

Beatrix

Character Name

Cleric (Crusader) 10, Holy Vindicator 6

CLASS

16 (15)

890000 / 1300000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME

ABILITY EQUIPPED SCORE

ABILITY SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

8

-1

DEX

Dexterity

20

+5

CON

Constitution

16

+3

INT

Intelligence

8

-1

WIS

Wisdom

23

+6

CHA

Charisma

8

-1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+13

=

+10

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+10

=

+5

+

+5

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+16

=

+10

+

+6

+

+0

+

+0

+

+0

+

Baltazar Tavares

Player Name

Human / Humanoid

RACE

35

Female

AGE

GENDER

WOUNDS/CURRENT HP

HP

hit points

196

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

21

TOTAL

16

FLAT

15

TOUCH

10

BASE

6

ARMOR BONUS

0

SHIELD BONUS

5

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

INITIATIVE

modifier

+7

TOTAL

+5

DEX MODIFIER

+2

MISC MODIFIER

MISS CHANCE

45

Arcane Spell Failure

-1

ARMOR CHECK PENALTY

0

SPELL RESIST

Encumbrance

Light

Erastil

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

None

Region

5' 10" / 180 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

Normal

VISION

EYES

HAIR

Points

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+12/+7/+2

=

+13/+8/+3

+

-1

+

+0

+

+0

+

0

+

RANGED

attack bonus

+18/+13/+8

=

+13/+8/+3

+

+5

+

+0

+

+0

+

0

+

CMB

attack bonus

+12/+7/+2

=

+13/+8/+3

+

-1

+

+0

+

+

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRRUN

CMB

+12/+7/+2

+12/+7/+2

+12/+7/+2

+12/+7/+2

+12

+12

CMD

27

27

27

27

27

27

*Longbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +21/+16/+11		Damage: 1d8+2				
100 ft.		200 ft.		300 ft.		400 ft.		500 ft.
TH	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4		+12/+7/+2		
Dam	1d8+1	1d8+1	1d8+1	1d8+1		1d8+1		
600 ft.		700 ft.		800 ft.		900 ft.		1000 ft.
TH	+10/+5/+0	+8/+3/-2	+6/+1/-4	+4/-1/-6		+2/-3/-8		
Dam	1d8+1	1d8+1	1d8+1	1d8+1		1d8+1		

*Armor Spikes				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped	P	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+12/+7/+2	1d6-1		2W-P-(OH)	+6/+1/-4		1d6-1	
1H-O	+8/+3/-2	1d6-1		2W-P-(OL)	+8/+3/-2		1d6-1	
2H	+12/+7/+2	1d6-1		2W-OH	+4		1d6-1	

Special Properties: deals extra piercing damage on a successful grapple attack

*: 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
*Agile Breastplate (Noqual)		Light	+6	+5	-1	45
+2 resistance bonus on all saving throws against spells and spell-like abilities						

SKILLS

MAX RANKS: 16/16

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

4

=

5

+

-1

✓ Acrobatics (Jump)

DEX

5

=

5

✓ Appraise

INT

-1

=

-1

✓ Bluff

CHA

-1

=

-1

✓ Climb

STR

-1

=

-1

✓ Craft (Untrained)

INT

-1

=

-1

✓ Diplomacy

CHA

-1

=

-1

✓ Disguise

CHA

-1

=

-1

✓ Escape Artist

DEX

4

=

5

+

-1

✓ Fly

DEX

4

=

5

+

-1

✓ Heal

WIS

6

=

6

✓ Intimidate

CHA

-1

=

-1

✓ Knowledge (Religion)

INT

7

=

-1

+

5

+

3

✓ Perception

WIS

13

=

6

+

7

✓ Perform (Untrained)

CHA

-1

=

-1

✓ Ride

DEX

4

=

5

+

-1

✓ Sense Motive

WIS

25

=

6

+

16

+

3

✓ Stealth

DEX

4

=

5

+

-1

✓ Survival

WIS

12

=

6

+

6

✓ Swim

STR

-2

=

-1

+

-1

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Bit of Luck

Uses per Day

Bit of Luck (Sp):You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability 9 times per day. [Paizo Inc. - Core Rulebook, p.45]

Channel Positive Energy

Uses per day

Channel Positive Energy (Su):You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 7 Will save to halve the damage. You can use this ability 2 times per day. [Paizo Inc. - Advanced Player's Guide, p.40]

Good Fortune

Uses per Day

Good Fortune (Ex):As an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability 1 times per day. [Paizo Inc. - Core Rulebook, p.45]

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Longbow		Equipped	1	3 / 75	
Armor Spikes		Equipped	1	0 / 0	
deals extra piercing damage on a successful grapple attack					
Agile Breastplate (Noqual)		Equipped	1	12.5 / 8,400	
+2 resistance bonus on all saving throws against spells and spell-like abilities					
TOTAL WEIGHT CARRIED/VALUE		15.5 lbs.	8,475gp		
WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400
MONEY					
					Total= 0 gp
MAGIC					
Languages					
Common					
Other Companions					
Archetypes					
Crusader			[Paizo Inc. - Ultimate Combat, p.40]		
Crusaders serve the militant arm of a church, ready to stand guard over the religion's holy places and to be its swift, avenging arm against those who resist its truth.					
Traits					
Alluring			[Paizo Inc. - Dwarves of Golarion, p.10]		
You have the art of turning a passing glance into love. You receive a +2 trait bonus on Diplomacy checks with those who find you attractive. You can use daze once per day as a spell-like ability, with a caster level equal to your character level.					
Magical Knack (Cleric)			[Paizo Inc. - Second Darkness Player's Guide, p.13]		
You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Your caster level in Cleric gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.					
Paranoid			[Paizo Publishing - Ultimate Campaign]		
You believe that someone or something is always out to get you, so you have a hard time truly trusting anyone.					
Reactionary			[Paizo Inc. - Second Darkness Player's Guide, p.11]		
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.					
Special Qualities					
Aura (Ex)			[Paizo Inc. - Core Rulebook, p.]		
A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).					
Aura of Good (Ex)			[Paizo Inc. - Core Rulebook]		
You project a strong good aura.					
Aura of Law (Ex)			[Paizo Inc. - Core Rulebook]		
You project a strong lawful aura.					
Bit of Luck (Sp)			[Paizo Inc. - Core Rulebook, p.45]		
You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability 9 times per day.					
Bloodfire (Su)			[Paizo Inc. - Advanced Player's Guide]		
At 5th level, while a vindicator's stigmata are bleeding, his blood runs down his weapons like sacred or profane liquid energy; when he uses Channel Smite, the damage increases by 1d6, and if the target fails its save, it is sickened and takes 1d6 points of bleed damage each round on its turn. The target can attempt a new save every round to end the sickened and bleed effects.					
Bonus Feat			[Paizo Inc. - Ultimate Combat, p.40]		
A crusader gains a bonus feat at 1st level, then again at 5th level and every five levels thereafter (to a maximum of six at 20th level). These bonus feats must be chosen from the following list - Heavy Armor Proficiency, Improved Shield Bash, Martial Weapon Proficiency, Saving Shield, Shield Focus, Tower Shield Proficiency, and Weapon Focus*. At 10th level, a crusader may also choose from the following feats - Exotic Weapon Proficiency, Greater Shield Focus, Greater Weapon Focus*, Improved Critical*, Shield Slam, Shield Specialization, and Weapon Specialization*. At 20th level,					

a crusader may also choose from the following feats - Greater Shield Specialization and Greater Weapon Specialization*. Bonus feats marked with an asterisk (*) must be applied to the favored weapon of the crusader's deity. A crusader need not meet the normal class- or level-based prerequisites for these bonus feats.	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Channel Positive Energy (Su)	[Paizo Inc. - Advanced Player's Guide, p.40]
You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 7 Will save to halve the damage. You can use this ability 2 times per day.	
Channel Smite	[Paizo Inc. - Advanced Player's Guide]
At 5th level, a vindicator gains Channel Smite as a bonus feat.	
Diminished Spellcasting	[Paizo Inc. - Ultimate Combat, p.40]
A crusader chooses only one domain and gains one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if they are domain spells or if her Wisdom allows bonus spells of that level.	
Divine Wrath (Sp)	[Paizo Inc. - Advanced Player's Guide]
At 4th level, when a vindicator confirms a critical hit, he may sacrifice a prepared 1st-level spell or available 1st-level spell slot to invoke doom upon the target as an immediate action (using the vindicator's caster level). The save DC is increased by +2 if his weapon has a ?3 damage multiplier, or by +4 if it is ?4. The vindicator can also use this ability in response to being critically hit, even if the attack incapacitates or kills the vindicator.	
Faith Healing (Su)	[Paizo Inc. - Advanced Player's Guide]
At 3rd level, any cure wounds spells a vindicator casts on himself are automatically empowered as if by the Empower Spell feat, except they do not use higher spell level slots or an increased casting time. If the vindicator targets himself with a cure spell that affects multiple creatures, this ability only applies to himself. At 8th level, these healing spells are maximized rather than empowered.	
Good Fortune (Ex)	[Paizo Inc. - Core Rulebook, p.45]
As an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability 1 times per day.	
Legion's Blessing (Su)	[Paizo Inc. - Ultimate Combat, p.40]
At 8th level, a crusader gains the ability to confer beneficial spells quickly to a large group of allies. As a full-round action, the crusader may confer the effects of a single harmless spell with a range of touch to a number of creatures equal to half her cleric level. The spell's range remains touch, so all intended recipients must be within the crusader's reach when the spell is cast. Using the legion's blessing expends the prepared spell, but it also requires the crusader to sacrifice another prepared spell three levels higher, as when spontaneously using a cure or inflict spell. The higher-level spell is not cast but is simply lost, its magical energy used to power the legion's blessing.	
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.	
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	[Paizo Inc. - Core Rulebook, p.41]
Stigmata (Su)	[Paizo Inc. - Advanced Player's Guide]
A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level it becomes a move action, and at 10th level it becomes a swift action. Activating stigmata causes bleed damage equal to half the vindicator's class level, and this bleed damage is not halted by curative magic. While the stigmata are bleeding, the vindicator gains a sacred bonus (if he channels positive energy) or profane bonus (if he channels negative energy) equal to half his class level. Each time he activates his stigmata, the vindicator decides if the bonus applies to attack rolls, weapon damage rolls, Armor Class, caster level checks, or saving throws; to change what the bonus applies to, the vindicator must deactivate and reactivate his stigmata. While his stigmata are bleeding, the vindicator ignores blood drain and bleed damage from any other source and can use bleed or stabilize at will as a standard action.	
Versatile Channel (Su)	[Paizo Inc. - Advanced Player's Guide]
At 6th level, a vindicator's channel energy can instead affect a 30-foot cone or a 120-foot line.	
Vindicator's Shield (Su)	[Paizo Inc. - Advanced Player's Guide]
A vindicator can channel energy into his shield as a standard action; when worn, the shield gives the vindicator a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the vindicator's channel energy. This bonus lasts for 24 hours or until the vindicator is struck in combat,	

whichever comes first. The shield does not provide this bonus to any other wielder, but the vindicator does not need to be holding the shield for it to retain this power.

Feats	
Alignment Channel (Evil)	[Paizo Inc. - Core Rulebook, p.117]
You can channel your divine energy to harm or heal outsiders that possess your chosen alignment subtype.	
Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of the chosen alignment subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of the chosen alignment subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.	
Arcane Strike	[Paizo Inc. - Core Rulebook, p.118]
As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +1 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction.	
As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.	
Clustered Shots	[Paizo Inc. - Ultimate Combat, p.92]
You take a moment to carefully aim your shots, causing them all to strike nearly the same spot.	
When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction.	
[Special]If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).	
Deadly Aim	[Paizo Inc. - Core Rulebook, p.121]
You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.	
You can choose to take a -4 penalty on all ranged attack rolls to gain a +8 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
Manyshot	[Paizo Inc. - Core Rulebook, p.130]
You can fire multiple arrows at a single target.	
When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.	
Point Blank Master (Weapon Specialization (Longbow))	[Paizo Inc. - Advanced Player's Guide, p.167]
You are adept at firing ranged weapons in close quarters.	
Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.	
Point-Blank Shot	[Paizo Inc. - Core Rulebook, p.131]
You are especially accurate when making ranged attacks against close target.	
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Precise Shot	[Paizo Inc. - Core Rulebook, p.131]
You are adept at firing ranged attacks into melee.	
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
Rapid Shot	[Paizo Inc. - Core Rulebook, p.132]
You can make an additional ranged attack.	
When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.	
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.

Greater Weapon Focus (Longbow)	[Paizo Inc. - Core Rulebook, p.126]
You are a master at your chosen weapon.	
You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.	
Weapon Focus (Longbow)	[Paizo Inc. - Core Rulebook, p.136]
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Weapon Specialization (Longbow)	[Paizo Inc. - Core Rulebook, p.137]
You deal extra damage when using your chosen weapon.	
You gain a +2 bonus on all damage rolls you make using the selected weapon.	

Domains
Luck
You are infused with luck, and your mere presence can spread good fortune.

Proficiencies
Aldori Dueling Sword, Amentum, Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Great Terbutje, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsecopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickie, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Templates
Bypass Advanced Race Spell Restrictions

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	3	5+1	5+1	4+1	4+1	3+1	4+1	2+1	—	—
Concentration	+22									

LEVEL 0 / Per Day:3 / Caster Level:16

Name	School	Time	Duration	Range	Source
■■■■■ Bleed	Necromancy	1 standard action	Instantaneous	Close (65 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:16, Will negates]					
■■■■■ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (65 ft.)	CR:p.262
[V, S] TARGET: Up to 32 gallons of water; <i>EFFECT</i> : This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
■■■■■ Detect Magic	Divination	1 standard action	Concentration, up to 16 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You detect magical auras. [SR:No]					
■■■■■ Detect Poison	Divination	1 standard action	Instantaneous	Close (65 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]					
■■■■■ Guidance	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:16, Will negates (harmless)]					
■■■■■ Light	Evocation [Light, WoodSchool]	1 standard action	160 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]					
■■■■■ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 16 lb.; <i>EFFECT</i> : This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
■■■■■ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 16 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:16, Will negates (object)]					
■■■■■ Read Magic	Divination	1 standard action	160 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.					
■■■■■ Resistance	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:16, Will negates (harmless)]					
■■■■■ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (65 ft.)	APG:p.246
[V or S] TARGET: one Fine object; <i>EFFECT</i> : Ignites flammable objects. [SR:Yes (object); DC:16, Fortitude negates (object)]					
■■■■■ Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (65 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:16, Will negates (harmless)]					
■■■■■ Virtue	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:5+1 / Caster Level:16

Name	School	Time	Duration	Range	Source
■■■■■ Abstemiousness	Transmutation	1 standard action	1 hour	Touch	ISG:p.??
[V] TARGET: a handful of berries, grains, nuts, or rice; <i>EFFECT</i> : This spell magically enhances a handful of simple food, imbuing it with enough nutrition to satisfy a Medium or smaller creature for a full day. The spell does not create food, and thus will not alone prevent someone from starving, but it can extend even limited reserves for lengthy periods. [SR:Yes (harmless); DC:17, Fort negates (harmless)]					
■■■■■ Abundant Ammunition	Conjuration (Summoning)	1 standard action	16 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]					
■■■■■ Air Bubble	Conjuration (Creation)	1 standard action	16 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:17, Will negates (harmless)]					
■■■■■ Ant Haul	Transmutation	1 standard action	32 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:17, Fortitude negates (harmless)]					
■■■■■ Bane	Enchantment (Compulsion) [Fear, Mind-Affect]	1 standard action	16 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:17, Will negates]					
■■■■■ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 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)]					
■■■■■ Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
[V, S, M] TARGET: Flask of water touched; <i>EFFECT</i> : This transmutation imbues a flask of water with positive energy, turning it into holy water. [SR:Yes (object); DC:17, Will negates (object)]					
■■■■■ Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (65 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:17, Will partial]					
■■■■■ Command	Enchantment (Compulsion) [Language-Deper]	1 standard action	1 round	Close (65 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:17, Will negates]					
■■■■■ Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 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:17, see text]					
■■■■■ Comprehend Languages	Divination	1 standard action	160 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.					
■■■■■ Cure Light Wounds	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:17, Will half (harmless); see text]					
■■■■■ Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	16 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]					
■■■■■ Deadeye's Lore	Divination	1 round	16 hours	Personal	UC:p.227
[V, S] TARGET: You; <i>EFFECT</i> : Gain a +4 bonus on Survival and move full speed while tracking.					
■■■■■ Deathwatch	Necromancy	1 standard action	160 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]					
■■■■■ Decompose Corpse	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:17, Fortitude negates (object)]					
■■■■■ Detect Chaos	Divination	1 standard action	Concentration, up to 160 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]					
■■■■■ Detect Evil	Divination	1 standard action	Concentration, up to 160 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]					
■■■■■ Detect Good	Divination	1 standard action	Concentration, up to 160 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]					
■■■■■ Detect Law	Divination	1 standard action	Concentration, up to 160 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]					
■■■■■ Detect Undead	Divination	1 standard action	Concentration, up to 16 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]					
■■■■■ Diagnose Disease	Divination	1 standard action	Instantaneous	Close (65 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detect and identify diseases. [SR:No]					
■■■■■ Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; <i>EFFECT</i> : Calling upon the strength and wisdom of a deity, you gain a +3 luck bonus on attack and weapon damage rolls.					
■■■■■ Doom	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	16 minutes	Medium (260 ft.)	CR:p.274
[V, S, DF] TARGET: One living creature; <i>EFFECT</i> : This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:17, Will negates]					

* =Domain/Specialty Spell

Cleric Spells

<div><div></div><div></div><div></div><div></div></div> <div><div>Endure Elements</div></div>	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; <i>EFFECT</i> : A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Enhance Water</div></div>	Transmutation	1 round	Instantaneous	Touch	FOP:p.28
[V, S] TARGET: 16 pints of water; <i>EFFECT</i> : Transform water into an alcoholic beverage, typically ale, beer, mead, or wine. [SR:Yes (object); DC:17, Fortitude negates (object)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Entropic Shield</div></div>	Abjuration	1 standard action	16 minutes [D]	Personal	CR:p.278
[V, S] TARGET: You; <i>EFFECT</i> : A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.					
<div><div></div><div></div><div></div><div></div></div> <div><div>Forbid Action</div></div>	Enchantment (Compulsion) [Language-Deper1	1 standard action	1 round	Close (65 ft.)	UM:p.220
[V] TARGET: One creature; <i>EFFECT</i> : Target obeys your command to not do something. [SR:Yes; DC:17, Will negates]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Gorum's Armor</div></div>	Transmutation	1 standard action	160 minutes	Touch	ISWG:p.294
[V, S, M] TARGET: One suit of metal armor or one metal shield; <i>EFFECT</i> : Targeted object sprouts thousand of tiny iron spikes. These act as armor/shield spikes [enhanced at CL 5+], causing 1 point of piercing damage for each opponent's natural attack that hits. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Hairline Fractures</div></div>	Transmutation	1 standard action	16 rounds	Touch	FOP:p.28
[V, S, M] TARGET: 5-ft.-square section of stone or a creature with the earth subtype; <i>EFFECT</i> : You create momentary hairline fractures in a piece of stone or a creature with the earth subtype. [SR:Yes (object); DC:17, Fortitude negates (object)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Haze of Dreams</div></div>	Enchantment (Charm) [Mind-Affecting]	1 standard action	16 rounds	Close (65 ft.)	FOP:p.28
[V, M] TARGET: One Creature; <i>EFFECT</i> : You fill an enemy's head with waking dreams, reducing the target's speet by half. [SR:Yes; DC:17, Will negates]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Hide from Undead</div></div>	Abjuration	1 standard action	160 minutes [D]	Touch	CR:p.296
[V, S, DF] TARGET: 16 creatures touched; <i>EFFECT</i> : Undead cannot see, hear, or smell creatures warded by this spell. [SR:Yes; DC:17, Will negates (harmless); see text]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Inflict Light Wounds</div></div>	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 1d8+5 points of damage. [SR:Yes; DC:17, Will half]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Ironbeard</div></div>	Transmutation	1 standard action	16 minutes	Touch	ARG:p.19
[V, S] TARGET: One Creature; <i>EFFECT</i> : This spell causes a brushy beard of stiff iron to erupt from the face of a willing target. The ironbeard grants a +1 armor bonus to AC, and this bonus stacks with any armor worn by the creature. The ironbeard may also be used as a weapon equivalent to cold iron armor spikes. The ironbeard makes it difficult to speak, so any spellcasting with a verbal component has a 20% spell failure chance. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Karmic Blessing</div></div>	Divination [Good]	1 standard action	16 rounds	Touch	ARG:p.199
[V, S] TARGET: One creature; <i>EFFECT</i> : The target treats one skill of your choice as a class skill. [SR:Yes (harmless); DC:17, Will Negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Know the Enemy</div></div>	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; <i>EFFECT</i> : Gain +10 on a monster Knowledge check. [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Liberating Command</div></div>	Transmutation	1 immediate action	instantaneous	Close (65 ft.)	UC:p.233
[V] TARGET: one creature; <i>EFFECT</i> : Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Magic Stone</div></div>	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; <i>EFFECT</i> : You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Magic Weapon</div></div>	Transmutation [MetalSchool]	1 standard action	16 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; <i>EFFECT</i> : Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Marid's Mastery</div></div>	Transmutation [Water]	1 standard action	16 minutes	Touch	ARG:p.178
[V, S] TARGET: One creature; <i>EFFECT</i> : The target gains a +1 bonus on attack and damage rolls if it and its opponent are touching water. If the opponent or the target is touching the ground, the target takes a -4 penalty on attack and damage rolls. [SR:Yes (harmless); DC:17, Will Negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Mighty Fist of the Earth</div></div>	Conjuration (Creation) [Earth]	1 standard action	Instantaneous	Close (65 ft.)	ARG:p.149
[V, S, DF] TARGET: One creature; <i>EFFECT</i> : You create a fist-sized rock that flies toward one enemy. Make an unarmed strike attack roll against the target as if it were in your threatened area. If the attack is successful, the rock deals bludgeoning damage to the target as if you had hit the target with your unarmed strike. If you have a ki pool, as long as you have at least 1 point in your ki pool, the rock counts as a ki strike. [SR:Yes]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Moment of Greatness</div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 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; <i>EFFECT</i> : Doubles a morale bonus. [SR:Yes (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Murderous Command</div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (65 ft.)	UM:p.230
[V] TARGET: One living creature; <i>EFFECT</i> : Target is compelled to kill its ally. [SR:Yes; DC:17, Will negates]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Obscuring Mist</div></div>	Conjuration, WaterSchool (Creation)	1 standard action	16 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <i>EFFECT</i> : A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Protection from Evil</div></div>	Abjuration [Good]	1 standard action	16 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:17, Will negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Ray of Sickening</div></div>	Necromancy	1 standard action	16 minutes	Close (65 ft.)	UM:p.234
[V, S, M] TARGET: Ray; <i>EFFECT</i> : Ray makes the subject sickened. [SR:Yes; DC:17, Fortitude partial; see text]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Recharge Innate Magic</div></div>	Transmutation	1 standard action	Instantaneous	Personal	ARG:p.39
[V, S] TARGET: You; <i>EFFECT</i> : You channel magic energy into your own aura, recharging your innate magic abilities. You regain one use of all 0-level and 1st-level spell-like abilities you can use as a result of a racial trait. [SR:no]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Reinforce Armaments</div></div>	Transmutation	1 standard action	160 minutes	Touch	UC:p.241
[V, S, MDF (a metal pin)] TARGET: one armor suit or weapon touched; <i>EFFECT</i> : Temporarily mitigates the fragile quality in targeted weapon or armor. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Remove Fear</div></div>	Abjuration	1 standard action	10 minutes; see text	Close (65 ft.)	CR:p.332
[V, S] TARGET: 5 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Remove Sickness</div></div>	Conjuration (Healing)	1 standard action	160 minutes; see text	Close (65 ft.)	UM:p.234
[V, S] TARGET: One creature; <i>EFFECT</i> : Suppress disease, nausea, and the sickened condition. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Restore Corpse</div></div>	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, S] TARGET: Corpse touched; <i>EFFECT</i> : Skeletal corpse grows flesh. [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Sanctify Corpse</div></div>	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; <i>EFFECT</i> : Prevent a corpse from becoming an undead creature. [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Sanctuary</div></div>	Abjuration	1 standard action	16 rounds	Touch	CR:p.336
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. [SR:No; DC:17, Will negates]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Shield of Faith</div></div>	Abjuration	1 standard action	16 minutes	Touch	CR:p.342
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : This spell creates a shimmering, magical field around the target that averts and deflects attacks. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Stone Shield</div></div>	Conjuration (Creation) [Earth]	1 immediate action	1 round	0 ft	ARG:p.149
[V, S, DF] TARGET: One 5-ft square; <i>EFFECT</i> : A 1-inch-thick slab of stone springs up from the ground, interposing itself between you and an opponent of your choice. The stone shield provides you with cover from that enemy [Core Rulebook 195] until the beginning of your next turn, granting you a +4 bonus to Armor Class and a +2 bonus on Reflex saving throws. If the opponent's attack misses you by 4 or less, the attack strikes the shield instead. The stone shield has hardness 8 and 15 hit points. If the shield is destroyed, the spell ends and the shield crumbles away into nothingness. Spells and effects that damage an area deal damage to the shield. You cannot use this spell if you are not adjacent to a large area of earth or stone such as the ground or a wall. [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Summon Minor Monster</div></div>	Conjuration (Summoning)	1 round	16 rounds [D]	Close (65 ft.)	UM:p.241
[V, S, F/DF] TARGET: 1d3 summoned creatures; <i>EFFECT</i> : Summon 1d3 Tiny animals [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Summon Monster I</div></div>	Conjuration (Summoning)	1 round	16 rounds [D]	Close (65 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell summons an extraplanar creature. [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Sun Metal</div></div>	Transmutation [Fire]	1 standard action	16 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; <i>EFFECT</i> : [SR:Yes (object); DC:17, Fortitude negates (object)]					
<div><div></div><div></div><div></div><div></div></div> <div><div>Tap Inner Beauty</div></div>	Divination	1 standard action	16 minutes	Personal	FOP:p.29
[V, M] TARGET: You; <i>EFFECT</i> : You gain a +2 insight bonus on all Charisma ability checks and Charisma-based skill checks.					
<div><div></div><div></div><div></div><div></div></div> <div><div>Theft Ward</div></div>	Abjuration	1 standard action	1 day	Touch	ARG:p.167
[V, S] TARGET: You; <i>EFFECT</i> : You ward a single object in your possession against theft. You gain a +10 bonus on Perception checks to notice someone trying to take the object from you. [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <div><div>True Strike</div></div>	Divination	1 standard action	See text	Personal	CR:p.363
[V, F] TARGET: You; <i>EFFECT</i> : You gain temporary, intuitive insight into the immediate future during your next attack.					
* =Domain/Specialty Spell					

Cleric Spells

■■■■■	Unbreakable Heart	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 rounds	Close (65 ft.)	ISWG:p.296
[V, S] TARGET: One creature; EFFECT: Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Supresses such effects already in place. [SR:Yes (harmless); DC:17, Will negates (harmless)]						
■■■■■	Weapons Against Evil	Transmutation	1 standard action	16 rounds	Close (65 ft.)	FOP:p.29
[V, DF] TARGET: 16 weapons, no two of which can be more than 20 ft. apart; EFFECT: Target weapons shed light and ignore the DR of some evil creatures. [SR:Yes (object); DC:17, Fortitude negates (object)]						
■■■■■	Winter Feathers	Abjuration	1 standard action	24 hours	Touch	ARG:p.167
[V, S] TARGET: 1 feathered creature; EFFECT: The target's feathers thicken and fluff up to ward against winter's chill. The target suffers no harm from being in a cold environment, and can exist comfortably in conditions as low as -50 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. This spell doesn't provide any protection from cold damage, nor does it protect against other environmental hazards associated with cold weather [such as slipping on ice, blindness from snow, and so on]. When you cast this spell, you may have the target's feathers turn white for the duration, granting it a +4 circumstance bonus on Stealth checks to hide in ice and snow. [SR:Yes (harmless); DC:17, Negates (harmless)]						

LEVEL 2 / Per Day:5+1 / Caster Level:16

Name	School	Time	Duration	Range	Source
■■■■■ Aboleth's Lung	Transmutation	1 standard action	16 hours	Touch	ARG:p.189
[V, S, M/DF] TARGET: Creatures touched; EFFECT: The targets are able to breathe water, freely. However, they can no longer breathe air. Divide the duration evenly among all the creatures you touch. This spell has no effect on creatures that can already breathe water. [SR:Yes; DC:18, Will Negates]					
■■■■■ **Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 10 temporary hit points. [SR:Yes (harmless)]					
■■■■■ Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 10 temporary hit points. [SR:Yes (harmless)]					
■■■■■ Alchemical Tinkering	Transmutation	1 standard action	16 minutes	Touch	ARG:p.155
[V, S] TARGET: Firearm or alchemical object touched; EFFECT: You transform one alchemical item or firearm into another alchemical item or firearm of the same or lesser cost. Magic items are unaffected by this spell. At the end of the spell's duration, alchemical items used while transformed are destroyed and do not return to a usable state and firearms transformed revert back to their original type. [SR:Yes; DC:18, Fortitude Negates (object)]					
■■■■■ Align Weapon	Transmutation	1 standard action	16 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]; EFFECT: Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
■■■■■ Ancestral Regression	Transmutation (Polymorph)	1 standard action	24 hours	Touch	ARG:p.107
[V, S] TARGET: Willing drow touched; EFFECT: The target drow transforms into a surface elf. The drow loses her darkvision and light-blindness racial traits and gains the low-light vision racial trait in their place. The alignment and personality of the drow are not affected by the transformation, but the spell conceals her alignment as an undetectable alignment spell. The spell grants the target a +10 bonus on Disguise checks to pass as an elf, though she appears to be an elven analog of herself and can be recognized as such by other drow who know her. [SR:Yes (harmless); DC:18, Will Negates (harmless)]					
■■■■■ Ant Haul (Communal)	Transmutation	1 standard action	32 hours	Touch	UC:p.223
[V, S, M/DF (a small pulley)] TARGET: creatures touched; EFFECT: As ant haul, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■ Augury	Divination	1 minute	Instantaneous	Personal	CR:p.245
[V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.					
■■■■■ Bear's Endurance	Transmutation	1 standard action	16 minutes	Touch	CR:p.246
[V, S, M/DF] TARGET: Creature touched; EFFECT: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:18, Will negates (harmless)]					
■■■■■ Bestow Weapon Proficiency	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 minutes	Close (65 ft.)	UC:p.224
[V, S, M (pieces of shaved metal)] TARGET: one creature; EFFECT: Grant a creature proficiency in a single weapon for short period of time. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ Blessing of Courage and Life	Conjuration (Healing) [Emotion]	1 standard action	16 minutes [see below]	Close (65 ft.)	APG:p.205
[V, S, DF] TARGET: one living creature; EFFECT: Grants a +2 bonus on saves vs. fear and death. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ Blessing of Luck and Resolve	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 minutes	Touch	ARG:p.68
[V, S] TARGET: One creature; EFFECT: A favored blessing of halfling clerics, this spell grants its target a +2 morale bonus on saving throws against fear effects. If the target has the fearless racial trait, it is immune to fear instead. If the target fails a saving throw against fear, it can end the spell as an immediate action to reroll the save with a +4 morale bonus, and must take the new result, even if it is worse. [SR:No]					
■■■■■ Blinding Ray	Evocation [Good, Light]	1 standard action	Instantaneous	Close (65 ft.)	ARG:p.101
[V, S, DF] TARGET: One or more rays; EFFECT: You blast your enemies with blinding rays of sunlight. You may fire 0 rays. Each ray requires a ranged touch attack to hit. If a ray hits, it explodes into powerful motes of light, and the target must save or be blinded for 1 round. If the target has light blindness, light sensitivity, or is otherwise vulnerable to bright light, it instead must save or be blinded for 1d4 rounds and take 5d4 points of damage. Any creature blinded by a ray sheds light as a sunrod for the duration of its blindness. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. [SR:Yes; DC:18, Fortitude Negates]					
■■■■■ Blood Blaze	Transmutation [Fire]	1 standard action	16 rounds	Touch	ARG:p.143
[V, S] TARGET: One creature; EFFECT: The target gains a 5-foot-radius aura that causes the blood of creatures in that area to ignite upon contact with air. Any creature [including the spell's target] within the aura that takes at least 5 points of piercing, slashing, or bleed damage from a single attack automatically creates a spray of burning blood. The spray strikes a creature in a randomly determined square adjacent to the injured creature. The spray deals 1d6 points of fire damage to any creature in that square, and 1 point of splash damage to all creatures within 5 feet of the spray's target, including the target of this spell. A creature can only create one spray of burning blood per round. Creatures that do not have blood [including oozes and most constructs and undead] do not create blood sprays when attacked. [SR:Yes (harmless); DC:18, Fortitude Negates (harmless)]					
■■■■■ Boiling Blood	Transmutation	1 standard action	Concentration + 16 rounds	Medium (260 ft.)	UM:p.209
[V, S] TARGET: 5 creatures, no two of which may be more than 30 ft. apart; EFFECT: Targets take 1 fire damage each round; orcs get +2 Strength. [SR:Yes; DC:18, Fortitude negates (see text)]					
■■■■■ Bull's Strength	Transmutation	1 standard action	16 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ Calm Emotions	Enchantment (Compulsion) [Mind-Affecting, If	1 standard action	Concentration, up to 16 rounds [D]	Medium (260 ft.)	CR:p.252
[V, S, DF] TARGET: Creatures in a 20-ft.-radius spread; EFFECT: This spell calms agitated creatures. [SR:Yes; DC:18, Will negates]					
■■■■■ Compassionate Ally	Enchantment (Compulsion) [Emotion, Mind-A1	1 standard action	16 rounds	Close (65 ft.)	UM:p.211
[V, S] TARGET: One creature; EFFECT: Target is compelled to help injured ally. [SR:Yes; DC:18, Will negates]					
■■■■■ Consecrate	Evocation [Good]	1 standard action	32 hours	Close (65 ft.)	CR:p.258
[V, S, M, DF] TARGET: 20-ft.-radius emanation; EFFECT: This spell blesses an area with positive energy. [SR:No]					
■■■■■ Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: 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:18, Will half (harmless) or Will half; see text]					
■■■■■ Darkness	Evocation [Darkness]	1 standard action	16 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
■■■■■ Delay Disease	Conjuration (Healing)	1 standard action	1 day	Touch	ARG:p.155
[V, S, DF] TARGET: One creature; EFFECT: The target becomes temporarily immune to disease. Any disease to which it is exposed during the spell's duration does not affect the target until the spell's duration has expired. If the target is currently infected with a disease, you must make a caster level check against the disease's DC to suspend it for the duration of the spell; otherwise, that disease affects the target normally. Delay disease does not cure any damage a disease may have already done. [SR:Yes (harmless); DC:18, Fortitude Negates (harmless)]					
■■■■■ Delay Pain	Enchantment [Emotion]	1 standard action	16 hours	Close (65 ft.)	UM:p.216
[V, S] TARGET: One creature; EFFECT: Ignore pain. [SR:Yes; DC:18, Will negates]					
■■■■■ Delay Poison	Conjuration (Healing)	1 standard action	16 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■ Disfiguring Touch	Transmutation [Curse]	1 standard action	16 days	Touch	UM:p.217
[V, S] TARGET: Creature touched; EFFECT: Target becomes disfigured. [SR:Yes; DC:18, Will negates]					
■■■■■ Drunkard's Breath	Conjuration (Creation)	1 standard action	16 rounds	30 ft.	AP14:p.61
[V, S, M] TARGET: Cone-shaped burst; EFFECT: This spell emanates from your mouth and functions like stinking cloud [SR:No; DC:18, Fortitude negates; see text]					
■■■■■ Eagle's Splendor	Transmutation	1 standard action	16 minutes	Touch	CR:p.275
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC:18, Will negates (harmless)]					

* =Domain/Specialty Spell

Cleric Spells

Effortless Armor	Transmutation	1 standard action	16 minutes	Personal	UC:p.228
[V, S] TARGET: You; EFFECT: Armor you wear no longer slows your speed.					
Endure Elements (Communal)	Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S] TARGET: creatures touched; EFFECT: As endure elements, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Enthrall	Enchantment (Charm) [Language-Dependent, 1 round	1 hour or less		Medium (260 ft.)	CR:p.278
[V, S] TARGET: Any number of creatures; EFFECT: If you have the attention of a group of creatures, you can use this spell to hold them enthralled. [SR:Yes; DC:18, Will negates; see text]					
Find Traps	Divination	1 standard action	16 minutes	Personal	CR:p.281
[V, S] TARGET: You; EFFECT: You gain intuitive insight into the workings of traps.					
Gentle Repose	Necromancy	1 standard action	16 days	Touch	CR:p.289
[V, S, M/DF] TARGET: Corpse touched; EFFECT: You preserve the remains of a dead creature so that they do not decay. [SR:Yes (object); DC:18, Will negates (object)]					
Ghostbane Dirge	Transmutation	1 standard action	16 rounds	Close (65 ft.)	APG:p.225
[V, S, M/DF (an old reed from a wind instrument)] TARGET: one incorporeal creature; EFFECT: Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:18, Will negates]					
Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; EFFECT: Movement doesn't provoke attacks of opportunity.					
Groundswell	Transmutation [Earth]	1 standard action	16 minutes	Touch	ARG:p.19
[V, S] TARGET: One Creature; EFFECT: This spell allows the target to cause the ground to rise up beneath him. As a swift action, the target can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes. The groundswell precludes flanking from creatures standing at lower elevations than the target. If the target moves after creating a groundswell, the ground returns to its normal elevation at the end of his turn; otherwise, it remains in place until the target moves or uses a swift action to return the ground to normal. A groundswell cannot increase elevation of the ground beyond 5 feet. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 rounds [D]; see text	Medium (260 ft.)	CR:p.296
[V, S, F/DF] TARGET: One humanoid creature; EFFECT: The subject becomes paralyzed and freezes in place. [SR:Yes; DC:18, Will negates; see text]					
Imbue with Aura	Transmutation	1 standard action	16 minutes	Close (65 ft.)	UM:p.225
[V, S, DF] TARGET: One creature; EFFECT: Target emulates your cleric aura. [SR:Yes; DC:18, Will negates (see text)]					
Imbue With Elemental Might	Evocation	10 minutes	24 hours or until discharged	Touch	ARG:p.299
[V, S] TARGET: One creature; EFFECT: This spell functions like imbue with spell ability, except you transfer the use of your elemental assault ability to the target. The target must have an Intelligence score of at least 5 to use the ability. The imbued elemental assault functions exactly like yours, except the ability's duration is based on the target's level or Hit Dice. Once you cast this spell, you cannot use your elemental assault ability until the duration of the spell is over. [SR:Yes (harmless); DC:18, Will Negates (harmless)]					
Inflict Moderate Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 2d8+10 points of damage. [SR:Yes; DC:18, Will half]					
Instant Armor	Conjuration (Creation) [Force]	1 standard action	16 minutes [D]	Personal	APG:p.229
[V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your current attire.					
Instrument of Agony	Transmutation	1 standard action	16 minutes	Touch	UC:p.232
[V, S] TARGET: weapon touched; EFFECT: Weapon exudes divine fury, granting a bonus on Intimidate checks. [SR:Yes (harmless, object), see text; DC:18, Will negates (harmless, object), see text]					
Life Channel	Transmutation	1 standard action	16 minutes	Touch	ARG:p.101
[V, S] TARGET: One creature; EFFECT: When cast on a creature with negative energy affinity, the target is able to convert channeled positive energy into temporary hit points. When subject to an effect that heals hit points only to living creatures [such as cure light wounds or channel positive energy], the target gains a number of temporary hit points equal to half the number of hit points that the positive energy would normally heal. These temporary hit points go away at the end of this spell's duration. [SR:Yes (harmless); DC:18, Fortitude Negates (harmless)]					
Magic Siege Engine	Transmutation	1 standard action	16 minutes	Touch	UC:p.236
[V, S, DF] TARGET: one siege engine touched; EFFECT: Siege engine gains +1 on targeting and damage rolls. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
Make Whole	Transmutation [MetalSchool]	10 minutes	Instantaneous	Close (65 ft.)	CR:p.311
[V, S] TARGET: One object of up to 160 cu. ft. or one construct creature of any size; EFFECT: This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
Masterwork Transformation	Transmutation	1 hour	Instantaneous	Touch	UM:p.228
[V, S, M (see text)] TARGET: One weapon, suit of armor, tool, or skill kit touched; EFFECT: Make a normal item into a masterwork one. [SR:No]					
Owl's Wisdom	Transmutation	1 standard action	16 minutes	Touch	CR:p.318
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC:18, Will negates (harmless)]					
Pilfering Hand	Evocation [Force]	1 standard action	see text	Close (65 ft.)	UC:p.239
[S] TARGET: one object; EFFECT: You may seize an object or manipulate it from afar. [SR:Yes (object)]					
Protection from Evil (Communal)	Abjuration [Good]	1 standard action	16 minutes [D]	Touch	UC:p.240
[V, S, M/DF] TARGET: creatures touched; EFFECT: As protection from evil, but you may divide the duration among creatures touched. [SR:No; see text; DC:18, Will negates (harmless)]					
Protective Penumbra	Evocation [Darkness]	1 standard action	160 minutes	Touch	UM:p.233
[V, S] TARGET: Creature touched; EFFECT: Shadow protects the target from light. [SR:Yes; DC:18, Will negates (harmless)]					
Reinforce Armaments (Communal)	Transmutation	1 standard action	160 minutes	Touch	UC:p.241
[V, S, M/DF (a metal pin)] TARGET: armor suits or weapons touched; EFFECT: As reinforce armaments, but you may divide the spell's duration among objects touched. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (65 ft.)	CR:p.332
[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	160 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Returning Weapon	Conjuration (Teleportation)	1 standard action	16 minutes	Close (65 ft.)	UC:p.242
[V, S] TARGET: one weapon that can be thrown; EFFECT: Grants a weapon the returning special weapon quality. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
Sacred Space	Evocation [Good]	1 standard action	32 hours	Close (65 ft.)	ARG:p.89
[V, S, M] TARGET: ; EFFECT: This spell sanctifies an area with heavenly power. The DC to resist spells or spell-like abilities with the good descriptor or channeled energy that damages evil outsiders [as when using Alignment Channel] increases by +2. In addition, evil outsiders take a -1 penalty on attack rolls, damage rolls, and saving throws, and they cannot be called or summoned into a sacred space. If the sacred space contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or good-aligned higher power, the modifiers given above are doubled. You cannot cast sacred space in an area with a permanent fixture dedicated to a deity other than yours. [SR:No]					
Savage Maw	Transmutation	1 standard action	16 minutes	Personal	ARG:p.59
[V, S] TARGET: You; EFFECT: Your teeth extend and sharpen, transforming your mouth into a maw of razor-sharp fangs. You gain a bite attack that deals 1d4 points of damage plus your Strength modifier. If you confirm a critical hit with this attack, it also deals 1 point of bleed damage. If you already have a bite attack, your bite deals 2 points of bleed damage on a critical hit. You are considered proficient with this attack. If used as part of a full-attack action, the bite is considered a secondary attack, is made at your full base attack bonus -5, and adds half your Strength modifier to its damage. You can end this spell before its normal duration by making a bestial roar as a swift action. When you do, you can make an Intimidate check to demoralize all foes within a 30-foot radius that can hear the roar. [SR:No]					
Shard of Chaos	Evocation [Chaos]	1 standard action	Instantaneous [1d6 rounds]	Close (65 ft.)	UM:p.237
[V, S, DF] TARGET: Dart-shaped projectile of chaotic energy; EFFECT: Harm and possibly slow lawful creatures. [SR:Yes; DC:18, Will partial (see text)]					
Share Language	Divination	1 standard action	24 hours	Touch	APG:p.243
[V, S, M (a page from a dictionary)] TARGET: creature touched; EFFECT: Subject understands chosen language. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Shatter	Evocation, EarthSchool [Sonic, MetalSchool]	1 standard action	Instantaneous	Close (65 ft.)	CR:p.341
[V, S, M/DF] TARGET: Or Target 5-ft.-radius spread; or one solid object or one crystalline creature; EFFECT: 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:18, Will negates (object); Will negates (object) or Fortitude half; see text]					
Shield Other	Abjuration	1 standard action	16 hours [D]	Close (65 ft.)	CR:p.342
[V, S, F] TARGET: One creature; EFFECT: This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Silence	Illusion (Glamour)	1 round	16 rounds [D]	Long (1040 ft.)	CR:p.343
[V, S] TARGET: 20-ft.-radius emanation centered on a creature, object, or point in space; EFFECT: Upon the casting of this spell, complete silence prevails in the affected area. [SR:Yes; see text or no (object); DC:18, Will negates; see text or none (object)]					
* =Domain/Specialty Spell					

Cleric Spells

■■■■■ Sound Burst	Evocation [Sonic]	1 standard action	Instantaneous	Close (65 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:18, Fortitude partial]					
■■■■■ Spear of Purity	Evocation [Good]	1 standard action	Instantaneous [1 round]	Close (65 ft.)	UM:p.240
[V, S, DF] TARGET: Spear-shaped projectile of good energy; <i>EFFECT</i> : Harm and possibly blind evil creatures. [SR:Yes; DC:18, Will partial (see text)]					
■■■■■ Spiritual Weapon	Evocation [Force]	1 standard action	16 rounds [D]	Medium (260 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+5 force damage per hit. [SR:Yes]					
■■■■■ Stalwart Resolve	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 rounds	Touch	PFSPG:p.58

[V, S, DF] TARGET: Creature touched; *EFFECT*: Stalwart resolve was originally created to temporarily aid those suffering from certain afflictions. The recipient of stalwart resolve ignores the effects of ability damage and penalties to a single ability score of your choice, except that damage equal to or greater than the ability score still causes unconsciousness or death. This applies whether or not the ability damage or penalty happened before or during the spell's duration, and whether or not multiple sources are involved. This spell has no effect on ability drain. [SR:Yes (harmless); DC:18, Will negates (harmless)]

■■■■■ Status	Divination	1 standard action	16 hours	Touch	CR:p.349
[V, S] TARGET: 5 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:18, Will negates (harmless)]					

■■■■■ Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSch1	round	16 rounds [D]	Close (65 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]					

■■■■■ Surmount Affliction	Abjuration	1 standard action	16 rounds	Personal	UM:p.241
[V, S] TARGET: You; <i>EFFECT</i> : Temporarily suppress one condition.					

■■■■■ Trail of the Rose	Illusion (Phantasm)	1 standard action	16 hours [D]	Touch	FOP:p.29
[V, S] TARGET: 1 rose touched; <i>EFFECT</i> : Creates an illusory trail that can only be followed by your allies. [SR:No]					

■■■■■ Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (65 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:18, Will negates (object)]					

■■■■■ Weapon of Awe	Transmutation [Emotion]	1 standard action	16 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:18, Will negates (harmless, object)]					

■■■■■ Web Shelter	Conjuration (Creation)	1 minute	16 hours [D]	Close (65 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]					

■■■■■ Whispering Lore	Divination	1 full-round action	160 minutes	Personal	ARG:p.29
[V, S] TARGET: You; <i>EFFECT</i> : Upon casting this spell, you are able to gain knowledge from the land itself. As you walk through the terrain, it whispers information in a language you understand, though the whispering is so rambling it is hard to distinguish useful information. This whispering grants you a +4 insight bonus on a single Knowledge skill type appropriate to the type of terrain you are in. If you are within a cold, desert, forest, jungle, mountain, plains, swamp, or water environment, you gain the bonus on Knowledge [nature] checks. If you are within an underground environment, you gain the bonus on Knowledge [dungeoneering] checks. If you are within an urban environment, you gain the bonus on Knowledge [local] checks. If you are on a plane other than the Material Plane, you gain the bonus on Knowledge [planes] checks. If you enter a new terrain, you lose the previous terrain's skill bonus and gain the new bonus. [SR:No]					

■■■■■ Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 minutes	Close (65 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:18, Will negates]					

LEVEL 3 / Per Day:4+1 / Caster Level:16

Name	School	Time	Duration	Range	Source
■■■■■ Agonizing Rebuke	Illusion (Phantasm) [Emotion, Mind-Affecting]	1 standard action	16 rounds	Close (65 ft.)	ARG:p.125

[V, S] TARGET: One creature; *EFFECT*: With a word and a gesture, you instill such apprehension about attacking you in your target that doing so causes it mental distress and pain. Each time the target makes an attack against you, targets you with a harmful spell, or otherwise takes an action that would harm you, it takes 2d6 points of nonlethal damage. [SR:Yes; DC:19, Will Negates]

■■■■■ Badger's Ferocity	Transmutation	1 standard action	Concentration	Close (65 ft.)	UM:p.207
[V, S] TARGET: 5 weapons; <i>EFFECT</i> : Weapons are keen while you concentrate. [SR:Yes (harmless); DC:19, Will negates (harmless)]					

■■■■■ Bestow Curse	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:19, Will negates]					

■■■■■ Bestow Insight	Enchantment (Compulsion)	1 standard action	16 minutes	Touch	ARG:p.79
[V, S] TARGET: One creature; <i>EFFECT</i> : When casting this spell, choose a single skill that you have at least one rank in. The target gains a +6 insight bonus on skill checks with this skill and is considered trained in that skill. Furthermore, once before the spell's duration, the target can choose to roll two checks and take the greater result. Doing so ends the spell's other effects. [SR:No]					

■■■■■ Blessing of the Mole	Transmutation	1 round	16 minutes	Close (65 ft.)	UM:p.208
[V, S] TARGET: 16 creatures; <i>EFFECT</i> : 16 allies gain darkvision and a +2 Stealth bonus. [SR:Yes (harmless)]					

■■■■■ Blindness/Deafness	Necromancy [Curse]	1 standard action	Permanent [D]	Medium (260 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:19, Fortitude negates]					

■■■■■ Blood Biography	Divination	1 minute	Instantaneous	Touch	APG:p.206
[V, S, M/DF (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:19, Will negates (see text)]					

■■■■■ Blood Scent	Transmutation	1 standard action	16 minutes	Medium (260 ft.)	ARG:p.143
[V, S] TARGET: 8 creatures; <i>EFFECT</i> : You greatly magnify the target's ability to smell the presence of blood. The target is considered to have the scent universal monster ability, but only for purposes of detecting and pinpointing injured creatures [below full hit points]. Creatures below half their full hit points or suffering bleed damage are considered strong scents for this ability. Orcs and any creature under the effects of rage gain a +2 morale bonus on attack and damage rolls against creatures they can smell with this spell, or a +4 morale bonus if the target's blood counts as a strong scent. [SR:Yes (harmless); DC:19, Will Negates (harmless)]					

■■■■■ Chain of Perdition	Evocation [Force]	1 standard action	16 rounds [D]	Close (65 ft.)	UC:p.225
[V, S, M/DF (chain link)] TARGET: 10-ft. chain; <i>EFFECT</i> : Creates a floating chain of force. [SR:Yes]					

■■■■■ Continual Flame	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]					

■■■■■ Create Food and Water	Conjuration (Creation)	10 minutes	24 hours; see text	Close (65 ft.)	CR:p.261
[V, S] TARGET: Food and water to sustain 48 humans or 16 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]					

■■■■■ Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (65 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+15 points of damage. [SR:Yes (harmless) or yes; see text; DC:19, Will half (harmless) or Will half; see text]					

■■■■■ Daybreak Arrow	Evocation [light]	1 standard action	160 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:19, Fortitude negates (harmless, object)]					

■■■■■ Daylight	Evocation [Light]	1 standard action	160 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]					

■■■■■ Deadly Juggernaut	Necromancy [Death]	1 standard action	16 minutes	Personal	UC:p.226
[V, S] TARGET: You; <i>EFFECT</i> : Your might increases with every kill you make.					

■■■■■ Deeper Darkness	Evocation [Darkness]	1 standard action	16 minutes [D]	Touch	CR:p.265
[V, M/DF] 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]					

■■■■■ Delay Poison (Communal)	Conjuration (Healing)	1 standard action	16 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:19, Fortitude negates (harmless)]					

■■■■■ Discovery Torch	Evocation [Light]	1 round	160 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]					

■■■■■ Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (260 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]					

■■■■■ Elemental Speech	Divination, AirSchool, EarthSchool, FireSch	1 standard action	16 minutes	Personal	APG:p.218
[V, S, M (iron filings)] TARGET: You; <i>EFFECT</i> : Enables you to speak to elementals and some creatures.					

* =Domain/Specialty Spell

Cleric Spells

Enter Image	Transmutation	1 standard action	concentration	800 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; EFFECT: Transfers your consciousness to an object bearing your likeness. [SR:No]					
Glyph of Warding	Abjuration	10 minutes	Permanent until discharged [D]	Touch	CR:p.290
[V, S, M] TARGET: Object touched or up to 80 sq. ft.; EFFECT: This powerful inscription harms those who enter, pass, or open the warded area or object. [SR:No (object) and yes; see text; DC:19, See text]					
Guiding Star	Divination	1 minute	16 days [D]	Personal	APG:p.226
[V, S, M (a spool of thread or string)] TARGET: You; EFFECT: Know approximate distance from where you cast this spell.					
Helping Hand	Evocation	1 standard action	16 hours	5 miles	CR:p.295
[V, S, DF] TARGET: Ghostly hand; EFFECT: You create the ghostly image of a hand, which you can send to find a creature within 5 miles. [SR:No]					
Inflict Serious Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.301
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 3d8+15 points of damage. [SR:Yes; DC:19, Will half]					
Invisibility Purge	Evocation	1 standard action	16 minutes [D]	Personal	CR:p.302
[V, S] TARGET: You; EFFECT: You surround yourself with a sphere of power with a radius of 80 feet that negates all forms of invisibility.					
Locate Object	Divination	1 standard action	16 minutes	Long (1040 ft.)	CR:p.305
[V, S, F/DF] TARGET: Circle, centered on you, with a radius of 1040 ft.; EFFECT: You sense the direction of a well-known or clearly visualized object. [SR:No]					
Lover's Vengeance	Enchantment (Compulsion) [Mind-Affecting]	1 minute	Up to 16 days [D] or until fulfilled	Touch	ISWG:p.296
[V, M] TARGET: Creature touched; EFFECT: Inspire self or recent lover to vengeful rage against enemy who has wronged you. When in combat with that enemy, gain benefit of rage spell against them for 16 rounds [double if enemy is an ex-lover]. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Magic Circle against Evil	Abjuration [Good]	1 standard action	160 minutes	Touch	CR:p.308
[V, S, MDF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. [SR:No; see text; DC:19, Will negates (harmless)]					
Magic Vestment	Transmutation	1 standard action	16 hours	Touch	CR:p.310
[V, S, DF] TARGET: Armor or shield touched; EFFECT: You imbue a suit of armor or a shield with an enhancement bonus of +4. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
Meld into Stone	Transmutation [Earth]	1 standard action	160 minutes	Personal	CR:p.312
[V, S, DF] TARGET: You; EFFECT: Meld into stone enables you to meld your body and possessions into a single block of stone.					
Nap Stack	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; EFFECT: Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Obscure Object	Abjuration	1 standard action	8 hours [D]	Touch	CR:p.317
[V, S, MDF] TARGET: One object touched of up to 1600 lbs.; EFFECT: This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball. [SR:Yes (object); DC:19, Will negates (object)]					
Paragon Surge	Transmutation (Polymorph)	1 standard action	16 minutes	personal [half-elf only]	ARG:p.48
[V, S] TARGET: You; EFFECT: You surge with ancestral power, temporarily embodying all the strengths of both elvenkind and humankind simultaneously, and transforming into a paragon of both races, something greater than elf or human alone. Unlike with most polymorph effects, your basic form does not change, so you keep all extraordinary and supernatural abilities of your half-elven form as well as all of your gear. For the duration of the spell, you receive a +2 enhancement bonus to Dexterity and Intelligence and are treated as if you possessed any one feat for which you meet the prerequisites, chosen when you cast this spell. [SR:No]					
Prayer	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 rounds	40 ft.	CR:p.324
[V, S, DF] TARGET: All allies and foes within a 40-ft.-radius burst centered on you; EFFECT: You bring special favor upon yourself and your allies while bringing disfavor to your enemies. [SR:Yes]					
**Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	160 minutes or until discharged	Touch	CR:p.327
[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants temporary immunity to the type of energy you specify when you cast it. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	160 minutes or until discharged	Touch	CR:p.327
[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants temporary immunity to the type of energy you specify when you cast it. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
Raging Rubble	Transmutation [Earth]	1 round	Concentration +2 rounds	Close (65 ft.)	ARG:p.149
[V, S, DF] TARGET: One swarm of stones; EFFECT: You animate an area of rubble, gravel, or other small stones, creating a dangerous, rolling area of debris. The animated rubble has a space of 10 feet and acts like a swarm, damaging [1d6 hit points] and distracting [DC 12] anything within it. As a move action, you can direct the rubble to move up to 10 feet. If the rubble is attacked, treat it as a Medium animated object with the young creature simple template and the swarm subtype. [SR:Yes]					
Remove Blindness/Deafness	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindness or deafness. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature or object touched; EFFECT: Remove curse can remove all curses on an object or a creature. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
Resist Energy (Communal)	Abjuration	1 standard action	160 minutes	Touch	UC:p.242
[V, S, DF] TARGET: creatures touched; EFFECT: As resist energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
Returning Weapon (Communal)	Conjuration (Teleportation)	1 standard action	16 minutes	Close (65 ft.)	UC:p.243
[V, S] TARGET: weapons that can be thrown; EFFECT: As returning weapon, but you may divide the duration among weapons touched. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
Sacred Bond	Conjuration (Healing)	1 round	160 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; EFFECT: Cast touch healing spells from a distance. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Sands of Time	Necromancy	1 standard action	160 minutes or instantaneous [See text]	Touch	UM:p.236
[V, S] TARGET: Touched creature or object; EFFECT: Target temporarily ages. [SR:Yes]					
Searing Light	Evocation	1 standard action	Instantaneous	Medium (260 ft.)	CR:p.338
[V, S] TARGET: Ray; EFFECT: Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 5d8 points of damage. [SR:Yes]					
Share Language (Communal)	Divination	1 standard action	24 hours	Touch	UC:p.243
[V, S, M (a page from a dictionary)] TARGET: creatures touched; EFFECT: As share language, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Sharesister	Necromancy	1 standard action	16 minutes	Touch	PFSGF:p.58
[V, S, M (a drop of your own blood)] TARGET: You and one creature of your gender; EFFECT: Ithuna Vardsdottir claims to have unearthed this ancient prayer in a ruined temple of Desna, though Pathfinders have reported the use of similar magic in Irissen among the White Witches. While the name of this spell is sharesister, it works equally well on male or female creatures—both targets of the spell must simply be of the same gender. When you deliver the spell, you receive a negative level for the duration of the spell, and the other target receives a +1 insight bonus to her caster level and a +1 insight bonus to the save DCs of all of her spells. At 11th level, you can opt to take four negative levels to grant a +2 insight bonus to the other target's caster level and spell save DCs if you wish, while at 17th level you can take 6 negative levels to increase the insight bonus to +3. Any effect that removes or prevents the negative level immediately ends the sharesister spell. Negative levels received from the spell vanish as soon as this spell effect ends. Negative levels from multiple castings of this spell stack. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Speak with Dead	Necromancy [Language-Dependent]	10 minutes	16 minutes	10 ft.	CR:p.346
[V, S, DF] TARGET: One dead creature; EFFECT: You grant the semblance of life to a corpse, allowing it to answer questions. [SR:No; DC:19, Will negates; see text]					
Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
[V, S, MDF] TARGET: Stone or stone object touched, up to 26 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. [SR:No]					
Summon Monster III	Conjuration (Summoning)	1 round	16 rounds [D]	Close (65 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]					
Symbol of Healing	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; EFFECT: Triggered rune heals living creatures. [SR:Yes (harmless); DC:19, Will half (harmless)]					
Water Breathing	Transmutation, WaterSchool	1 standard action	32 hours; see text	Touch	CR:p.368
[V, S, MDF] TARGET: Living creatures touched; EFFECT: The transmuted creatures can breathe water freely. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Waters of Lamashtu	Conjuration (Creation)	1 standard action	Instantaneous	Close (65 ft.)	ISWG:p.297
[V, S, M] TARGET: Up to 8 drafts of the waters of Lamashtu; EFFECT: Generate one dose of apparent clear, pure water that is foul secretion that functions as unholy water. In addition, affected creatures are sickened for 1d4 rounds and [on failed save] take 1d6 Intelligence and 1d6 Dexterity damage. [SR:No; DC:19, Fortitude partial]					
Water Walk	Transmutation [Water]	1 standard action	160 minutes [D]	Touch	CR:p.368
[V, S, DF] TARGET: 16 touched creatures; EFFECT: The transmuted creatures can tread on any liquid as if it were firm ground. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Wind Wall	Evocation, AirSchool [Air, WoodSchool]	1 standard action	16 rounds	Medium (260 ft.)	CR:p.370
[V, S, MDF] TARGET: Wall up to 160 ft. long and 80 ft. high [S]; EFFECT: An invisible vertical curtain of wind appears. [SR:Yes; DC:19, None; see text]					
* =Domain/Specialty Spell					

Cleric Spells

Wrathful Mantle Evocation [Force, Light] 1 standard action 16 minutes Touch or 5 ft.; see text APG:p.257

[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; **EFFECT:** Subject shines and gets 4 on all saves. [SR:Yes (harmless); DC:19, Will negates (harmless)]

LEVEL 4 / Per Day:4+1 / Caster Level:16

Name	School	Time	Duration	Range	Source
Air Walk	Transmutation [Air]	1 standard action	160 minutes	Touch	CR:p.239

[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; **EFFECT:** The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]

Aura of Doom	Necromancy [Emotion, Fear, Mind-Affecting]	1 standard action	160 minutes	Personal	UM:p.207
--------------	--------------------------------------------	-------------------	-------------	----------	----------

[V, S, DF] TARGET: 20-ft. radius emanation centered on you; **EFFECT:** Creatures in your aura become shaken. [SR:Yes; DC:20, Will negates]

Battle Trance	Enchantment [Compulsion] [Mind-Affecting]	1 standard action	16 minutes	Personal	ARG:p.58
---------------	-------------------------------------------	-------------------	------------	----------	----------

[V, S] TARGET: You; **EFFECT:** You are transformed into a single-minded force of destruction. You gain the ferocity monster special ability, a number of temporary hit points equal to 1d6 + your caster level 10, and a +4 morale bonus on saving throws against mind-affecting effects. You cannot use the withdraw action or willingly move away from a creature that has attacked you. When you use this spell, you immediately take 4 points of Intelligence damage. You must make a DC 20 concentration check to cast spells, and all other concentration checks to cast spells have a -5 penalty. [SR:Yes; DC:20, Will Negates]

Blessing of Fervor	Transmutation	1 standard action	16 rounds	Close (65 ft.)	APG:p.205
--------------------	---------------	-------------------	-----------	----------------	-----------

[V, S, DF] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; **EFFECT:** Gives allies a choice of benefits. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]

Blood Crow Strike	Evocation [Fire]	1 round	Instantaneous	Medium (260 ft.)	UM:p.208
-------------------	------------------	---------	---------------	------------------	----------

[V, S] TARGET: One creature; **EFFECT:** Unarmed strikes create crows that deal fire and negative energy damage. [SR:Yes]

Control Summoned Creature	Enchantment [Compulsion] [Mind-Affecting]	1 standard action	16 rounds	Close (65 ft.)	UM:p.212
---------------------------	-------------------------------------------	-------------------	-----------	----------------	----------

[V, S] TARGET: One summoned creature; **EFFECT:** Direct a summoned monster as if you had summoned it. [SR:Yes; DC:20, Will negates]

Control Water	Transmutation [Water]	1 standard action	160 minutes [D]	Long (1040 ft.)	CR:p.260
---------------	-----------------------	-------------------	-----------------	-----------------	----------

[V, S, MDF] TARGET: Water in a volume of 160 ft. by 160 ft. by 32 ft. [S]; **EFFECT:** This spell has two different applications, both of which control water in different ways. [SR:No; DC:20, None; see text]

Cure Critical Wounds	Conjuration [Healing]	1 standard action	Instantaneous	Touch	CR:p.262
----------------------	-----------------------	-------------------	---------------	-------	----------

[V, S] TARGET: Creature touched; **EFFECT:** When laying your hand upon a living creature, you channel positive energy that cures 4d8+16 points of damage. [SR:Yes (harmless); see text; DC:20, Will half (harmless); see text]

Death Ward	Necromancy	1 standard action	16 minutes	Touch	CR:p.264
------------	------------	-------------------	------------	-------	----------

[V, S, DF] TARGET: Living creature touched; **EFFECT:** The subject gains a +4 morale bonus on saves against all death spells and magical death effects. [SR:Yes (harmless); DC:20, Will negates (harmless)]

Debilitating Portent	Enchantment [Compulsion]	1 standard action	16 rounds [D] see text	Medium (260 ft.)	UC:p.227
----------------------	--------------------------	-------------------	------------------------	------------------	----------

[V, S, DF] TARGET: one creature; **EFFECT:** Inflicts an ill fate on a creature, halving its damage when it attacks or casts a spell. [SR:Yes]

Dimensional Anchor	Abjuration	1 standard action	16 minutes	Medium (260 ft.)	CR:p.270
--------------------	------------	-------------------	------------	------------------	----------

[V, S] TARGET: Ray; **EFFECT:** A green ray springs from your hand, any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. [SR:Yes (object)]

Discern Lies	Divination	1 standard action	Concentration, up to 16 rounds	Close (65 ft.)	CR:p.270
--------------	------------	-------------------	--------------------------------	----------------	----------

[V, S, DF] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; **EFFECT:** You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. [SR:No; DC:20, Will negates]

Dismissal	Abjuration	1 standard action	Instantaneous	Close (65 ft.)	CR:p.271
-----------	------------	-------------------	---------------	----------------	----------

[V, S, DF] TARGET: One extraplanar creature; **EFFECT:** This spell forces an extraplanar creature back to its proper plane if it fails a Will save. [SR:Yes; DC:20, Will negates; see text]

Divination	Divination	10 minutes	Instantaneous	Personal	CR:p.273
------------	------------	------------	---------------	----------	----------

[V, S, M] TARGET: You; **EFFECT:** A divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week.

Divine Power	Evocation	1 standard action	16 rounds	Personal	CR:p.273
--------------	-----------	-------------------	-----------	----------	----------

[V, S, DF] TARGET: You; **EFFECT:** You imbue yourself with strength and skill in combat and gain a +5 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks.

**Freedom of Movement	Abjuration	1 standard action	160 minutes	Personal or touch	CR:p.287
-----------------------	------------	-------------------	-------------	-------------------	----------

[V, S, M, DF] TARGET: You or creature touched; **EFFECT:** 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:20, Will negates (harmless)]

Freedom of Movement	Abjuration	1 standard action	160 minutes	Personal or touch	CR:p.287
---------------------	------------	-------------------	-------------	-------------------	----------

[V, S, M, DF] TARGET: You or creature touched; **EFFECT:** 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:20, Will negates (harmless)]

Giant Vermin	Transmutation	1 standard action	16 minutes	Close (65 ft.)	CR:p.290
--------------	---------------	-------------------	------------	----------------	----------

[V, S, DF] TARGET: 1 or more vermin, no two of which can be more than 30 ft. apart; **EFFECT:** You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. [SR:Yes]

Gilded Whispers	Divination	1 round	16 days[D]	Touch	PFSFG:p.57
-----------------	------------	---------	------------	-------	------------

[V, S, M (100 gp of powdered gemstones)] TARGET: A gold or platinum coin; **EFFECT:** Developed by priests of Abadar to catch thieves and skimmers, gilded whispers later spread to other faiths and was adapted to the arcane arts through the combined efforts of Aram Zey and Kreighton Shaine. Pathfinders most commonly use this spell to track bribes and illicit purchases back to their ultimate source, especially when they suspect the influence of Aspis Consortium agents. Gilded whispers allows you to use a single coin as a conduit for an eavesdropping spell. When you use a divination [scrying] spell or item, such as clairvoyance/clairaudience, scrying, or a crystal ball, you can choose to target a coin you have affected with gilded whispers instead of a creature or location [even if you would not otherwise be able to target an object], though any range limits on the scrying effect still apply. If the coin is held or carried by a creature, its owner receives any applicable saving throw against the effect. The caster of gilded whispers treats the coin as a familiar subject. The residual psychic impressions left upon the coin by other handlers help mask this dwomeer from detection, protecting gilded whispers against location by detect magic, arcane sight, and similar effects unless the latter spell's caster succeeds on a caster level check [1d20 + caster level] against a DC of 11 + the caster level of the spellcaster who cast gilded whispers. The scrying sensor created by using a divination [scrying] spell to observe or listen to the coin's surroundings can be detected as normal. [SR:Yes (object); DC:20, Will negates (object)]

Healing Warmth	Abjuration	1 standard action	16 minutes	Personal	ARG:p.131
----------------	------------	-------------------	------------	----------	-----------

[V, S] TARGET: You; **EFFECT:** This spell grants you temporary immunity to fire damage as protection from energy. As a standard action, you may sacrifice 12 points of remaining energy absorption from the spell to heal a touched creature of 1d8 points of damage. Healing a creature provokes an attack of opportunity. When the spell has absorbed 120 points of fire damage, it is discharged. [SR:No]

Holy Smite	Evocation [Good]	1 standard action	Instantaneous [1 round]; see text	Medium (260 ft.)	CR:p.297
------------	------------------	-------------------	-----------------------------------	------------------	----------

[V, S] TARGET: 20-ft.-radius burst; **EFFECT:** You draw down holy power to smite your enemies. [SR:Yes; DC:20, Will partial; see text]

Imbue with Spell Ability	Evocation	10 minutes	Permanent until discharged [D]	Touch	CR:p.299
--------------------------	-----------	------------	--------------------------------	-------	----------

[V, S, DF] TARGET: Creature touched; see text; **EFFECT:** You transfer some of your currently prepared spells, and the ability to cast them, to another creature. [SR:Yes (harmless); DC:20, Will negates (harmless)]

Inflict Critical Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
-------------------------	------------	-------------------	---------------	-------	----------

[V, S] TARGET: Creature touched; **EFFECT:** When laying your hand upon a creature, you channel negative energy that deals 4d8+16 points of damage. [SR:Yes; DC:20, Will half]

Magic Weapon (Greater)	Transmutation [MetalSchool]	1 standard action	16 hours	Close (65 ft.)	CR:p.310
------------------------	-----------------------------	-------------------	----------	----------------	----------

[V, S, MDF] TARGET: One weapon or 50 projectiles [all of which must be together at the time of casting]; **EFFECT:** This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +4. [SR:Yes (harmless, object); DC:20, Will negates (harmless, object)]

Neutralize Poison	Conjuration [Healing]	1 standard action	Instantaneous or 160 minutes; see text	Touch	CR:p.316
-------------------	-----------------------	-------------------	----------------------------------------	-------	----------

[V, S, MDF] TARGET: Creature or object of up to 16 cu. ft. touched; **EFFECT:** You detoxify any sort of venom in the creature or object touched. [SR:Yes (harmless, object); DC:20, Will negates (harmless, object)]

Planar Adaptation	Transmutation, AirSchool, EarthSchool, Fire†	1 standard action	16 hours [D]	Personal	APG:p.236
-------------------	----------------------------------------------	-------------------	--------------	----------	-----------

[V] TARGET: You; **EFFECT:** Resist harmful effects of other plane.

Planar Ally (Lesser)	Conjuration [Calling]	10 minutes	Instantaneous	Close (65 ft.)	CR:p.320
----------------------	-----------------------	------------	---------------	----------------	----------

[V, S, M, DF] TARGET: One called outsider of 6 HD or less; **EFFECT:** 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]

Poison	Necromancy [Poison]	1 standard action	Instantaneous; see text	Touch	CR:p.323
--------	---------------------	-------------------	-------------------------	-------	----------

[V, S, DF] TARGET: Living creature touched; **EFFECT:** 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:20, Fortitude negates; see text]

Protection from Energy (Communal)	Abjuration	1 standard action	160 minutes or until discharged	Touch	UC:p.240
-----------------------------------	------------	-------------------	---------------------------------	-------	----------

[V, S, DF] TARGET: creatures touched; **EFFECT:** As protection from energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]

Repel Vermin	Abjuration [Pain]	1 standard action	160 minutes [D]	10 ft.	CR:p.333
--------------	-------------------	-------------------	-----------------	--------	----------

[V, S, DF] TARGET: 10-ft.-radius emanation centered on you; **EFFECT:** An invisible barrier holds back vermin. [SR:Yes; DC:20, None or Will negates; see text]

Rest Eternal	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; **EFFECT:** Dead creature cannot be revived. [SR:No]

* =Domain/Specialty Spell

Cleric Spells

000000	Restoration	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.339
[V, S, M] TARGET: Creature touched; EFFECT: This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level. [SR:Yes (harmless); DC:20, Will negates (harmless)]						
000000	Ride the Waves	Transmutation [Water]	1 standard action	16 hours [D]	Touch	UM:p.235
[V, S] TARGET: Creature touched; EFFECT: Target can breathe water and swim. [SR:Yes (harmless); DC:20, Will negates (harmless)]						
000000	Sending	Evocation [WoodSchool]	10 minutes	1 round; see text	See text	CR:p.339
[V, S, M/DF] TARGET: One creature; EFFECT: 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]						
000000	Shield of the Dawnflower	Evocation [Fire, Good, Light]	1 standard action	16 rounds	Personal	ISWG:p.296
[V, S, DF] TARGET: You; EFFECT: Create disk of sunlight on one arm that provides illumination as a torch. Melee attackers suffer 1d6 + 15 points of fire damage on striking you.						
000000	Soothe Construct	Abjuration [MetalSchool]	1 round	Instantaneous	Close (65 ft.)	UM:p.240
[V, S] TARGET: One construct; EFFECT: Reduce the berserk chance of a construct. [SR:No]						
000000	Spell Immunity	Abjuration	1 standard action	160 minutes	Touch	CR:p.346
[V, S, DF] TARGET: Creature touched; EFFECT: The warded creature is immune to the effects of one specified spell for every four levels you have. [SR:Yes (harmless); DC:20, Will negates (harmless)]						
000000	Spiritual Ally	Evocation [Force]	1 standard action	16 rounds [D]	Medium (260 ft.)	APG:p.246
[V, S, DF] TARGET: spiritual ally of force; EFFECT: Creates a divine ally to aid you. [SR:Yes]						
000000	Spit Venom	Transmutation [Poison]	1 standard action	Instantaneous; see text	Close (65 ft.)	UM:p.240
[V] TARGET: One stream of venom; EFFECT: Spit blinding black adder venom. [SR:No; DC:20, Fortitude partial]						
000000	Summoner Conduit	Necromancy	1 standard action	16 minutes	Close (65 ft.)	UC:p.245
[V, S, M (two flies)] TARGET: one summoned creature or eidolon; EFFECT: The target eidolon's summoner takes damage whenever the eidolon does. [SR:Yes; DC:20, Will negates]						
000000	Summon Monster IV	Conjuration, AirSchool, EarthSchool, FireSch	1 round	16 rounds [D]	Close (65 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]						
000000	Symbol of Revelation	Divination	10 minutes	See text	0 ft.; see text	UM:p.241
[V, S, M (1,000 gp powdered diamond and opal)] TARGET: One symbol; EFFECT: Triggered symbol reveals illusions. [SR:Yes]						
000000	Symbol of Slowing	Transmutation	10 minutes	See text	0 ft.; see text	UM:p.242
[V, S, M (1,000 gp powdered diamond and opal)] TARGET: One symbol; EFFECT: Triggered rune slows creatures. [SR:Yes; DC:20, Will negates]						
000000	Terrible Remorse	Enchantment (Compulsion) [Emotion, Mind-A]	1 standard action	16 rounds	Close (65 ft.)	UM:p.243
[V, S] TARGET: 1 living creature; EFFECT: Creature is compelled to harm itself. [SR:Yes; DC:20, Will partial (see text)]						
000000	Tongues	Divination [WoodSchool]	1 standard action	160 minutes	Touch	CR:p.360
[V, M/DF] TARGET: Creature touched; EFFECT: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. [SR:No; DC:20, Will negates (harmless)]						
000000	Ward of the Season	Abjuration	1 standard action	16 hours	Touch	ARG:p.29
[V, S] TARGET: One Creature; EFFECT: This spell harnesses the power of the seasons to protect the target and grant a number of bonuses. This spell has one of four different effects. The caster of the spell can select any one of the following four effects, but can change the effect as a standard action that reduces the total remaining duration by 1 hour. Spring: The target is wrapped in light vines, culminating in a crown of bright, beautiful flowers. While the spell remains in effect, the target is immune to bleed effects and regains 1 hit point per round whenever below 0 hit points, as long as the target is still alive. This stabilizes the target. For each hit point restored in this way, the spell's total remaining duration is reduced by 1 hour. Summer: The target is surrounded by tiny motes of light. While the spell remains in effect, the target's base speed increases 10 feet. The target may instead increase its base speed by 30 feet for 1 round by reducing the spell's total remaining duration by 1 hour. Fall: A cloak of autumn leaves appears on the target. While the spell remains in effect, the target gains a +2 morale bonus on Fortitude saves. The target can decide to roll twice on any saving throw against disease or poison and take the higher result by reducing the spell's total remaining duration by 1 hour. Winter: A flutter of snow and crisp air surrounds the target. While this spell remains in effect, the target automatically succeeds at Acrobatics skill checks made to avoid falling while moving across slick or narrow surfaces. The target can move freely through difficult terrain for 1 round by reducing the spell's remaining duration by 1 hour. Difficult terrain created by magic affects the target normally. [SR:No; DC:20, Will negates (harmless)]						
000000	Water Walk (Communal)	Transmutation [Water]	1 standard action	160 minutes [D]	Touch	UC:p.249
[V, S, DF] TARGET: creatures touched; EFFECT: As water walk, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:20, Will negates (harmless)]						

LEVEL 5 / Per Day:3+1 / Caster Level:16

Name	School	Time	Duration	Range	Source
■■■■■ Air Walk (Communal)	Transmutation [Air]	1 standard action	160 minutes	Touch	UC:p.222
[V, S, DF] TARGET: creatures touched; EFFECT: This spell functions like air walk, except divide the duration in 10-minute intervals among the creatures touched. As air walk, but you may divide the duration among creatures touched. [SR:Yes (harmless)]					
■■■■■ Ancestral Memory	Divination	1 standard action	16 rounds	Personal	ISWG:p.294
[V, S] TARGET: You; EFFECT: Open your mind to vast experiences of your ancestors. Gain +5 insight bonus to Intelligence-based skill checks. 86% chance of obtaining specific ancestral memory [GM discretion] to assist in overcoming problem.					
■■■■■ Astral Projection, Lesser	Necromancy	30 minutes	See text	Touch	UM:p.207
[V, S, M (1,000 gp jacinth)] TARGET: You plus 8 additional willing creatures touched; EFFECT: Limited astral travel. [SR:Yes]					
■■■■■ Atonement	Abjuration	1 hour	Instantaneous	Touch	CR:p.245
[V, S, M, F/DF] TARGET: Living creature touched; EFFECT: This spell removes the burden of misdeeds from the subject. [SR:Yes]					
■■■■■ **Break Enchantment	Abjuration	1 minute	Instantaneous	Close (65 ft.)	CR:p.251
[V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; EFFECT: This spell frees victims from enchantments, transmutations, and curses. [SR:No; DC:21, See text]					
■■■■■ Break Enchantment	Abjuration	1 minute	Instantaneous	Close (65 ft.)	CR:p.251
[V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; EFFECT: This spell frees victims from enchantments, transmutations, and curses. [SR:No; DC:21, See text]					
■■■■■ Breath of Life	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.251
[V, S] TARGET: Creature touched; EFFECT: This spell cures 5d8+16 points of damage [SR:Yes (harmless) or yes, see text; DC:21, Will negates (harmless) or Will half, see text]					
■■■■■ Cleanse	Evocation	1 standard action	Instantaneous	Personal	APG:p.211
[S, DF] TARGET: You; EFFECT: Cures 4d8+16 damage and also removes several afflictions.					
■■■■■ Command (Greater)	Enchantment (Compulsion) [Language-Deper1	1 standard action	16 rounds	Close (65 ft.)	CR:p.257
[V] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like command, except that up to 16 creatures may be affected, and the activities continue beyond 1 round. [SR:Yes; DC:21, Will negates]					
■■■■■ Commune	Divination	10 minutes	16 rounds	Personal	CR:p.257
[V, S, M, DF] TARGET: You; EFFECT: You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no.					
■■■■■ Cure Light Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Close (65 ft.)	CR:p.263
[V, S] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; EFFECT: You channel positive energy to cure 1d8+16 points of damage points on each selected creature. [SR:Yes (harmless) or yes; see text; DC:21, Will half (harmless) or Will half; see text]					
■■■■■ Curse, Major	Necromancy [Curse]	1 standard action	Permanent	Close (65 ft.)	UM:p.215
[V, S] TARGET: One creature; EFFECT: As Bestow Curse, but harder to remove. [SR:Yes; DC:21, Will negates]					
■■■■■ Curse of Magic Negation	Abjuration [Curse]	1 round	160 minutes	Medium (260 ft.)	UM:p.215
[V, S, M (250 gp powdered lead and platinum)] TARGET: One creature; EFFECT: Target gains the negated spellblight. [SR:Yes; DC:21, Will negates]					
■■■■■ Dispel Evil	Abjuration [Good]	1 standard action	16 rounds or until discharged, whichever co	Touch	CR:p.271
[V, S, DF] TARGET: You and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object; EFFECT: Shimmering, white holy energy surrounds you granting a +4 deflection bonus to AC against attacks by evil creatures and you can choose to drive evil creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:21, See text]					
■■■■■ Disrupting Weapon	Transmutation	1 standard action	16 rounds	Touch	CR:p.273
[V, S] TARGET: One melee weapon; EFFECT: This spell makes a melee weapon deadly to undead. [SR:Yes (harmless, object); DC:21, Will negates (harmless, object); see text]					
■■■■■ Fickle Winds	Transmutation [Air, WoodSchool]	1 standard action	16 minutes [D]		UM:p.219
TARGET: 16 Medium creatures, no two of which can be more than 30 ft. apart; EFFECT: Wind walls selectively block attacks. [SR:Yes; DC:21, None (see text)]					
■■■■■ Flame Strike	Evocation [Fire]	1 standard action	Instantaneous	Medium (260 ft.)	CR:p.283
[V, S, DF] TARGET: Cylinder 10; EFFECT: A flame strike evokes a vertical column of divine fire dealing 15d6 points of damage. [SR:Yes; DC:21, Reflex half]					
■■■■■ Forbid Action, Greater	Enchantment (Compulsion) [Language-Deper1	1 standard action	16 rounds [D]	Close (65 ft.)	UM:p.220
[V] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; EFFECT: 16 targets obey your command to not do something. [SR:Yes; DC:21, Will negates]					

* =Domain/Specialty Spell

Cleric Spells					
■■■■■ Ghostbane Dirge, Mass	Transmutation	1 standard action	16 rounds	Close (65 ft.)	APG:p.225
[V, S, M/DF (an old reed from a wind instrument)] TARGET: 16 incorporeal creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : As ghostbane dirge, but affecting multiple creatures. [SR:Yes; DC:21, Will negates]					
■■■■■ Half-Blood Extraction	Transmutation (Polymorph)	1 hour	Instantaneous	Touch	ARG:p.59
[V, S, M/DF] TARGET: Willing half-orc touched; <i>EFFECT</i> : You transform the target half-orc into a full-blooded orc. The target loses all of its half-orc racial traits and gains the orc racial traits. [SR:No]					
■■■■■ Hallow	Evocation [Good]	24 hours	Instantaneous	Touch	CR:p.293
[V, S, M, DF] TARGET: 40-ft. radius emanating from the touched point; <i>EFFECT</i> : Hallow makes a particular site, building, or structure a holy site. [SR:See text; DC:21, See text]					
■■■■■ Holy Ice	Transmutation [Cold, Good, Water]	1 standard action	16 minutes, instantaneous, or until expended	Medium (260 ft.)	UM:p.223
[V, S, M (holy water or 25 gp powdered silver)] TARGET: Wall of ice or flying javelins [see text]; <i>EFFECT</i> : Create wall or javelins of frozen holy water. [SR:Yes; DC:21, Reflex negates or none (see text)]					
■■■■■ Inflict Light Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (65 ft.)	CR:p.300
[V, S] TARGET: 16 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 1d8+16 points of damage to nearby living enemies. [SR:Yes; DC:21, Will half]					
■■■■■ Insect Plague	Conjuration (Summoning)	1 round	16 minutes	Long (1040 ft.)	CR:p.301
[V, S, DF] TARGET: One swarm of wasps per three levels, each of which must be adjacent to at least one other swarm; <i>EFFECT</i> : You summon a number of swarms of wasps. [SR:No]					
■■■■■ Life Bubble	Abjuration	1 standard action	32 hours; see text	Touch	APG:p.230
[V, S, M/DF (a bit of eggshell)] TARGET: up to 16 creatures touched; <i>EFFECT</i> : Protects creatures from sustained environmental effects. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
■■■■■ Magic Siege Engine (Greater)	Transmutation	1 standard action	16 hours	Close (65 ft.)	UC:p.236
[V, S, M/DF (black powder)] TARGET: one siege engine touched; <i>EFFECT</i> : Siege engine gains +4 on targeting and damage rolls. [SR:Yes (harmless, object); DC:21, Will negates (harmless, object)]					
■■■■■ Mark of Justice	Necromancy [Curse]	10 minutes	Permanent; see text	Touch	CR:p.312
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : You mark a subject and state some behavior on the part of the subject that will activate the mark. [SR:Yes]					
■■■■■ Pillar of Life	Conjuration (Healing) [Light]	1 standard action	16 rounds	Medium (260 ft.)	APG:p.236
[V, S, DF] TARGET: 5-ft.-square pillar of positive energy, 20 ft. high; <i>EFFECT</i> : Created pillar heals 2d8 + 16. [SR:No]					
■■■■■ Plane Shift	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	CR:p.322
[V, S, F] TARGET: Creature touched, or up to eight willing creatures joining hands; <i>EFFECT</i> : You move yourself or some other creature to another plane of existence or alternate dimension. [SR:Yes; DC:21, Will negates]					
■■■■■ Raise Dead	Conjuration (Healing)	1 minute	Instantaneous	Touch	CR:p.329
[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i> : You restore life to a deceased creature. [SR:Yes (harmless); DC:21, None, see text]					
■■■■■ Rapid Repair	Transmutation [MetalSchool]	1 standard action	16 rounds	Touch	UM:p.234
[V, S, DF] TARGET: Construct touched; <i>EFFECT</i> : Construct gains fast healing 5. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
■■■■■ Reprobation	Transmutation [Curse]	1 minute	Permanent	Close (65 ft.)	UM:p.234
[V, S, DF] TARGET: One creature of your faith; <i>EFFECT</i> : Marked target is shunned by your religion. [SR:Yes]					
■■■■■ Righteous Might	Transmutation	1 standard action	16 rounds [D]	Personal	CR:p.335
[V, S, DF] TARGET: You; <i>EFFECT</i> : Your height immediately doubles, and your weight increases by a factor of eight.					
■■■■■ Scrying	Divination (Scrying)	1 hour	16 minutes	See text	CR:p.337
[V, S, M/DF, F] TARGET: Magical sensor; <i>EFFECT</i> : You can observe a creature at any distance. [SR:Yes; DC:21, Will negates]					
■■■■■ Serenity	Enchantment (Compulsion) [Emotion, Mind-Affecting]	1 standard action	16 rounds	Medium (260 ft.)	UM:p.236
[V, S] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Peaceful feelings harm those attempting violence. [SR:Yes; DC:21, Will negates]					
■■■■■ Slay Living	Necromancy [Death]	1 standard action	Instantaneous	Touch	CR:p.344
[V, S] TARGET: Living creature touched; <i>EFFECT</i> : You can attempt to slay any one living creature. [SR:Yes; DC:21, Fortitude partial]					
■■■■■ Snake Staff	Transmutation	1 standard action	16 rounds	Medium (260 ft.)	APG:p.245
[V, S, M (a knife suitable for whittling)] TARGET: 1 or more pieces of wood, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Transforms wood into snakes to fight for you. [SR:Yes (object); DC:21, Will negates (object)]					
■■■■■ Spawn Ward	Necromancy	1 standard action	160 minutes	Touch	ARG:p.101
[V, S] TARGET: One creature; <i>EFFECT</i> : The target becomes resistant to the effects of energy drain and blood drain attacks made by undead creatures, and cannot be made into undead spawn if killed while the spell is in effect. If the attacking undead's Hit Dice is less than or equal to 16, the blood drain or energy drain has no effect. If the attacking undead's Hit Dice are greater than 16, the undead must make a Fortitude save [against the DC of the spell] with each attack for those special abilities to have any effect. The spell only prevents the Constitution damage from blood drain and negative levels from energy drain, but not any other effects of these attacks. [SR:Yes(harmless); DC:21, Fortitude Negates (harmless)]					
■■■■■ Spell Immunity (Communal)	Abjuration	1 standard action	160 minutes	Touch	UC:p.244
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : As spell immunity, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
■■■■■ Spell Resistance	Abjuration	1 standard action	16 minutes	Touch	CR:p.347
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : The target gains spell resistance equal to 28. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
■■■■■ Summon Monster V	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	16 rounds [D]	Close (65 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 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. [SR:No]					
■■■■■ Symbol of Scrying	Divination (Scrying)	10 minutes	See text	0 ft.; see text	UM:p.241
[V, S, M (1,000 gp powdered diamond and opal)] TARGET: One symbol; <i>EFFECT</i> : Triggered rune activates scrying sensor. [SR:No]					
■■■■■ Symbol of Sleep	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 +0 10 minutes. [SR:Yes; DC:21, Will negates]					
■■■■■ Symbol of Striking	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:21, Will half, see text]					
■■■■■ Tongues (Communal)	Divination	1 standard action	160 minutes	Touch	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:21, Will negates (harmless)]					
■■■■■ Treasure Stitching	Transmutation	1 standard action	16 days [D]	Close (65 ft.)	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:21, Fortitude negates (object)]					
■■■■■ True Seeing	Divination	1 standard action	16 minutes	Touch	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:21, Will negates (harmless)]					
■■■■■ Village Veil	Illusion (Figment) [Mind-Affecting]	1 standard action	16 days	Long (1040 ft.)	ARG:p.69
[V, S] TARGET: 16 10-foot cubes; <i>EFFECT</i> : You throw an illusion over an area to make creatures that view or interact with it believe it has suffered some great catastrophe or calamity that renders it utterly worthless for their needs. You must set a few general guidelines when casting the spell as to the nature of this disaster [fire, tornado, bandit raid, plague, etc.], after which the illusion fills in the remaining details to make it seem realistic. When casting the spell, you can grant creatures with particular, clearly identifiable physical traits [race, gender, age category, etc.] immunity to this spell. This allows all such eligible creatures to perceive the true nature of the affected area instead of its illusory appearance. Creatures without this immunity that fail their saving throws always perceive the affected area as having absolutely nothing of interest or worth to them. Unless they have reason for suspicion, they always move on without closely investigating the area. Creatures with sufficient reasons for suspicion who do choose to investigate the area gain another saving throw, this one with a +2 bonus, as they enter the village and directly interact with the illusion. You can expand the area of this spell by casting it multiple times. Each time you do, you must effectively "attach" the spell to the existing area by using the same disaster and granting the same sorts of creatures immunity to its effects. If you fail to do this, the entire illusion, no matter how large, disappears. [SR:Yes; DC:21, Will disbelief]					
■■■■■ Wall of Stone	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	Instantaneous	Medium (260 ft.)	CR:p.367
[V, S, M/DF] TARGET: Stone wall whose area is up to 16 5-ft. squares [S]; <i>EFFECT</i> : This spell creates a wall of rock that merges into adjoining rock surfaces. [SR:No; DC:21, See text]					

LEVEL 6 / Per Day:4+1 / Caster Level:16					
Name	School	Time	Duration	Range	Source
■■■■■ Animate Objects	Transmutation	1 standard action	16 rounds	Medium (260 ft.)	CR:p.242
[V, S] TARGET: 16 Small objects; see text; <i>EFFECT</i> : You imbue inanimate objects with mobility and a semblance of life. [SR:No]					
■■■■■ Antilife Shell	Abjuration	1 round	16 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]					
■■■■■ Banishment	Abjuration	1 standard action	Instantaneous	Close (65 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:22, Will negates]					
■■■■■ Bear's Endurance (Mass)	Transmutation	1 standard action	16 minutes	Close (65 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:22, Will negates (harmless)]					
* =Domain/Specialty Spell					

Cleric Spells

■■■■■	Blade Barrier	Evocation [Force]	1 standard action	16 minutes [D]	Medium (260 ft.)	CR:p.249
[V, S] TARGET: Wall of whirling blades up to 320ft. long, or a ringed wall of whirling blades with a radius of up to 40 ft.; either form is 20 ft. high; EFFECT: An immobile, vertical curtain of whirling blades shaped of pure force springs into existence dealing 15d6 points of damage to any creature passing through. [SR:Yes; DC:22, Reflex half or Reflex negates; see text]						
■■■■■	Blessing of Luck and Resolve, Mass	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	16 minutes	Close (65 ft.)	ARG:p.68
[V, S] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like blessing of luck and resolve, except that it affects multiple creatures. [SR:No]						
■■■■■	Bull's Strength (Mass)	Transmutation	1 standard action	16 minutes	Close (65 ft.)	CR:p.251
[V, S, MDF] TARGET: 16 creatures, no two of which can be more than 30ft. apart; EFFECT: This spell functions like bull's strength, except that it affects multiple creatures. [SR:Yes (harmless); DC:22, Will negates (harmless)]						
■■■■■	Cold Ice Strike	Evocation [Cold]	1 swift action	Instantaneous	30 ft.	UM:p.211
[V, S] TARGET: 30-ft. line; EFFECT: Line of ice slivers deals 15d6 cold. [SR:Yes; DC:22, Reflex half]						
■■■■■	Cure Moderate Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; EFFECT: You channel positive energy to cure 2d8+16 points of damage points on each selected creature. [SR:Yes (harmless); see text; DC:22, Will half (harmless); see text]						
■■■■■	Dispel Magic (Greater)	Abjuration	1 standard action	Instantaneous	Medium (260 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; or a 20-ft.- radius burst; EFFECT: 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]						
■■■■■	Dust Form	Transmutation (Polymorph)	1 standard action	16 rounds	Personal	UC:p.228
[V, S, M (a pinch of dust gathered from a gravestone or sacred shrine)] TARGET: You; EFFECT: You become an incorporeal creature of dust for a short period of time.						
■■■■■	Eagle's Splendor (Mass)	Transmutation	1 standard action	16 minutes	Close (65 ft.)	CR:p.275
[V, S, MDF] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like eagle's splendor, except that it affects multiple creatures. [SR:Yes; DC:22, Will negates (harmless)]						
■■■■■	Find the Path	Divination	3 rounds	160 minutes	Personal or touch	CR:p.281
[V, S, F] TARGET: You or creature touched; EFFECT: 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:22, None or Will negates (harmless)]						
■■■■■	Forbiddance	Abjuration	6 rounds	Permanent	Medium (260 ft.)	CR:p.285
[V, S, M, DF] TARGET: 16 60-ft. cubes [S]; EFFECT: Forbiddance seals an area against all planar travel into or within it. [SR:Yes; DC:22, See text]						
■■■■■	Geas/Quest	Enchantment (Compulsion) [Language-Depr	10 minutes	16 days or until discharged [D]	Close (65 ft.)	CR:p.288
[V] TARGET: One living creature; EFFECT: This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw. [SR:Yes]						
■■■■■	Glyph of Warding (Greater)	Abjuration	10 minutes	Permanent until discharged [D]	Touch	CR:p.291
[V, S, M] TARGET: Object touched or up to 80 sq. ft.; EFFECT: 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:22, See text]						
■■■■■	Harm	Necromancy	1 standard action	Instantaneous	Touch	CR:p.293
[V, S] TARGET: Creature touched; EFFECT: Harm charges a subject with negative energy that deals 150 points of damage. [SR:Yes; DC:22, Will half; see text]						
■■■■■	Heal	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.294
[V, S] TARGET: Creature touched; EFFECT: Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. [SR:Yes (harmless); DC:22, Will negates (harmless)]						
■■■■■	Heroes' Feast	Conjuration [Creation]	10 minutes	1 hour plus 12 hours; see text	Close (65 ft.)	CR:p.295
[V, S, DF] TARGET: Feast for 16 creatures; EFFECT: You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. [SR:No]						
■■■■■	Inflict Moderate Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (65 ft.)	CR:p.300
[V, S] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; EFFECT: Negative energy spreads out in all directions from the point of origin, dealing 2d8+16 points of damage to nearby living enemies. [SR:Yes; DC:22, Will half]						
■■■■■	Joyful Rapture	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; EFFECT: Negate harmful emotions. [SR:Yes]						
■■■■■	*Mislead	Illusion (Figment, Glamer)	1 standard action	16 rounds [D] and concentration + 3 rounds	Close (65 ft.)	CR:p.315
[S] TARGET: You/one illusory double; EFFECT: 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:22, None or Will disbelief (if interacted with); see text;]						
■■■■■	Owl's Wisdom (Mass)	Transmutation	1 standard action	16 minutes	Close (65 ft.)	CR:p.318
[V, S, MDF] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like owl's wisdom, except that it affects multiple creatures. [SR:Yes; DC:22, Will negates (harmless)]						
■■■■■	Planar Adaptation, Mass	Transmutation, AirSchool, EarthSchool, FireS	1 standard action	16 hours [D]	Close (65 ft.)	APG:p.236
[V, S] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; EFFECT: Resist harmful effects of other plane. [SR:Yes (harmless); DC:22, Will negates (harmless)]						
■■■■■	Planar Ally	Conjuration (Calling)	10 minutes	Instantaneous	Close (65 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; EFFECT: 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]						
■■■■■	Summon Monster VI	Conjuration, AirSchool, EarthSchool, FireSch	1 round	16 rounds [D]	Close (65 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of thesame kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]						
■■■■■	Symbol of Fear	Necromancy [Fear, Mind-Affecting, Emotion]		See text	0 ft.; see text	CR:p.356
[V, S, M] TARGET: One symbol; EFFECT: 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:22, Will negates]						
■■■■■	Symbol of Persuasion	Enchantment (Charm) [Mind-Affecting]	10 minutes	See text	0 ft.; see text	CR:p.356
[V, S, M] TARGET: One symbol; EFFECT: 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:22, Will negates]						
■■■■■	Symbol of Sealing	Abjuration [Force]	10 minutes	Permanent	0 ft.; see text	UM:p.242
[V, S, M (5,000 gp powdered diamond and opal)] TARGET: One symbol; EFFECT: Creates triggered wall of force. [SR:No]						
■■■■■	Truespeak	Divination	1 standard action	16 minutes	Personal	ARG:p.89
[V] TARGET: You; EFFECT: You can communicate with any creature that is not mindless. As long as you can be heard, your speech is understandable to all creatures, each of which hears you as though you were conversing in its language or other natural mode of communication, and you hear their responses as though in your own native language. You may ask questions and receive answers, though this spell does not make creatures more friendly or cooperative than normal, and non-sentient creatures may give limited responses. While using truespeak, your language-dependent effects can affect any creature that is not mindless. [SR:No]						
■■■■■	Undeath to Death	Necromancy	1 standard action	Instantaneous	Medium (260 ft.)	CR:p.363
[V, S, MDF] TARGET: Several undead creatures within a 40-ft.-radius burst; EFFECT: This spell functions like circle of death, except that it destroys undead creatures as noted above. [SR:Yes; DC:22, Will negates]						
■■■■■	Wind Walk	Transmutation [Air]	1 standard action	16 hours [D]; see text	Touch	CR:p.369
[V, S, DF] TARGET: You and 5 touched creatures; EFFECT: 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:22, No and Will negates (harmless)]						
■■■■■	Word of Recall	Conjuration (Teleportation)	1 standard action	Instantaneous	Unlimited	CR:p.371
[V] TARGET: You and touched objects or other willing creatures; EFFECT: Word of recall teleports you instantly back to your sanctuary when the word is uttered. [SR:No or yes (harmless, object); DC:22, None or Will negates (harmless, object); Spell]						

LEVEL 7 / Per Day:2+1 / Caster Level:16					
Name	School	Time	Duration	Range	Source
■■■■■ Bestow Grace of the Champion	Transmutation [Good, Law]	1 standard action	16 rounds [see text]	Touch	UM:p.208
[V, S, DF] TARGET: Lawful good creature touched; EFFECT: Target gains paladin abilities. [SR:Yes (harmless); DC:23, Will negates (harmless)]					
■■■■■ Circle of Clarity	Abjuration	1 standard action	16 rounds [D]	Medium (260 ft.)	UM:p.211
[V, S, F (100 gp crystal lens)] TARGET: 20-ft.-radius emanation centered on a creature, object, or point in space; EFFECT: Emanation hampers illusions and stealth. [SR:Yes (harmless); DC:23, Will negates (harmless)]					
■■■■■ Control Weather	Transmutation, AirSchool, WaterSchool [Woc	10 minutes; see text	4d12 hours; see text	2 miles	CR:p.261
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You change the weather in the local area. [SR:No]					
■■■■■ Create Demiplane, Lesser	Conjuration (Creation)	2 hours	16 days	0 ft.	UM:p.214
[V, S, F (500 gp forked metal rod)] TARGET: Extradimensional demiplane, up to 48 10-ft. cubes [S]; EFFECT: Create your own demiplane. [SR:No]					
■■■■■ Cure Serious Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: 16 creatures, no two of which can be more than 30 ft. apart; EFFECT: You channel positive energy to cure 3d8+16 points of damage points on each selected creature. [SR:Yes (harmless); see text; DC:23, Will half (harmless); see text]					
■■■■■ Destruction	Necromancy [Death]	1 standard action	Instantaneous	Close (65 ft.)	CR:p.266
[V, S, F] TARGET: One creature; EFFECT: This spell instantly delivers 160 points of damage. [SR:Yes; DC:23, Fortitude partial]					
* =Domain/Speciality Spell					

Cleric Spells					
<div><div></div><div></div><div></div><div></div></div> <div>Ethereal Jaunt</div>	Transmutation	1 standard action	16 rounds [D]	Personal	CR:p.279
[V, S] TARGET: You; <i>EFFECT</i> : You become ethereal, along with your equipment.					
<div><div></div><div></div><div></div><div></div></div> <div>Holy Word</div>	Evocation [Good, Sonic]	1 standard action	Instantaneous	40 ft.	CR:p.297
[V] TARGET: Nongood creatures in a 40-ft.-radius spread centered on you; <i>EFFECT</i> : Any nongood creature within the area of a holy word spell suffers ill effects. [SR:Yes; DC:23, Will partial]					
<div><div></div><div></div><div></div><div></div></div> <div>Inflict Serious Wounds (Mass)</div>	Necromancy	1 standard action	Instantaneous	Close (65 ft.)	CR:p.301
[V, S] TARGET: 16 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 3d8+16 points of damage to nearby living enemies. [SR:Yes; DC:23, Will half]					
<div><div></div><div></div><div></div><div></div></div> <div>Jolting Portent</div>	Evocation [Electricity]	1 standard action	16 rounds [D] see text	Medium (260 ft.)	UC:p.232
[V, S, DF] TARGET: one creature; <i>EFFECT</i> : You inflict a vengeful fate on a creature, dealing electricity damage each time it attacks or casts a spell. [SR:Yes]					
<div><div></div><div></div><div></div><div></div></div> <div>Lunar Veil</div>	Illusion (Shadow) [Darkness, Shadow]	1 standard action	160 minutes	Long (1040 ft.)	UM:p.227
[V, S] TARGET: 120-ft.-radius emanation; <i>EFFECT</i> : Dispel light and revert lycanthropes. [SR:No; DC:23, Will negates; see text]					
<div><div></div><div></div><div></div><div></div></div> <div>Refuge</div>	Conjuration (Teleportation) [WoodSchool]	1 standard action	Permanent until discharged	Touch	CR:p.331
[V, S, M] TARGET: Object touched; <i>EFFECT</i> : When you cast this spell, you create powerful magic in a specially prepared object. [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <div>Regenerate</div>	Conjuration (Healing)	3 full rounds	Instantaneous	Touch	CR:p.331
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : The subject's severed body members [fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures], broken bones, and ruined organs grow back [SR:Yes (harmless); DC:23, Fortitude negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div>Repulsion</div>	Abjuration	1 standard action	16 rounds [D]	Up to 160 ft.	CR:p.333
[V, S, F/DF] TARGET: Up to 160-ft.-radius emanation centered on you; <i>EFFECT</i> : An invisible, mobile field surrounds you and prevents creatures from approaching you. [SR:Yes; DC:23, Will negates]					
<div><div></div><div></div><div></div><div></div></div> <div>Restoration (Greater)</div>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : This spell functions like lesser restoration, except that it dispels all permanent and temporary negative levels afflicting the healed creature. [SR:Yes (harmless); DC:23, Will negates (harmless)]					
<div><div></div><div></div><div></div><div></div></div> <div>Resurrection</div>	Conjuration (Healing)	1 minute	Instantaneous	Touch	CR:p.334
[V, S, M, DF] TARGET: Dead creature touched; <i>EFFECT</i> : This spell functions like raise dead, except that you are able to restore life and complete strength to any deceased creature. [SR:Yes (harmless); DC:23, None, see text]					
<div><div></div><div></div><div></div><div></div></div> <div>Scrying (Greater)</div>	Divination (Scrying)	1 standard action	16 hours	See text	CR:p.337
[V, S] TARGET: Magical sensor; <i>EFFECT</i> : This spell functions like scrying, except as noted above. [SR:Yes; DC:23, Will negates]					
<div><div></div><div></div><div></div><div></div></div> <div>*Spell Turning</div>	Abjuration	1 standard action	Until expended or 160 minutes	Personal	CR:p.347
[V, S, M/DF] TARGET: You; <i>EFFECT</i> : Spells and spell-like effects targeted on you are turned back upon the original caster.					
<div><div></div><div></div><div></div><div></div></div> <div>Summon Monster VII</div>	Conjuration, AirSchool, EarthSchool, FireSch	1 round	16 rounds [D]	Close (65 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 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <div>Symbol of Stunning</div>	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 within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds. [SR:Yes; DC:23, Will negates]					
<div><div></div><div></div><div></div><div></div></div> <div>Symbol of Weakness</div>	Necromancy		See text	0 ft.; see text	CR:p.357
[V, S, M] TARGET: One symbol; <i>EFFECT</i> : This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage. [SR:Yes; DC:23, Will negates]					
<div><div></div><div></div><div></div><div></div></div> <div>Vision of Lamashtu</div>	Illusion (Phantasm)	10 minutes	Instantaneous	Unlimited	ISWG:p.297
[V, S] TARGET: One living creature; <i>EFFECT</i> : Send a hideous and unsettling vision to a specific sleeping creature that you name. This prevents restful sleep and causes 1d10 damage, leaving the subject fatigued and unable to regain arcane spells for 24 hours. In addition, a second spell of 6th level or lower [cast immediately afterwards] affects the creature on waking. This spell must affect one creature and cannot cause hit point damage. [SR:Yes; DC:23, Will negates (see text)]					
<div><div></div><div></div><div></div><div></div></div> <div>Waves of Ecstasy</div>	Enchantment (Compulsion) [Emotion, Mind-A1	1 standard action	16 rounds; see text	30 ft.	UM:p.249
[V, S] TARGET: Cone-shaped burst; <i>EFFECT</i> : Pleasure stuns and staggers creatures. [SR:Yes; DC:23, Will partial (see text)]					
* =Domain/Specialty Spell					

Spellbook: Padrão				
Cleric				
Level 0	Level 1	Level 2	Level 3	Level 4
<div><div></div><div></div><div></div></div> <div>Detect Magic</div> <div><div></div><div></div></div> <div>Light</div> <div><div></div><div></div></div> <div>Read Magic</div>	<div><div></div><div></div><div></div><div></div><div></div><div></div></div> <div>Abundant Ammunition</div> <div>Entropic Shield</div> <div>Protection from Evil (DC:17)</div> <div>Shield of Faith (DC:17)</div> <div>Summon Monster I</div> <div>*True Strike</div>	<div><div></div><div></div><div></div><div></div><div></div><div></div></div> <div>*Aid</div> <div>Augury</div> <div><div></div><div></div></div> <div>Grace</div> <div>Restoration (Lesser) (DC:18)</div> <div>Status (DC:18)</div>	<div><div></div><div></div><div></div><div></div><div></div><div></div></div> <div>Magic Vestment (DC:19)</div> <div>Nap Stack (DC:19)</div> <div>*Protection from Energy (DC:19)</div> <div>Resist Energy (Communal) (DC:19)</div> <div>Speak with Dead (DC:19)</div>	<div><div></div><div></div><div></div><div></div><div></div><div></div></div> <div>Dimensional Anchor</div> <div>Divination</div> <div>Divine Power</div> <div>*Freedom of Movement (DC:20)</div> <div>Protection from Energy (Communal) (DC:20)</div>

Spellbook: Viagem	
Cleric	
	Level 4
	<div><div></div><div></div><div></div><div></div></div> <div>Divination</div> <div>Planar Adaptation</div> <div>Ride the Waves (DC:20)</div> <div>Sending</div> <div>Tongues (DC:20)</div>

Beatrix

RACE	Human
AGE	35
GENDER	Female
VISION	
ALIGNMENT	Chaotic Good
DOMINANT HAND	Right
HEIGHT	5' 10"
WEIGHT	180 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None
DEITY	Erastil
Race Type	Humanoid

Race Sub Type

Description:
Biography: