion</b>	Enchantment (Compulsion) [Language-Dependent]	1 standard action	12 hours or until completed	Close (55 ft.)	CR:p.350
[V, M] TARGET: One living creature; <i>EFFECT</i> : You influence the actions of the target creature by suggesting a course of activity. [SR:Yes; DC:22, Will negates]					
☐☐☐☐☐ <b>Summon Monster III</b>	Conjuration (Summoning)	1 round	12 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]					
☐☐☐☐☐ <b>Symbol of Healing</b>	Conjuration (Healing)	10 minutes	See text	0 ft.; see text	UM:p.241
[V, S, M (500 gp powdered diamond and opal)] TARGET: One symbol; <i>EFFECT</i> : Triggered rune heals living creatures. [SR:Yes (harmless); DC:20, Will half (harmless)]					
☐☐☐☐☐ <b>Vision of Hell</b>	Illusion (Glamer) [Evil, Fear]	1 standard action	12 minutes [D]	Medium (220 ft.)	UM:p.248
[V, M] TARGET: 50-ft. radius emanation; <i>EFFECT</i> : Illusory hellscape makes creatures shaken. [SR:No; DC:20, Will negates]					
☐☐☐☐☐ <b>Water Breathing</b>	Transmutation, WaterSchool	1 standard action	24 hours; see text	Touch	CR:p.368
[V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures can breathe water freely. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐☐ <b>Water Walk</b>	Transmutation [Water]	1 standard action	120 minutes [D]	Touch	CR:p.368
[V, S, DF] TARGET: 12 touched creatures; <i>EFFECT</i> : The transmuted creatures can tread on any liquid as if it were firm ground. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐☐ <b>Wind Wall</b>	Evocation, AirSchool [Air, WoodSchool]	1 standard action	12 rounds	Medium (220 ft.)	CR:p.370
[V, S, M/DF] TARGET: Wall up to 120 ft. long and 60 ft. high [S]; <i>EFFECT</i> : An invisible vertical curtain of wind appears. [SR:Yes; DC:20, None; see text]					
☐☐☐☐☐ <b>Wrathful Mantle</b>	Evocation [Force, Light]	1 standard action	12 minutes	Touch or 5 ft.; see text	APG:p.257
[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; <i>EFFECT</i> : Subject shines and gets 3 on all saves. [SR:Yes (harmless); DC:20, Will negates (harmless)]					

## LEVEL 4 / Per Day:4+1 / Caster Level:12

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Air Walk</b>	Transmutation [Air]	1 standard action	120 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; <i>EFFECT</i> : The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]					
☐☐☐☐☐ <b>Aura of Doom</b>	Necromancy [Emotion, Fear, Mind-Affecting]	1 standard action	120 minutes	Personal	UM:p.207
[V, S, DF] TARGET: 20-ft. radius emanation centered on you; <i>EFFECT</i> : Creatures in your aura become shaken. [SR:Yes; DC:21, Will negates]					
☐☐☐☐☐ <b>Blessing of Fervor</b>	Transmutation	1 standard action	12 rounds	Close (55 ft.)	APG:p.205
[V, S, DF] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Gives allies a choice of benefits. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Blood Crow Strike</b>	Evocation [Fire]	1 round	Instantaneous	Medium (220 ft.)	UM:p.208
[V, S] TARGET: One creature; <i>EFFECT</i> : Unarmed strikes create crows that deal fire and negative energy damage. [SR:Yes]					
☐☐☐☐☐ <b>*Confusion</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 rounds	Medium (220 ft.)	CR:p.258
[V, S, M/DF] TARGET: All creatures in a 15-ft.-radius burst; <i>EFFECT</i> : This spell causes confusion in the targets, making them unable to determine their actions. [SR:Yes; DC:23, Will negates]					
☐☐☐☐☐ <b>Control Summoned Creature</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 rounds	Close (55 ft.)	UM:p.212
[V, S] TARGET: One summoned creature; <i>EFFECT</i> : Direct a summoned monster as if you had summoned it. [SR:Yes; DC:23, Will negates]					
☐☐☐☐☐ <b>Control Water</b>	Transmutation [Water]	1 standard action	120 minutes [D]	Long (880 ft.)	CR:p.260
[V, S, M/DF] TARGET: Water in a volume of 120 ft. by 120 ft. by 24 ft. [S]; <i>EFFECT</i> : This spell has two different applications, both of which control water in different ways. [SR:No; DC:21, None; see text]					
☐☐☐☐☐ <b>Cure Critical Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.262
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 4d8+12 points of damage. [SR:Yes (harmless); see text; DC:21, Will half (harmless); see text]					
☐☐☐☐☐ <b>Death Ward</b>	Necromancy	1 standard action	12 minutes	Touch	CR:p.264
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : The subject gains a +4 morale bonus on saves against all death spells and magical death effects. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
☐☐☐☐☐ <b>Debilitating Portent</b>	Enchantment (Compulsion)	1 standard action	12 rounds [D] see text	Medium (220 ft.)	UC:p.227
[V, S, DF] TARGET: one creature; <i>EFFECT</i> : Inflicts an ill fate on a creature, halving its damage when it attacks or casts a spell. [SR:Yes]					
☐☐☐☐☐ <b>Dimensional Anchor</b>	Abjuration	1 standard action	12 minutes	Medium (220 ft.)	CR:p.270
[V, S] TARGET: Ray; <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. [SR:Yes (object)]					
☐☐☐☐☐ <b>Discern Lies</b>	Divination	1 standard action	Concentration, up to 12 rounds	Close (55 ft.)	CR:p.270
[V, S, DF] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. [SR:No; DC:21, Will negates]					
☐☐☐☐☐ <b>Dismissal</b>	Abjuration	1 standard action	Instantaneous	Close (55 ft.)	CR:p.271
[V, S, DF] TARGET: One extraplanar creature; <i>EFFECT</i> : This spell forces an extraplanar creature back to its proper plane if it fails a Will save. [SR:Yes; DC:21, Will negates; see text]					
* =Domain/Specialty Spell					

## Cleric Spells

<b>Divination</b>	Divination	10 minutes	Instantaneous	Personal	CR:p.273
[V, S, M] TARGET: You; <b>EFFECT:</b> 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.					
<b>Divine Power</b>	Evocation	1 standard action	12 rounds	Personal	CR:p.273
[V, S, DF] TARGET: You; <b>EFFECT:</b> You imbue yourself with strength and skill in combat and gain a +4 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks.					
<b>Fleshworm Infestation</b>	Conjuration (Summoning) [Evil]	1 standard action	12 rounds [D]	Touch	UM:p.220
[V, S] TARGET: Creature touched; <b>EFFECT:</b> Worms deal hp and Dex damage. [SR:Yes; DC:21, Fortitude partial (see text)]					
<b>Freedom of Movement</b>	Abjuration	1 standard action	120 minutes	Personal or touch	CR:p.287
[V, S, M, DF] TARGET: You or creature touched; <b>EFFECT:</b> This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
<b>Giant Vermin</b>	Transmutation	1 standard action	12 minutes	Close (55 ft.)	CR:p.290
[V, S, DF] TARGET: 1 or more vermin, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. [SR:Yes]					
<b>Imbue with Spell Ability</b>	Evocation	10 minutes	Permanent until discharged [D]	Touch	CR:p.295
[V, S, DF] TARGET: Creature touched; see text; <b>EFFECT:</b> You transfer some of your currently prepared spells, and the ability to cast them, to another creature. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
<b>Infernal Healing, Greater</b>	Conjuration (Healing) [Evil]	1 round	1 minute	Touch	House:p.295
[V, S, M] TARGET: Creature touched; <b>EFFECT:</b> 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. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
<b>Inflict Critical Wounds</b>	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; <b>EFFECT:</b> When laying your hand upon a creature, you channel negative energy that deals 4d8+12 points of damage. [SR:Yes; DC:21, Will half]					
<b>Magic Weapon (Greater)</b>	Transmutation [MetalSchool]	1 standard action	12 hours	Close (55 ft.)	CR:p.310
[V, S, MDF] TARGET: One weapon or 50 projectiles [all of which must be together at the time of casting]; <b>EFFECT:</b> This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +3. [SR:Yes (harmless, object); DC:21, Will negates (harmless, object)]					
<b>Neutralize Poison</b>	Conjuration (Healing)	1 standard action	Instantaneous or 120 minutes; see text	Touch	CR:p.316
[V, S, MDF] TARGET: Creature or object of up to 12 cu. ft. touched; <b>EFFECT:</b> You detoxify any sort of venom in the creature or object touched. [SR:Yes (harmless, object); DC:21, Will negates (harmless, object)]					
<b>Order's Wrath</b>	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Medium (220 ft.)	CR:p.317
[V, S] TARGET: Nonlawful creatures within a burst that fills a 30-ft. cube; <b>EFFECT:</b> You channel lawful power to smite enemies. [SR:Yes; DC:21, Will partial; see text]					
<b>Plague Carrier</b>	Necromancy [Disease, Evil]	1 standard action	12 hours	Touch	UM:p.231
[V, S] TARGET: Creature touched; <b>EFFECT:</b> Target's attacks carry filth fever. [SR:Yes; DC:21, Fortitude negates (harmless)]					
<b>Planar Adaptation</b>	Transmutation, AirSchool, EarthSchool, FireS	1 standard action	12 hours [D]	Personal	APG:p.236
[V] TARGET: You; <b>EFFECT:</b> Resist harmful effects of other plane.					
<b>Planar Ally (Lesser)</b>	Conjuration (Calling)	10 minutes	Instantaneous	Close (55 ft.)	CR:p.320
[V, S, M, DF] TARGET: One called outsider of 6 HD or less; <b>EFFECT:</b> 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]					
<b>Poison</b>	Necromancy [Poison]	1 standard action	Instantaneous; see text	Touch	CR:p.323
[V, S, DF] TARGET: Living creature touched; <b>EFFECT:</b> Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. [SR:Yes; DC:21, Fortitude negates; see text]					
<b>Protection from Energy (Communal)</b>	Abjuration	1 standard action	120 minutes or until discharged	Touch	UC:p.240
[V, S, DF] TARGET: creatures touched; <b>EFFECT:</b> As protection from energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
<b>Repel Vermin</b>	Abjuration [Pain]	1 standard action	120 minutes [D]	10 ft.	CR:p.333
[V, S, DF] TARGET: 10-ft.-radius emanation centered on you; <b>EFFECT:</b> An invisible barrier holds back vermin. [SR:Yes; DC:21, None or Will negates; see text]					
<b>Rest Eternal</b>	Necromancy [Curse]	1 round	permanent	Touch	APG:p.238
[V, S, MDF (ashes and a vial of holy or unholy water)] TARGET: one dead creature touched; <b>EFFECT:</b> Dead creature cannot be revived. [SR:No]					
<b>Restoration</b>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S, M] TARGET: Creature touched; <b>EFFECT:</b> This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
<b>Ride the Waves</b>	Transmutation [Water]	1 standard action	12 hours [D]	Touch	UM:p.235
[V, S] TARGET: Creature touched; <b>EFFECT:</b> Target can breathe water and swim. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
<b>Sending</b>	Evocation [WoodSchool]	10 minutes	1 round; see text	See text	CR:p.339
[V, S, MDF] TARGET: One creature; <b>EFFECT:</b> 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]					
<b>Soothe Construct</b>	Abjuration [MetalSchool]	1 round	Instantaneous	Close (55 ft.)	UM:p.240
[V, S] TARGET: One construct; <b>EFFECT:</b> Reduce the berserk chance of a construct. [SR:No]					
<b>Spell Immunity</b>	Abjuration	1 standard action	120 minutes	Touch	CR:p.346
[V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> The warded creature is immune to the effects of one specified spell for every four levels you have. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
<b>Spiritual Ally</b>	Evocation [Force]	1 standard action	12 rounds [D]	Medium (220 ft.)	APG:p.246
[V, S, DF] TARGET: spiritual ally of force; <b>EFFECT:</b> Creates a divine ally to aid you. [SR:Yes]					
<b>Spit Venom</b>	Transmutation [Poison]	1 standard action	Instantaneous; see text	Close (55 ft.)	UM:p.240
[V] TARGET: One stream of venom; <b>EFFECT:</b> Spit blinding black adder venom. [SR:No; DC:21, Fortitude partial]					
<b>Summoner Conduit</b>	Necromancy	1 standard action	12 minutes	Close (55 ft.)	UC:p.245
[V, S, M (two flies)] TARGET: one summoned creature or eidolon; <b>EFFECT:</b> The target eidolon's summoner takes damage whenever the eidolon does. [SR:Yes; DC:21, Will negates]					
<b>Summon Monster IV</b>	Conjuration, AirSchool, EarthSchool, FireSch	1 round	12 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, FID] TARGET: One summoned creature; <b>EFFECT:</b> 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]					

LEVEL 5 / Per Day:4+1 / Caster Level:12

Name	School	Time	Duration	Range	Source
□□□□ <b>Air Walk (Communal)</b>	Transmutation [Air]	1 standard action	120 minutes	Touch	UC:p.222
[V, S, D/F] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> This spell functions like air walk, except divide the duration in 10-minute intervals among the creatures touched. As air walk, but you may divide the duration among creatures touched. [SR:Yes (harmless)]					
□□□□ <b>Astral Projection, Lesser</b>	Necromancy	30 minutes	See text	Touch	UM:p.207
[V, S, M (1,000 gp jacinth)] <b>TARGET:</b> You plus 6 additional willing creatures touched; <b>EFFECT:</b> Limited astral travel. [SR:Yes]					
□□□□ <b>Atonement</b>	Abjuration	1 hour	Instantaneous	Touch	CR:p.245
[V, S, M, F/D] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> This spell removes the burden of misdeeds from the subject. [SR:Yes]					

\* =Domain/Specialty Spell

# Cleric Spells

<p> <b>Break Enchantment</b>  <b>[V, S]</b> <b>TARGET:</b> Up to one creature per level, all within 30 ft. of each other; <b>EFFECT:</b> This spell frees victims from enchantments, transmutations, and curses. <b>[SR:</b>No; <b>DC:</b>22, See text]         </p>	Abjuration	1 minute	Instantaneous	Close (55 ft.)	CR:p.251
<p> <b>Breath of Life</b>  <b>[V, S]</b> <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell cures 5d8+12 points of damage <b>[SR:</b>Yes (harmless) or yes, see text; <b>DC:</b>22, Will negates (harmless) or Will half, see text]         </p>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.251
<p> <b>Cleanse</b>  <b>[S, DF]</b> <b>TARGET:</b> You; <b>EFFECT:</b> Cures 4d8+12 damage and also removes several afflictions.         </p>	Evocation	1 standard action	Instantaneous	Personal	APG:p.211
<p> <b>Command (Greater)</b>  <b>[V]</b> <b>TARGET:</b> 12 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> This spell functions like command, except that up to 12 creatures may be affected, and the activities continue beyond 1 round. <b>[SR:</b>Yes; <b>DC:</b>24, Will negates]         </p>	Enchantment (Compulsion) [Language-Deper	1 standard action	12 rounds	Close (55 ft.)	CR:p.257
<p> <b>Commune</b>  <b>[V, S, M, DF]</b> <b>TARGET:</b> You; <b>EFFECT:</b> You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no.         </p>	Divination	10 minutes	12 rounds	Personal	CR:p.257
<p> <b>Contagion, Greater</b>  <b>[V, S]</b> <b>TARGET:</b> One living creature; <b>EFFECT:</b> Infect a subject with a magical disease. <b>[SR:</b>Yes; <b>DC:</b>22, Fortitude negates]         </p>	Necromancy [Disease, Evil]	1 standard action	Instantaneous	Close (55 ft.)	UM:p.211
<p> <b>Cure Light Wounds (Mass)</b>  <b>[V, S]</b> <b>TARGET:</b> 12 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You channel positive energy to cure 1d8+12 points of damage points on each selected creature. <b>[SR:</b>Yes (harmless) or yes; see text; <b>DC:</b>22, Will half (harmless) or Will half, see text]         </p>	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.263
<p> <b>Curse, Major</b>  <b>[V, S]</b> <b>TARGET:</b> One creature; <b>EFFECT:</b> As Bestow Curse, but harder to remove. <b>[SR:</b>Yes; <b>DC:</b>22, Will negates]         </p>	Necromancy [Curse]	1 standard action	Permanent	Close (55 ft.)	UM:p.215
<p> <b>Curse of Magic Negation</b>  <b>[V, S, M (250 gp powdered lead and platinum)]</b> <b>TARGET:</b> One creature; <b>EFFECT:</b> Target gains the negated spellblight. <b>[SR:</b>Yes; <b>DC:</b>22, Will negates]         </p>	Abjuration [Curse]	1 round	120 minutes	Medium (220 ft.)	UM:p.215
<p> <b>Dispel Chaos</b>  <b>[V, S, DF]</b> <b>TARGET:</b> You and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object; <b>EFFECT:</b> Shimmering, blue lawful energy surrounds you granting a +4 deflection bonus to AC against attacks by chaotic creatures and you can choose to drive chaotic creatures back to their home plane on making a successful melee touch attack. <b>[SR:</b>See text; <b>DC:</b>22, See text]         </p>	Abjuration [Lawful]	1 standard action	12 rounds or until discharged, whichever co	Touch	CR:p.271
<p> <b>**Dispel Good</b>  <b>[V, S, DF]</b> <b>TARGET:</b> You and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object; <b>EFFECT:</b> Dark, wavering unholy energy surrounds you granting a +4 deflection bonus to AC against attacks by good creatures and you can choose to drive good creatures back to their home plane on making a successful melee touch attack. <b>[SR:</b>See text; <b>DC:</b>22, See text]         </p>	Abjuration [Evil]	1 standard action	12 rounds or until discharged, whichever co	Touch	CR:p.272
<p> <b>Dispel Good</b>  <b>[V, S, DF]</b> <b>TARGET:</b> You and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object; <b>EFFECT:</b> Dark, wavering unholy energy surrounds you granting a +4 deflection bonus to AC against attacks by good creatures and you can choose to drive good creatures back to their home plane on making a successful melee touch attack. <b>[SR:</b>See text; <b>DC:</b>22, See text]         </p>	Abjuration [Evil]	1 standard action	12 rounds or until discharged, whichever co	Touch	CR:p.272
<p> <b>Disrupting Weapon</b>  <b>[V, S]</b> <b>TARGET:</b> One melee weapon; <b>EFFECT:</b> This spell makes a melee weapon deadly to undead. <b>[SR:</b>Yes (harmless, object); <b>DC:</b>22, Will negates (harmless, object); see text]         </p>	Transmutation	1 standard action	12 rounds	Touch	CR:p.273
<p> <b>*False Vision</b>  <b>[V, S, M]</b> <b>TARGET:</b> 40-ft.-radius emanation; <b>EFFECT:</b> This spell creates a subtle illusion, causing any divination [scrying] spell used to view anything within the area of this spell to instead receive a false image [as the major image spell], as defined by you at the time of casting. <b>[SR:</b>No]         </p>	Illusion (Glamer)	1 standard action	12 hours [D]	Touch	CR:p.280
<p> <b>Fickle Winds</b>  <b>TARGET:</b> 12 Medium creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Wind walls selectively block attacks. <b>[SR:</b>Yes; <b>DC:</b>22, None (see text)]         </p>	Transmutation [Air, WoodSchool]	1 standard action	12 minutes [D]		UM:p.219
<p> <b>Flame Strike</b>  <b>[V, S, DF]</b> <b>TARGET:</b> Cylinder 10; <b>EFFECT:</b> A flame strike evokes a vertical column of divine fire dealing 12d6 points of damage. <b>[SR:</b>Yes; <b>DC:</b>22, Reflex half]         </p>	Evocation [Fire]	1 standard action	Instantaneous	Medium (220 ft.)	CR:p.283
<p> <b>Forbid Action, Greater</b>  <b>[V]</b> <b>TARGET:</b> 12 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> 12 targets obey your command to not do something. <b>[SR:</b>Yes; <b>DC:</b>24, Will negates]         </p>	Enchantment (Compulsion) [Language-Deper	1 standard action	12 rounds [D]	Close (55 ft.)	UM:p.220
<p> <b>Ghostbane Dirge, Mass</b>  <b>[V, S, MDF (an old reed from a wind instrument)]</b> <b>TARGET:</b> 12 incorporeal creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> As ghostbane dirge, but affecting multiple creatures. <b>[SR:</b>Yes; <b>DC:</b>22, Will negates]         </p>	Transmutation	1 standard action	12 rounds	Close (55 ft.)	APG:p.225
<p> <b>Inflict Light Wounds (Mass)</b>  <b>[V, S]</b> <b>TARGET:</b> 12 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Negative energy spreads out in all directions from the point of origin, dealing 1d8+12 points of damage to nearby living enemies. <b>[SR:</b>Yes; <b>DC:</b>22, Will half]         </p>	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.300
<p> <b>Insect Plague</b>  <b>[V, S, DF]</b> <b>TARGET:</b> One swarm of wasps per three levels, each of which must be adjacent to at least one other swarm; <b>EFFECT:</b> You summon a number of swarms of wasps. <b>[SR:</b>No]         </p>	Conjuration (Summoning)	1 round	12 minutes	Long (880 ft.)	CR:p.301
<p> <b>Life Bubble</b>  <b>[V, S, MDF (a bit of eggshell)]</b> <b>TARGET:</b> up to 12 creatures touched; <b>EFFECT:</b> Protects creatures from sustained environmental effects. <b>[SR:</b>Yes (harmless); <b>DC:</b>22, Will negates (harmless)]         </p>	Abjuration	1 standard action	24 hours; see text	Touch	APG:p.230
<p> <b>Magic Siege Engine (Greater)</b>  <b>[V, S, MDF (black powder)]</b> <b>TARGET:</b> one siege engine touched; <b>EFFECT:</b> Siege engine gains +3 on targeting and damage rolls. <b>[SR:</b>Yes (harmless, object); <b>DC:</b>22, Will negates (harmless, object)]         </p>	Transmutation	1 standard action	12 hours	Close (55 ft.)	UC:p.236
<p> <b>Mark of Justice</b>  <b>[V, S, DF]</b> <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You mark a subject and state some behavior on the part of the subject that will activate the mark. <b>[SR:</b>Yes]         </p>	Necromancy [Curse]	10 minutes	Permanent; see text	Touch	CR:p.312
<p> <b>Pillar of Life</b>  <b>[V, S, DF]</b> <b>TARGET:</b> 5-ft.-square pillar of positive energy, 20 ft. high; <b>EFFECT:</b> Created pillar heals 2d8 + 12. <b>[SR:</b>No]         </p>	Conjuration (Healing) [Light]	1 standard action	12 rounds	Medium (220 ft.)	APG:p.236
<p> <b>Plane Shift</b>  <b>[V, S, F]</b> <b>TARGET:</b> Creature touched, or up to eight willing creatures joining hands; <b>EFFECT:</b> You move yourself or some other creature to another plane of existence or alternate dimension. <b>[SR:</b>Yes; <b>DC:</b>22, Will negates]         </p>	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	CR:p.322
<p> <b>Raise Dead</b>  <b>[V, S, M, DF]</b> <b>TARGET:</b> Dead creature touched; <b>EFFECT:</b> You restore life to a deceased creature. <b>[SR:</b>Yes (harmless); <b>DC:</b>22, None, see text]         </p>	Conjuration (Healing)	1 minute	Instantaneous	Touch	CR:p.329
<p> <b>Rapid Repair</b>  <b>[V, S, DF]</b> <b>TARGET:</b> Construct touched; <b>EFFECT:</b> Construct gains fast healing 5. <b>[SR:</b>Yes (harmless); <b>DC:</b>22, Fortitude negates (harmless)]         </p>	Transmutation [MetalSchool]	1 standard action	12 rounds	Touch	UM:p.234
<p> <b>Reprobation</b>  <b>[V, S, DF]</b> <b>TARGET:</b> One creature of your faith; <b>EFFECT:</b> Marked target is shunned by your religion. <b>[SR:</b>Yes]         </p>	Transmutation [Curse]	1 minute	Permanent	Close (55 ft.)	UM:p.234
<p> <b>Righteous Might</b>  <b>[V, S, DF]</b> <b>TARGET:</b> You; <b>EFFECT:</b> Your height immediately doubles, and your weight increases by a factor of eight.         </p>	Transmutation	1 standard action	12 rounds [D]	Personal	CR:p.335
<p> <b>Scrying</b>  <b>[V, S, MDF, F]</b> <b>TARGET:</b> Magical sensor; <b>EFFECT:</b> You can observe a creature at any distance. <b>[SR:</b>Yes; <b>DC:</b>22, Will negates]         </p>	Divination (Scrying)	1 hour	12 minutes	See text	CR:p.337
<p> <b>Serenity</b>  <b>[V, S]</b> <b>TARGET:</b> 12 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Peaceful feelings harm those attempting violence. <b>[SR:</b>Yes; <b>DC:</b>24, Will negates]         </p>	Enchantment (Compulsion) [Emotion, Mind-A1	1 standard action	12 rounds	Medium (220 ft.)	UM:p.236
<p> <b>Slay Living</b>  <b>[V, S]</b> <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> You can attempt to slay any one living creature. <b>[SR:</b>Yes; <b>DC:</b>22, Fortitude partial]         </p>	Necromancy [Death]	1 standard action	Instantaneous	Touch	CR:p.344
<p> <b>Snake Staff</b>  <b>[V, S, M (a knife suitable for whittling)]</b> <b>TARGET:</b> 1 or more pieces of wood, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Transforms wood into snakes to fight for you. <b>[SR:</b>Yes (object); <b>DC:</b>22, Will negates (object)]         </p>	Transmutation	1 standard action	12 rounds	Medium (220 ft.)	APG:p.245
<p> <b>Spell Immunity (Communal)</b>  <b>[V, S, DF]</b> <b>TARGET:</b> creatures touched; <b>EFFECT:</b> As spell immunity, but you may divide the duration among creatures touched. <b>[SR:</b>Yes (harmless); <b>DC:</b>22, Will negates (harmless)]         </p>	Abjuration	1 standard action	120 minutes	Touch	UC:p.244
<p> <b>Spell Resistance</b>  <b>[V, S, DF]</b> <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The target gains spell resistance equal to 24. <b>[SR:</b>Yes (harmless); <b>DC:</b>22, Will negates (harmless)]         </p>	Abjuration	1 standard action	12 minutes	Touch	CR:p.347
<p> <b>Summon Monster V</b>  <b>[V, S, F/DF]</b> <b>TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. <b>[SR:</b>No]         </p>	Conjuration, AirSchool, EarthSchool, FireSch1	round	12 rounds [D]	Close (55 ft.)	CR:p.352
<p> <b>Symbol of Pain</b>  <b>[V, S, M]</b> <b>TARGET:</b> One symbol; <b>EFFECT:</b> This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. <b>[SR:</b>Yes; <b>DC:</b>22, Fortitude negates]         </p>	Necromancy [Evil, Pain]	10 minutes	See text	0 ft.; see text	CR:p.356
<p> <b>Symbol of Scrying</b>  <b>[V, S, M (1,000 gp powdered diamond and opal)]</b> <b>TARGET:</b> One symbol; <b>EFFECT:</b> Triggered rune activates scrying sensor. <b>[SR:</b>No]         </p>	Divination (Scrying)	10 minutes	See text	0 ft.; see text	UM:p.241

\* =Domain/Specialty Spell



## Cleric Spells

■■■■■ <b>Symbol of Sleep</b>	Enchantment (Compulsion) [Mind-Affecting]	See text	0 ft.; see text	CR:p.356
[V, S, M] TARGET: One symbol; <i>EFFECT</i> : This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 *o 10 minutes. [SR:Yes; DC:24, Will negates]				
■■■■■ <b>Symbol of Striking</b>	Illusion (Shadow)			UC:p.245
[V, S, M (a masterwork melee weapon costing at least 300 gp)] TARGET: ; <i>EFFECT</i> : As symbol of death, but fills a 5-foot square. [SR:Yes, see text; DC:22, Will half, see text]				
■■■■■ <b>Tongues (Communal)</b>	Divination	1 standard action	120 minutes	UC:p.247
[V, M/DF] TARGET: creatures touched; <i>EFFECT</i> : As tongues, but you may divide the duration among creatures touched. [SR:No; DC:22, Will negates (harmless)]				
■■■■■ <b>Treasure Stitching</b>	Transmutation	1 standard action	12 days [D]	APG:p.250
[V, S, M (a piece of embroidered cloth no larger than 10-ft. square worth 100 gp)] TARGET: all objects on cloth; <i>EFFECT</i> : Objects on cloth become embroidered. [SR:Yes (object); DC:22, Fortitude negates (object)]				
■■■■■ <b>True Seeing</b>	Divination	1 standard action	12 minutes	CR:p.363
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : You confer on the subject the ability to see all things as they actually are. [SR:Yes (harmless); DC:22, Will negates (harmless)]				
■■■■■ <b>Unhallow</b>	Evocation [Evil]	24 hours	Instantaneous	CR:p.363
[V, S, M] TARGET: 40-ft. radius emanating from the touched point; <i>EFFECT</i> : Unhallow makes a particular site, building, or structure an unholy site. [SR:See text; DC:22, See text]				
■■■■■ <b>Unholy Ice</b>	Transmutation [Cold, Evil, Water]	1 standard action	12 minutes, instantaneous, or until expended	UM:p.245
[V, S, M (unholy water or 25 gp powdered silver)] TARGET: Wall of ice or flying javelins [see text]; <i>EFFECT</i> : Create wall or javelins of frozen unholy water. [SR:Yes; DC:22, Reflex negates or none (see text)]				
■■■■■ <b>Wall of Stone</b>	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	Instantaneous	CR:p.367
[V, S, M/DF] TARGET: Stone wall whose area is up to 12 5-ft. squares [S]; <i>EFFECT</i> : This spell creates a wall of rock that merges into adjoining rock surfaces. [SR:No; DC:22, See text]				

## LEVEL 6 / Per Day:3+1 / Caster Level:12

Name	School	Time	Duration	Range	Source
■■■■■ <b>Animate Objects</b>	Transmutation	1 standard action	12 rounds	Medium (220 ft.)	CR:p.242
[V, S] TARGET: 12 Small objects; see text; <i>EFFECT</i> : You imbue inanimate objects with mobility and a semblance of life. [SR:No]					
■■■■■ <b>Antilife Shell</b>	Abjuration	1 round	12 minutes [D]	10 ft.	CR:p.242
[V, S, DF] TARGET: 10-ft.-radius emanation, centered on you; <i>EFFECT</i> : You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. [SR:Yes]					
■■■■■ <b>Banishment</b>	Abjuration	1 standard action	Instantaneous	Close (55 ft.)	CR:p.246
[V, S, F] TARGET: One or more extraplanar creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : A banishment spell enables you to force extraplanar creatures out of your home plane. [SR:Yes; DC:23, Will negates]					
■■■■■ <b>Bear's Endurance (Mass)</b>	Transmutation	1 standard action	12 minutes	Close (55 ft.)	CR:p.247
[V, S, M/DF] TARGET: One creature/level, no two of which can be more than 30ft. apart; <i>EFFECT</i> : Mass Bear's Endurance works like Bear's Endurance, except that it affects multiple creatures. [SR:Yes; DC:23, Will negates (harmless)]					
■■■■■ <b>Blade Barrier</b>	Evocation [Force]	1 standard action	12 minutes [D]	Medium (220 ft.)	CR:p.249
[V, S] TARGET: Wall of whirling blades up to 240ft. long, or a ringed wall of whirling blades with a radius of up to 30 ft.; either form is 20 ft. high; <i>EFFECT</i> : An immobile, vertical curtain of whirling blades shaped of pure force springs into existence dealing 12d6 points of damage to any creature passing through. [SR:Yes; DC:23, Reflex half or Reflex negates; see text]					
■■■■■ <b>Bull's Strength (Mass)</b>	Transmutation	1 standard action	12 minutes	Close (55 ft.)	CR:p.251
[V, S, M/DF] TARGET: 12 creatures, no two of which can be more than 30ft. apart; <i>EFFECT</i> : This spell functions like bull's strength, except that it affects multiple creatures. [SR:Yes (harmless); DC:23, Will negates (harmless)]					
■■■■■ <b>Cold Ice Strike</b>	Evocation [Cold]	1 swift action	Instantaneous	30 ft.	UM:p.211
[V, S] TARGET: 30-ft. line; <i>EFFECT</i> : Line of ice slivers deals 12d6 cold. [SR:Yes; DC:23, Reflex half]					
■■■■■ <b>Create Undead</b>	Necromancy [Evil]	1 hour	Instantaneous	Close (55 ft.)	CR:p.262
[V, S, M] TARGET: One corpse; <i>EFFECT</i> : A much more potent spell than animate dead, this evil spell allows you to infuse a dead body with negative energy to create more powerful sorts of undead. [SR:No]					
■■■■■ <b>Cure Moderate Wounds (Mass)</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You channel positive energy to cure 2d8+12 points of damage points on each selected creature. [SR:Yes (harmless); see text; DC:23, Will half (harmless); see text]					
■■■■■ <b>Dispel Magic (Greater)</b>	Abjuration	1 standard action	Instantaneous	Medium (220 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; or a 20-ft.- radius burst; <i>EFFECT</i> : This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures. [SR:No]					
■■■■■ <b>Dust Form</b>	Transmutation (Polymorph)	1 standard action	12 rounds	Personal	UC:p.228
[V, S, M (a pinch of dust gathered from a gravestone or sacred shrine)] TARGET: You; <i>EFFECT</i> : You become an incorporeal creature of dust for a short period of time.					
■■■■■ <b>Eagle's Splendor (Mass)</b>	Transmutation	1 standard action	12 minutes	Close (55 ft.)	CR:p.275
[V, S, M/DF] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : This spell functions like eagle's splendor, except that it affects multiple creatures. [SR:Yes; DC:23, Will negates (harmless)]					
■■■■■ <b>Epidemic</b>	Necromancy [Disease, Evil]	1 standard action	Instantaneous	Close (55 ft.)	UM:p.218
[V, S] TARGET: Living creature; <i>EFFECT</i> : Infect a subject with a highly contagious disease. [SR:Yes; DC:23, Fortitude negates]					
■■■■■ <b>Find the Path</b>	Divination	3 rounds	120 minutes	Personal or touch	CR:p.281
[V, S, F] TARGET: You or creature touched; <i>EFFECT</i> : The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. [SR:No or yes (harmless); DC:23, None or Will negates (harmless)]					
■■■■■ <b>Forbiddance</b>	Abjuration	6 rounds	Permanent	Medium (220 ft.)	CR:p.285
[V, S, M, DF] TARGET: 12 60-ft. cubes [S]; <i>EFFECT</i> : Forbiddance seals an area against all planar travel into or within it. [SR:Yes; DC:23, See text]					
■■■■■ <b>Geas/Quest</b>	Enchantment (Compulsion) [Language-Deper]	10 minutes	12 days or until discharged [D]	Close (55 ft.)	CR:p.288
[V] TARGET: One living creature; <i>EFFECT</i> : This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw. [SR:Yes]					
■■■■■ <b>Glyph of Warding (Greater)</b>	Abjuration	10 minutes	Permanent until discharged [D]	Touch	CR:p.291
[V, S, M] TARGET: Object touched or up to 60 sq. ft.; <i>EFFECT</i> : This spell functions like glyph of warding, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower. [SR:No (object) and yes; see text; DC:23, See text]					
■■■■■ <b>Harm</b>	Necromancy	1 standard action	Instantaneous	Touch	CR:p.293
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Harm charges a subject with negative energy that deals 120 points of damage. [SR:Yes; DC:23, Will half; see text]					
■■■■■ <b>Heal</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.294
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. [SR:Yes (harmless); DC:23, Will negates (harmless)]					
■■■■■ <b>Heroes' Feast</b>	Conjuration [Creation]	10 minutes	1 hour plus 12 hours; see text	Close (55 ft.)	CR:p.295
[V, S, DF] TARGET: Feast for 12 creatures; <i>EFFECT</i> : You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. [SR:No]					
■■■■■ <b>Inflict Moderate Wounds (Mass)</b>	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.300
[V, S] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Negative energy spreads out in all directions from the point of origin, dealing 2d8+12 points of damage to nearby living enemies. [SR:Yes; DC:23, Will half]					
■■■■■ <b>Joyful Rapture</b>	Conjuration (Healing) [Emotion]	1 standard action	Instantaneous	60 ft.	UM:p.225
[V, S] TARGET: All allies and opponents within a 60-ft.-radius burst centered on you; <i>EFFECT</i> : Negate harmful emotions. [SR:Yes]					
■■■■■ <b>*Mislead</b>	Illusion (Figment, Glamer)	1 standard action	12 rounds [D] and concentration + 3 rounds	Close (55 ft.)	CR:p.315
[S] TARGET: You/one illusory double; <i>EFFECT</i> : You become invisible [as greater invisibility, a glamer], and at the same time, an illusory double of you [as major image, a figment] appears. [SR:No; DC:23, None or Will disbelief (if interacted with); see text;]					
■■■■■ <b>Owl's Wisdom (Mass)</b>	Transmutation	1 standard action	12 minutes	Close (55 ft.)	CR:p.318
[V, S, M/DF] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : This spell functions like owl's wisdom, except that it affects multiple creatures. [SR:Yes; DC:23, Will negates (harmless)]					
■■■■■ <b>Plague Storm</b>	Necromancy [Disease, Evil]	1 standard action	12 minutes and instantaneous [see text]	Medium (220 ft.)	UM:p.231
[V, S] TARGET: Cloud spreads in 20-ft.-radius, 20 ft. high; <i>EFFECT</i> : Cloud infects creatures like contagion. [SR:No; DC:23, Fortitude negates]					
■■■■■ <b>Planar Adaptation, Mass</b>	Transmutation, AirSchool, EarthSchool, FireSchool	1 standard action	12 hours [D]	Close (55 ft.)	APG:p.236
[V, S] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Resist harmful effects of other plane. [SR:Yes (harmless); DC:23, Will negates (harmless)]					
■■■■■ <b>Planar Ally</b>	Conjuration (Calling)	10 minutes	Instantaneous	Close (55 ft.)	CR:p.320
[V, S, M, DF] TARGET: One or two called outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear; <i>EFFECT</i> : This spell functions like lesser planar ally, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose HD total no more than 12. [SR:No]					
■■■■■ <b>*Planar Binding</b>	Conjuration, AirSchool, EarthSchool, FireSchool	10 minutes	Instantaneous	Close; see text	CR:p.321
[V, S] TARGET: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear; <i>EFFECT</i> : This spell functions like lesser planar binding, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. [SR:No and yes; see text; DC:23, Will negates]					
* =Domain/Specialty Spell					



Cleric Spells					
☐☐☐☐☐	<b>*Planar Binding (Devils Only)</b>	Conjuration (Calling)	10 minutes	Instantaneous	Close; see text
[V, S] TARGET: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear; <i>EFFECT</i> : This spell functions like lesser planar binding, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. [SR:No and yes; see text; DC:23, Will negates]					
☐☐☐☐☐	<b>Summon Monster VI</b>	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	12 rounds [D]	Close (55 ft.)
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					
☐☐☐☐☐	<b>Symbol of Fear</b>	Necromancy [Fear, Mind-Affecting, Emotion]		See text	0 ft.; see text
[V, S, M] TARGET: One symbol; <i>EFFECT</i> : This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level. [SR:Yes; DC:23, Will negates]					
☐☐☐☐☐	<b>Symbol of Persuasion</b>	Enchantment (Charm) [Mind-Affecting]	10 minutes	See text	0 ft.; see text
[V, S, M] TARGET: One symbol; <i>EFFECT</i> : This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster for 1 hour per caster level. [SR:Yes; DC:25, Will negates]					
☐☐☐☐☐	<b>Symbol of Sealing</b>	Abjuration [Force]	10 minutes	Permanent	0 ft.; see text
[V, S, M (5,000 gp powdered diamond and opal)] TARGET: One symbol; <i>EFFECT</i> : Creates triggered wall of force. [SR:No]					
☐☐☐☐☐	<b>Undeath to Death</b>	Necromancy	1 standard action	Instantaneous	Medium (220 ft.)
[V, S, M/DF] TARGET: Several undead creatures within a 40-ft.-radius burst; <i>EFFECT</i> : This spell functions like circle of death, except that it destroys undead creatures as noted above. [SR:Yes; DC:23, Will negates]					
☐☐☐☐☐	<b>Wind Walk</b>	Transmutation [Air]	1 standard action	12 hours [D]; see text	Touch
[V, S, DF] TARGET: You and 4 touched creatures; <i>EFFECT</i> : You alter the substance of your body to a cloudlike vapor and move through the air, possibly at great speed. [SR:No and yes (harmless); DC:23, No and Will negates (harmless)]					
☐☐☐☐☐	<b>Word of Recall</b>	Conjuration (Teleportation)	1 standard action	Instantaneous	Unlimited
[V] TARGET: You and touched objects or other willing creatures; <i>EFFECT</i> : Word of recall teleports you instantly back to your sanctuary when the word is uttered. [SR:No or yes (harmless, object); DC:23, None or Will negates (harmless, object); Spell]					
LEVEL 7 / Per Day:0 / Caster Level:12					
	Name	School	Time	Duration	Range
☐☐☐☐☐	<b>*Screen</b>	Illusion (Glamer)	10 minutes	24 hours	Close (55 ft.)
[V, S] TARGET: 12 30-ft. cubes [S]; <i>EFFECT</i> : This spell creates a powerful protection from scrying and observation. [SR:No; DC:24, None or Will disbelief (if interacted with); see text;]					
* =Domain/Speciality Spell					

## Wizard Spells

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

LEVEL 0 / Per Day:3+0 / Caster Level:1					
	Name	School	Time	Duration	Range
☐☐☐☐☐	<b>Acid Splash</b>	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (25 ft.)
[V, S] TARGET: One missile of acid; <i>EFFECT</i> : You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
☐☐☐☐☐	<b>Arcane Mark</b>	Universal	1 standard action	Permanent	Touch
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; <i>EFFECT</i> : This spell allows you to inscribe your personal rune or mark. [SR:No]					
☐☐☐☐☐	<b>Bleed</b>	Necromancy	1 standard action	Instantaneous	Close (25 ft.)
[V, S] TARGET: One living creature; <i>EFFECT</i> : You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:13, Will negates]					
☐☐☐☐☐	<b>Daze</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (25 ft.)
[V, S, M] TARGET: One humanoid creature of 4 HD or less; <i>EFFECT</i> : This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. [SR:Yes; DC:15, Will negates]					
☐☐☐☐☐	<b>Disrupt Undead</b>	Necromancy	1 standard action	Instantaneous	Close (25 ft.)
[V, S] TARGET: Ray; <i>EFFECT</i> : You direct a ray of positive energy dealing 1d6 points of damage to Undead. [SR:Yes]					
☐☐☐☐☐	<b>Ghost Sound</b>	Illusion (Figment)	1 standard action	1 rounds [D]	Close (25 ft.)
[V, S, M] TARGET: Illusory sounds; <i>EFFECT</i> : Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. [SR:No; DC:13, Will disbelief]					
☐☐☐☐☐	<b>Haunted Fey Aspect</b>	Illusion (Glamer)	1 standard action	1 rounds [D]	Personal
[S] TARGET: You; <i>EFFECT</i> : You surround yourself with disturbing illusions.					
☐☐☐☐☐	<b>Mage Hand</b>	Transmutation	1 standard action	Concentration	Close (25 ft.)
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; <i>EFFECT</i> : You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
☐☐☐☐☐	<b>Mending</b>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.
[V, S] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
☐☐☐☐☐	<b>Message</b>	Transmutation, AirSchool [Language-Depend	1 standard action	10 minutes	Medium (110 ft.)
[V, S, F] TARGET: 1 creatures; <i>EFFECT</i> : You can whisper messages and receive whispered replies. [SR:No]					
☐☐☐☐☐	<b>Open/Close</b>	Transmutation	1 standard action	Instantaneous	Close (25 ft.)
[V, S, F] TARGET: Object weighing up to 30 lbs. or portal that can be opened or closed; <i>EFFECT</i> : You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. [SR:Yes (object); DC:13, Will negates (object)]					
☐☐☐☐☐	<b>Prestidigitation</b>	Universal	1 standard action	1 hour	10 ft.
[V, S] TARGET: See text; <i>EFFECT</i> : Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:13, See text]					
☐☐☐☐☐	<b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐	<b>Touch of Fatigue</b>	Necromancy	1 standard action	1 rounds	Touch
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : You channel negative energy through your touch, fatiguing the target. [SR:Yes; DC:13, Fortitude negates]					
* =Domain/Speciality Spell					

## Magic Item Spell-like Abilities

At Will Feather Fall (DC:10)  
☐Fly (DC:14)

# 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 / HAIR STYLE	
PHOBIAS	
,	
PERSONALITY TRAITS	
INTERESTS	
,	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
Asmodeus	
DEITY	
Humanoid	
Race Type	
Race Sub Type	

Description:

Biography: