

Calista

Character Name

Cleric (Crusader) 10, Holy Vindicator 1

CLASS

11 (10)155000 / 220000

Character Level (CR)EXP/NEXT LEVEL

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

8

-1

DEX

Dexterity

16

+3

CON

Constitution

14

+2

INT

Intelligence

10

+0

WIS

Wisdom

20

+5

CHA

Charisma

12

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+10

=

+8

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+3

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+13

=

+8

+

+5

+

+0

+

+0

+

Baltazar Tavares

Player Name

Human / Humanoid

RACE

21Feminino

AGEGENDER

HP

hit points

100

AC

armor class

13

:

10

:

13

=

10

+

0

+

0

+

3

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+5

=

+3

+

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

Encumbrance

Light

OndissoNone

DeityRegion

Medium / 5 ft. x 5 ft.5' 8" / 170 lbs.

SIZE / FACEHEIGHT / WEIGHT

VerdePreto, Curto

EYESHAIR

Chaotic Good

Alignment

Normal

VISION

25

Points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

TOTAL SKILLPOINTS: 33		SKILLS		MAX RANKS: 11/11		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	3	=	3	
✓	Appraise	INT	0	=	0	
✓	Bluff	CHA	1	=	1	
✓	Climb	STR	-1	=	-1	
✓	Craft (Untrained)	INT	0	=	0	
✓	Diplomacy	CHA	1	=	1	
✓	Disguise	CHA	1	=	1	
✓	Escape Artist	DEX	3	=	3	
✓	Fly	DEX	3	=	3	
✓	Heal	WIS	5	=	5	
✓	Intimidate	CHA	1	=	1	
	Knowledge (Religion)	INT	8	=	0 + 5 + 3	
✓	Perception	WIS	16	=	5 + 11	
✓	Perform (Untrained)	CHA	1	=	1	
✓	Ride	DEX	3	=	3	
✓	Sense Motive	WIS	19	=	5 + 11 + 3	
	Spellcraft	INT	8	=	0 + 5 + 3	
✓	Stealth	DEX	3	=	3	
✓	Survival	WIS	6	=	5 + 1	
✓	Swim	STR	-1	=	-1	
				=	+	+
					+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

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

Channel Positive Energy

Uses per day

Channel Positive Energy (Su):You can unleash a wave of positive energy. You must choose to deal 6d6 points of positive energy damage to undead creatures or to heal living creatures of 6d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. You can use this ability 4 times per day. [Paizo Inc. - Core Rulebook, p.40]

Freedom's Call

Rounds per Day

Freedom's Call (Su):You can emit a 30-foot aura of freedom for 10 rounds per day. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive. [Paizo Inc. - Core Rulebook, p.45]

Liberation

Rounds per Day

Liberation (Su):You have the ability to ignore impediments to your mobility. For 10 rounds per day, you can move normally regardless of magical effects that impede movement, as if you were affected by Freedom of Movement. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive. [Paizo Inc. - Core Rulebook, p.45]

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		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			
Lessons of Faith		[Paizo Publishing - Inner Sea Gods]	
You have a knack for avoiding trouble.			
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.			
Special Attacks			
Channel Positive Energy (Su)		[Paizo Inc. - Core Rulebook, p.40]	
You can unleash a wave of positive energy. You must choose to deal 6d6 points of positive energy damage to undead creatures or to heal living creatures of 6d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. You can use this ability 4 times per day.			
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.			
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.			
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.			
Freedom's Call (Su)		[Paizo Inc. - Core Rulebook, p.45]	
You can emit a 30-foot aura of freedom for 10 rounds per day. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive.			
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.

Liberation (Su) [Paizo Inc. - Core Rulebook, p.45]

You have the ability to ignore impediments to your mobility. For 10 rounds per day, you can move normally regardless of magical effects that impede movement, as if you were affected by Freedom of Movement. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

Orisons [Paizo Inc. - Core Rulebook, p.41]

You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

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]

You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "Cure" in its name).

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.

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 -3 penalty on all ranged attack rolls to gain a +6 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.

Point Blank Master (Weapon Specialization (Crossbow (Light))) [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 Reload (Crossbow (Light)) [Paizo Inc. - Inner Sea World Guide, ISWG p.288]

You can reload your chosen type of crossbow quickly. Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with. You can reload such a weapon quickly. (revised to include firearms in Ultimate Combat p.115) You can reload your chosen type of weapon quickly.

The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow. The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or onehanded firearm), or a standard action (two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity. If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

[Normal] A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

[Special]You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm. The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

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.

Shield Focus [Paizo Inc. - Core Rulebook, p.133]

You are skilled at deflecting blows with your shield.

Increase the AC bonus granted by any shield you are using by 1.

Weapon Focus (Crossbow (Light)) [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 (Crossbow (Light)) [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

Liberation

You are a spirit of freedom and a staunch foe against all who would enslave and oppress.

Proficiencies

Aldori Dueling Sword, Amentum, Amentum (Javelin), Atlatl, Axe (Boarding), Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cat-O'-Nine-Tails, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, 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, Hook Hand, Hooked Lance, Horsechopper, 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, Sickle, 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

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	3	5	4	3	3	2	—	—	—	—
Concentration	+16									

LEVEL 0 / Per Day:3 / Caster Level:11

Name	School	Time	Duration	Range	Source
■■■■■ Bleed	Necromancy	1 standard action	Instantaneous	Close (50 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:15, Will negates]					
■■■■■ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (50 ft.)	CR:p.262
[V, S] TARGET: Up to 22 gallons of water; EFFECT: This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
■■■■■ Detect Magic	Divination	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
■■■■■ Detect Poison	Divination	1 standard action	Instantaneous	Close (50 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: 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; EFFECT: This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:15, Will negates (harmless)]					
■■■■■ Light	Evocation [Light, WoodSchool]	1 standard action	110 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: 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 11 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
■■■■■ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 11 cu. ft. of contaminated food and water; EFFECT: This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■ Read Magic	Divination	1 standard action	110 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: 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; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (50 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:15, Fortitude negates (object)]					
■■■■■ Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (50 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: 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 / Caster Level:11

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; EFFECT: 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:16, Fort negates (harmless)]					
■■■■■ Abundant Ammunition	Conjuration (Summoning)	1 standard action	11 minutes		UC:p.222
[V, S, M/DF (a single piece of ammunition)] TARGET: one container touched; EFFECT: Replaces nonmagical ammunition every round. [SR:No]					
■■■■■ Air Bubble	Conjuration (Creation)	1 standard action	11 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; EFFECT: Creates a small pocket of air around your head or an object. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Ant Haul	Transmutation	1 standard action	22 hours	Touch	APG:p.202
[V, S, M/DF (a small pulley)] TARGET: creature touched; EFFECT: Triples carrying capacity of a creature. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■ Bane	Enchantment (Compulsion) [Fear, Mind-Affect]	1 standard action	11 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; EFFECT: Bane fills your enemies with fear and doubt. [SR:Yes; DC:16, Will negates]					
■■■■■ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: 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; EFFECT: This transmutation imbues a flask of water with positive energy, turning it into holy water. [SR:Yes (object); DC:16, Will negates (object)]					
■■■■■ Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (50 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. [SR:Yes; DC:16, Will partial]					
■■■■■ Command	Enchantment (Compulsion) [Language-Deper]	1 standard action	1 round	Close (50 ft.)	CR:p.256
[V] TARGET: One living creature; EFFECT: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. [SR:Yes; DC:16, Will negates]					
■■■■■ Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 rounds	Personal	UC:null
[V, S, M (a drop of your blood)] TARGET: You; EFFECT: Compels opponents to attack you instead of your allies. [SR:see text; DC:16, see text]					
■■■■■ Comprehend Languages	Divination	1 standard action	110 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; EFFECT: 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; EFFECT: 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:16, Will half (harmless); see text]					
■■■■■ Curse Water	Necromancy [Evil]	1 minute	Instantaneous	Touch	CR:p.263
[V, S, M] TARGET: Flask of water touched; EFFECT: This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water. [SR:Yes (object); DC:16, Will negates (object)]					
■■■■■ Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	11 hours [D]	Touch	APG:p.214
[V, S, F (a lantern)] TARGET: Animates one lantern; EFFECT: Animates a lantern that follows you. [SR:No]					
■■■■■ Deadeye's Lore	Divination	1 round	11 hours	Personal	UC:p.227
[V, S] TARGET: You; EFFECT: Gain a +4 bonus on Survival and move full speed while tracking.					
■■■■■ Deathwatch	Necromancy	1 standard action	110 minutes	30 ft.	CR:p.265
[V, S] TARGET: Cone-shaped emanation; EFFECT: 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; EFFECT: Turn corpse into clean skeleton. [SR:Yes (object); DC:16, Fortitude negates (object)]					
■■■■■ Detect Chaos	Divination	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of chaotic creatures. [SR:No]					
■■■■■ Detect Evil	Divination	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No]					
■■■■■ Detect Good	Divination	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of good. [SR:No]					
■■■■■ Detect Law	Divination	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of lawful creatures. [SR:No]					
■■■■■ Detect Undead	Divination	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No]					
■■■■■ Diagnose Disease	Divination	1 standard action	Instantaneous	Close (50 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect and identify diseases. [SR:No]					
■■■■■ Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +3 luck bonus on attack and weapon damage rolls.					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Doom	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	11 minutes	Medium (210 ft.)	CR:p.274
[V, S, DF] TARGET: One living creature; EFFECT : This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT : A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Enhance Water	Transmutation	1 round	Instantaneous	Touch	FOP:p.28
[V, S] TARGET: 11 pints of water; EFFECT : Transform water into an alcoholic beverage, typically ale, beer, mead, or wine. [SR:Yes (object); DC:16, Fortitude negates (object)]					
☐☐☐☐☐ Entropic Shield	Abjuration	1 standard action	11 minutes [D]	Personal	CR:p.278
[V, S] TARGET: You; EFFECT : A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.					
☐☐☐☐☐ Fairness	Enchantment (Compulsion) [Mind-Affecting]	1 full-round action	11 minutes	Close (50 ft.)	FOB:p.28
[V, S, DF] TARGET: 11 humanoid creatures; EFFECT : Targets must trade fairly to the best of their knowledge. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Forbid Action	Enchantment (Compulsion) [Language-Deper	1 standard action	1 round	Close (50 ft.)	UM:p.220
[V] TARGET: One creature; EFFECT : Target obeys your command to not do something. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Gorum's Armor	Transmutation	1 standard action	110 minutes	Touch	ISWG:p.294
[V, S, M] TARGET: One suit of metal armor or one metal shield; EFFECT : 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:16, Fortitude negates (harmless)]					
☐☐☐☐☐ Hairline Fractures	Transmutation	1 standard action	11 rounds	Touch	FOP:p.28
[V, S, M] TARGET: 5-ft.-square section of stone or a creature with the earth subtype; EFFECT : You create momentary hairline fractures in a piece of stone or a creature with the earth subtype. [SR:Yes (object); DC:16, Fortitude negates (object)]					
☐☐☐☐☐ Haze of Dreams	Enchantment (Charm) [Mind-Affecting]	1 standard action	11 rounds	Close (50 ft.)	FOP:p.28
[V, M] TARGET: One Creature; EFFECT : You fill an enemy's head with waking dreams, reducing the target's speet by half. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Hide from Undead	Abjuration	1 standard action	110 minutes [D]	Touch	CR:p.296
[V, S, DF] TARGET: 11 creatures touched; EFFECT : Undead cannot see, hear, or smell creatures warded by this spell. [SR:Yes; DC:16, Will negates (harmless); see text]					
☐☐☐☐☐ Infernal Healing	Conjuration (Healing) [Evil]	1 round	1 minute	Touch	ISWG:p.295
[V, S, M] TARGET: Creature touched; EFFECT : Anoint a wounded creature with devil's blood or unholy water giving it fast healing 1. Does not repair silver or good damage. Target detects as evil for the duration. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Inflict Light 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 1d8+5 points of damage. [SR:Yes; DC:16, Will half]					
☐☐☐☐☐ Know the Enemy	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; EFFECT : Gain +10 on a monster Knowledge check. [SR:No]					
☐☐☐☐☐ Liberating Command	Transmutation	1 immediate action	instantaneous	Close (50 ft.)	UC:p.233
[V] TARGET: one creature; EFFECT : Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Lighten Object	Transmutation	1 standard action	11 minutes	Close (50 ft.)	FOB:p.28
[V, M] TARGET: 1 object of 11 cubic ft.; EFFECT : Decrease target object's weight by half. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐☐ Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; EFFECT : You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐☐ Magic Weapon	Transmutation [MetalSchool]	1 standard action	11 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; EFFECT : Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐☐ Moment of Greatness	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 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; EFFECT : Doubles a morale bonus. [SR:Yes (harmless)]					
☐☐☐☐☐ Murderous Command	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (50 ft.)	UM:p.230
[V] TARGET: One living creature; EFFECT : Target is compelled to kill its ally. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	11 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT : A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
☐☐☐☐☐ Protection from Chaos	Abjuration [Lawful]	1 standard action	11 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; EFFECT : This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:16, Will negates (harmless)]					
☐☐☐☐☐ Protection from Evil	Abjuration [Good]	1 standard action	11 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; EFFECT : This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:16, Will negates (harmless)]					
☐☐☐☐☐ Protection from Good	Abjuration [Evil]	1 standard action	11 minutes [D]	Touch	CR:p.328
[V, S, MDF] TARGET: Creature touched; EFFECT : This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:16, Will negates (harmless)]					
☐☐☐☐☐ Protection from Law	Abjuration [Chaotic]	1 standard action	11 minutes [D]	Touch	CR:p.328
[V, S, MDF] TARGET: Creature touched; EFFECT : This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:16, Will negates (harmless)]					
☐☐☐☐☐ Ray of Sickening	Necromancy	1 standard action	11 minutes	Close (50 ft.)	UM:p.234
[V, S, M] TARGET: Ray; EFFECT : Ray makes the subject sickened. [SR:Yes; DC:16, Fortitude partial; see text]					
☐☐☐☐☐ Read Weather	Divination	1 minute	Instantaneous	Personal	FOB:p.28
[V, S, F] TARGET: You; EFFECT : Forecast the weather at your location for the next 48 hours.					
☐☐☐☐☐ Reinforce Armaments	Transmutation	1 standard action	110 minutes	Touch	UC:p.241
[V, S, MDF (a metal pin)] TARGET: one armor suit or weapon touched; EFFECT : Temporarily mitigates the fragile quality in targeted weapon or armor. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐☐ Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (50 ft.)	CR:p.332
[V, S] TARGET: 3 creatures, no two of which can be more than 30 ft. apart; EFFECT : You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Remove Sickness	Conjuration (Healing)	1 standard action	110 minutes; see text	Close (50 ft.)	UM:p.234
[V, S] TARGET: One creature; EFFECT : Suppress disease, nausea, and the sickened condition. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐☐ Restore Corpse	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, S] TARGET: Corpse touched; EFFECT : Skeletal corpse grows flesh. [SR:No]					
☐☐☐☐☐ Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; EFFECT : Prevent a corpse from becoming an undead creature. [SR:No]					
☐☐☐☐☐ Sanctuary	Abjuration	1 standard action	11 rounds	Touch	CR:p.336
[V, S, DF] TARGET: Creature touched; EFFECT : Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. [SR:No; DC:16, Will negates]					
☐☐☐☐☐ Shield of Faith	Abjuration	1 standard action	11 minutes	Touch	CR:p.342
[V, S, M] TARGET: Creature touched; EFFECT : This spell creates a shimmering, magical field around the target that averts and deflects attacks. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Summon Minor Monster	Conjuration (Summoning)	1 round	11 rounds [D]	Close (50 ft.)	UM:p.241
[V, S, F/DF] TARGET: 1d3 summoned creatures; EFFECT : Summon 1d3 Tiny animals [SR:No]					
☐☐☐☐☐ Summon Monster I	Conjuration (Summoning)	1 round	11 rounds [D]	Close (50 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; EFFECT : This spell summons an extraplanar creature. [SR:No]					
☐☐☐☐☐ Sun Metal	Transmutation [Fire]	1 standard action	11 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; EFFECT : [SR:Yes (object); DC:16, Fortitude negates (object)]					
☐☐☐☐☐ Tap Inner Beauty	Divination	1 standard action	11 minutes	Personal	FOP:p.29
[V, M] TARGET: You; EFFECT : You gain a +2 insight bonus on all Charisma ability checks and Charisma-based skill checks.					
☐☐☐☐☐ Touch of Bloodletting	Necromancy	1 standard action	11 rounds	Touch	FOC:p.29
[V, S] TARGET: Creature touched; EFFECT : Causes existing wounds to bleed profusely. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Unbreakable Heart	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 rounds	Close (50 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. Suppresses such effects already in place. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Weapons Against Evil	Transmutation	1 standard action	11 rounds	Close (50 ft.)	FOP:p.29
[V, DF] TARGET: 11 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:16, Fortitude negates (object)]					

* =Domain/Specialty Spell

Cleric Spells

LEVEL 2 / Per Day:4 / Caster Level:11

Name	School	Time	Duration	Range	Source
■■■■■ Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 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)]					
■■■■■ Align Weapon	Transmutation	1 standard action	11 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:17, Will negates (harmless, object)]					
■■■■■ Ant Haul (Communal)	Transmutation	1 standard action	22 hours	Touch	UC:p.223
[V, S, MDF (a small pulley)] TARGET: creatures touched; EFFECT : As ant haul, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:17, 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	11 minutes	Touch	CR:p.246
[V, S, MDF] TARGET: Creature touched; EFFECT : The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:17, Will negates (harmless)]					
■■■■■ Bestow Weapon Proficiency	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes	Close (50 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:17, Will negates (harmless)]					
■■■■■ Blessing of Courage and Life	Conjuration (Healing) [Emotion]	1 standard action	11 minutes [see below]	Close (50 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:17, Will negates (harmless)]					
■■■■■ Boiling Blood	Transmutation	1 standard action	Concentration + 11 rounds	Medium (210 ft.)	UM:p.209
[V, S] TARGET: 3 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:17, Fortitude negates (see text)]					
■■■■■ Brittle Portal	Transmutation	1 standard action	11 rounds	Close (50 ft.)	FOC:p.29
[V, S] TARGET: 20-ft.-radius spread; EFFECT : Reduce the hardness of any nonmagical surface by 22. [SR:Yes; DC:17, Will negates (object)]					
■■■■■ Bull's Strength	Transmutation	1 standard action	11 minutes	Touch	CR:p.251
[V, S, MDF] TARGET: Creature touched; EFFECT : The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
■■■■■ Calm Emotions	Enchantment (Compulsion) [Mind-Affecting, If	1 standard action	Concentration, up to 11 rounds [D]	Medium (210 ft.)	CR:p.252
[V, S, DF] TARGET: Creatures in a 20-ft.-radius spread; EFFECT : This spell calms agitated creatures. [SR:Yes; DC:17, Will negates]					
■■■■■ Compassionate Ally	Enchantment (Compulsion) [Emotion, Mind-A	1 standard action	11 rounds	Close (50 ft.)	UM:p.211
[V, S] TARGET: One creature; EFFECT : Target is compelled to help injured ally. [SR:Yes; DC:17, Will negates]					
■■■■■ Consecrate	Evocation [Good]	1 standard action	22 hours	Close (50 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:17, Will half (harmless) or Will half; see text]					
■■■■■ Darkness	Evocation [Darkness]	1 standard action	11 minutes [D]	Touch	CR:p.263
[V, MDF] TARGET: Object touched; EFFECT : This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
■■■■■ Deathwine	Necromancy	1 minute	1 hour/level	Touch	RotR:p.418
[V, S] TARGET: 1 potion touched/level; EFFECT : This spell allows you to turn a potion into a temporary pool of necromantic energy. Only a potion created using a conjuration [healing] spell can be affected by this spell. An affected potion turns dark red and reveals a necromantic aura it detect magic is cast on it while it remains under this spell's effects. When you drink a potion affected by this spell, you do not gain the potion's normal effect. Instead, the first necromancy spell you cast within the next minute is cast at a higher caster level. The bonus to caster level is equal to the spell level of the spell used to create the potion that deathwine affects. For example, a 5th-level wizard who drinks death wine made from a potion of cure serious wounds would cast his next necromancy spell as an 8th-level caster, as cure serious wounds is a 3rdlevel spell. In addition, any undead creature [or other creature healed by negative energy] that drinks a potion affected by deathwine is healed of 1d8 points of damage. Any potion not imbibed before this spell's duration expires is destroyed at the end of the deathwine's duration. [SR:No (object); DC:17, None (object)]					
■■■■■ Delay Pain	Enchantment [Emotion]	1 standard action	11 hours	Close (50 ft.)	UM:p.216
[V, S] TARGET: One creature; EFFECT : Ignore pain. [SR:Yes; DC:17, Will negates]					
■■■■■ Delay Poison	Conjuration (Healing)	1 standard action	11 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; EFFECT : The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
■■■■■ Disfiguring Touch	Transmutation [Curse]	1 standard action	11 days	Touch	UM:p.217
[V, S] TARGET: Creature touched; EFFECT : Target becomes disfigured. [SR:Yes; DC:17, Will negates]					
■■■■■ Drunkard's Breath	Conjuration (Creation)	1 standard action	11 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:17, Fortitude negates; see text]					
■■■■■ Eagle's Splendor	Transmutation	1 standard action	11 minutes	Touch	CR:p.275
[V, S, MDF] TARGET: Creature touched; EFFECT : The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC:17, Will negates (harmless)]					
■■■■■ Early Judgment	Divination	1 standard action	1 round	Close (50 ft.)	FOB:p.28
[V, S, DF] TARGET: One humanoid creature; EFFECT : Show a creature a glimpse of the afterlife, possibly affecting it negatively for 1d4 rounds. [SR:Yes; DC:17, Will negates]					
■■■■■ Effortless Armor	Transmutation	1 standard action	11 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:17, Will negates (harmless)]					
■■■■■ Enthral	Enchantment (Charm) [Language-Dependent,1	1 round	1 hour or less	Medium (210 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:17, Will negates; see text]					
■■■■■ Find Traps	Divination	1 standard action	11 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	11 days	Touch	CR:p.289
[V, S, MDF] TARGET: Corpse touched; EFFECT : You preserve the remains of a dead creature so that they do not decay. [SR:Yes (object); DC:17, Will negates (object)]					
■■■■■ Ghostbane Dirge	Transmutation	1 standard action	11 rounds	Close (50 ft.)	APG:p.225
[V, S, MDF (an old reed from a wind instrument)] TARGET: one incorporeal creature; EFFECT : Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:17, Will negates]					
■■■■■ Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; EFFECT : Movement doesn't provoke attacks of opportunity.					
■■■■■ Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 rounds [D]; see text	Medium (210 ft.)	CR:p.296
[V, S, F/DF] TARGET: One humanoid creature; EFFECT : The subject becomes paralyzed and freezes in place. [SR:Yes; DC:17, Will negates; see text]					
■■■■■ Imbue with Aura	Transmutation	1 standard action	11 minutes	Close (50 ft.)	UM:p.225
[V, S, DF] TARGET: One creature; EFFECT : Target emulates your cleric aura. [SR:Yes; DC:17, Will negates (see text)]					
■■■■■ 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:17, Will half]					
■■■■■ Instant Armor	Conjuration (Creation) [Force]	1 standard action	11 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	11 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:17, Will negates (harmless, object), see text]					
■■■■■ Magic Siege Engine	Transmutation	1 standard action	11 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:17, Will negates (harmless, object)]					
■■■■■ Make Whole	Transmutation [MetalSchool]	10 minutes	Instantaneous	Close (50 ft.)	CR:p.311
[V, S] TARGET: One object of up to 110 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:17, 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	11 minutes	Touch	CR:p.318
[V, S, MDF] TARGET: Creature touched; EFFECT : The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC:17, Will negates (harmless)]					
* =Domain/Specialty Spell					

Cleric Spells

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[S] TARGET: one object; <i>EFFECT</i> : You may seize an object or manipulate it from afar. [SR:Yes (object)]					
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[V, S, M/DF] TARGET: creatures touched; <i>EFFECT</i> : As protection from evil, but you may divide the duration among creatures touched. [SR:No; see text; DC:17, Will negates (harmless)]					
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[V, S, M/DF] TARGET: creatures touched; <i>EFFECT</i> : As protection from law, but you may divide the duration among creatures touched. [SR:No; see text; DC:17, Will negates (harmless)]					
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[V, S] TARGET: Creature touched; <i>EFFECT</i> : Shadow protects the target from light. [SR:Yes; DC:17, Will negates (harmless)]					
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[V, S, M/DF (a metal pin)] TARGET: armor suits or weapons touched; <i>EFFECT</i> : As reinforce armaments, but you may divide the spell's duration among objects touched. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
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[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
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[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
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[V, S] TARGET: Creature touched; <i>EFFECT</i> : Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
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[V, S] TARGET: one weapon that can be thrown; <i>EFFECT</i> : Grants a weapon the returning special weapon quality. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
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[V, S, DF] TARGET: Dart-shaped projectile of chaotic energy; <i>EFFECT</i> : Harm and possibly slow lawful creatures. [SR:Yes; DC:17, Will partial (see text)]					
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[V, S, M (a page from a dictionary)] TARGET: creature touched; <i>EFFECT</i> : Subject understands chosen language. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
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[V, S, M/DF] TARGET: Or Target 5-ft.-radius spread; or one solid object or one crystalline creature; <i>EFFECT</i> : Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. [SR:Yes; DC:17, Will negates (object); Will negates (object) or Fortitude half; see text]					
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[V, S, F] TARGET: One creature; <i>EFFECT</i> : This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
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[V, S] TARGET: 20-ft.-radius emanation centered on a creature, object, or point in space; <i>EFFECT</i> : Upon the casting of this spell, complete silence prevails in the affected area. [SR:Yes; see text or no (object); DC:17, Will negates; see text or none (object)]					
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[V, S, F/DF] TARGET: 10-ft.-radius spread; <i>EFFECT</i> : You blast an area with a tremendous cacophony. [SR:Yes; DC:17, Fortitude partial]					
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[V, S, DF] TARGET: Spear-shaped projectile of good energy; <i>EFFECT</i> : Harm and possibly blind evil creatures. [SR:Yes; DC:17, Will partial (see text)]					
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[V, S, F] TARGET: One creature; <i>EFFECT</i> : You immediately know a selection of the spells the target creature has prepared or knows. [SR:Yes; DC:17, Will negates]					
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[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+3 force damage per hit. [SR:Yes]					
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[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : 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:17, Will negates (harmless)]					
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[V, S] TARGET: 3 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:17, Will negates (harmless)]					
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[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]					
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[V, S] TARGET: You; <i>EFFECT</i> : Temporarily suppress one condition.					
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[V, S, F] TARGET: Magical icon; <i>EFFECT</i> : [SR:Yes (object); DC:17, Will negates (object)]					
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[V, S] TARGET: 1 rose touched; <i>EFFECT</i> : Creates an illusory trail that can only be followed by your allies. [SR:No]					
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[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:17, Will negates (object)]					
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[V, S, DF] TARGET: weapon touched; <i>EFFECT</i> : Weapon gets +2 on damage rolls. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
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[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]					
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[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:17, Will negates]					

LEVEL 3 / Per Day:3 / Caster Level:11

Name	School	Time	Duration	Range	Source
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[V, S] TARGET: 3 weapons; <i>EFFECT</i> : Weapons are keen while you concentrate. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
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[V, S] TARGET: Creature touched; <i>EFFECT</i> : You place a curse on the subject. [SR:Yes; DC:18, Will negates]					
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[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 +4 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]					
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[V, S] TARGET: 11 creatures; <i>EFFECT</i> : 11 allies gain darkvision and a +2 Stealth bonus. [SR:Yes (harmless)]					
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[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:18, Fortitude negates]					
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[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:18, Will negates (see text)]					
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[V, S, M/DF (chain link)] TARGET: 10-ft. chain; <i>EFFECT</i> : Creates a floating chain of force. [SR:Yes]					
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[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]					
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[V, S] TARGET: Food and water to sustain 33 humans or 11 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]					
* =Domain/Specialty Spell					

Cleric Spells

■■■■■ Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (50 ft.)	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 3d8+11 points of damage. [SR:Yes (harmless) or yes; see text; DC:18, Will half (harmless) or Will half; see text]					
■■■■■ Daybreak Arrow	Evocation [light]	1 standard action	110 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; EFFECT: Targeted ammunition exudes radiant energy. [SR:Yes (harmless, object); DC:18, Fortitude negates (harmless, object)]					
■■■■■ Daylight	Evocation [Light]	1 standard action	110 minutes [D]	Touch	CR:p.264
[V, S] TARGET: Object touched; EFFECT: 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	11 minutes	Personal	UC:p.226
[V, S] TARGET: You; EFFECT: Your might increases with every kill you make.					
■■■■■ Deeper Darkness	Evocation [Darkness]	1 standard action	11 minutes [D]	Touch	CR:p.265
[V, M/DF] TARGET: Object touched; EFFECT: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. [SR:No]					
■■■■■ Delay Poison (Communal)	Conjuration (Healing)	1 standard action	11 hours	Touch	UC:p.227
[V, S, DF] TARGET: creatures touched; EFFECT: As delay poison, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
■■■■■ Discovery Torch	Evocation [Light]	1 round	110 minutes	Touch	UC:p.228
[V, S] TARGET: object touched; EFFECT: Touched object emanates bright light, granting Perception and Sense Motive bonuses. [SR:No]					
■■■■■ Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (210 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. [SR:No]					
■■■■■ Elemental Speech	Divination, AirSchool, EarthSchool, FireSchool	1 standard action	11 minutes	Personal	APG:p.218
[V, S, M (iron filings)] TARGET: You; EFFECT: Enables you to speak to elementals and some creatures.					
■■■■■ Enter Image	Transmutation	1 standard action	concentration	550 ft.	APG:p.219
[V, S, M/DF (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 55 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:18, See text]					
■■■■■ Guiding Star	Divination	1 minute	11 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	11 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+11 points of damage. [SR:Yes; DC:18, Will half]					
■■■■■ Invisibility Purge	Evocation	1 standard action	11 minutes [D]	Personal	CR:p.302
[V, S] TARGET: You; EFFECT: You surround yourself with a sphere of power with a radius of 55 feet that negates all forms of invisibility.					
■■■■■ Locate Object	Divination	1 standard action	11 minutes	Long (840 ft.)	CR:p.305
[V, S, F/DF] TARGET: Circle, centered on you, with a radius of 840 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 11 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 11 rounds [double if enemy is an ex-lover]. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■ Magic Circle against Evil	Abjuration [Good]	1 standard action	110 minutes	Touch	CR:p.308
[V, S, M/DF] 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:18, Will negates (harmless)]					
■■■■■ Magic Circle against Law	Abjuration [Chaotic]	1 standard action	110 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from law spell, and lawful summoned creatures cannot enter the area either. [SR:No; see text; DC:18, Will negates (harmless)]					
■■■■■ Magic Vestment	Transmutation	1 standard action	11 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 +2. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
■■■■■ Meld into Stone	Transmutation [Earth]	1 standard action	110 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.					
■■■■■ Monstrous Extremities	Transmutation (Polymorph)	1 minute	11 hours	Touch	FOC:p.28
[V, S] TARGET: Creature touched; EFFECT: Change one of the extremities of target into a tentacle, a hoof, or a wing. [SR:Yes; DC:18, Will negates]					
■■■■■ 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:18, Will negates (harmless)]					
■■■■■ Obscure Object	Abjuration	1 standard action	8 hours [D]	Touch	CR:p.317
[V, S, M/DF] TARGET: One object touched of up to 1100 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:18, Will negates (object)]					
■■■■■ Prayer	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 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	110 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:18, Fortitude negates (harmless)]					
■■■■■ 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:18, 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:18, 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:18, Fortitude negates (harmless)]					
■■■■■ Resist Energy (Communal)	Abjuration	1 standard action	110 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:18, Fortitude negates (harmless)]					
■■■■■ Returning Weapon (Communal)	Conjuration (Teleportation)	1 standard action	11 minutes	Close (50 ft.)	+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:18, Will negates (harmless, object)]					
■■■■■ Sacred Bond	Conjuration (Healing)	1 round	110 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:18, Will negates (harmless)]					
■■■■■ Sands of Time	Necromancy	1 standard action	110 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 (210 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:18, Will negates (harmless)]					
■■■■■ Sharesister	Necromancy	1 standard action	11 minutes	Touch	PFSFG: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 Irisen 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:18, Will negates (harmless)]					
■■■■■ Skeleton Crew	Necromancy	1 standard action	11 days	Touch	POTIS:p.29
[V, S, M] TARGET: One or more humanoid corpses touched; EFFECT: [SR:No]					
■■■■■ Sky Swim	Transmutation [Air]	1 standard action	11 minutes	Touch	FOB:p.28
[V, S, DF] TARGET: Creature touched [Large or smaller]; EFFECT: Grants the target the ability to swim through the air. [SR:Yes (harmless)]					
■■■■■ Speak with Dead	Necromancy [Language-Dependent]	10 minutes	11 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:18, Will negates; see text]					
* =Domain/Specialty Spell					

Cleric Spells

☐☐☐☐☐ Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
[V, S, M/DF] TARGET: Stone or stone object touched, up to 21 cu. ft.; <i>EFFECT</i> : You can form an existing piece of stone into any shape that suits your purpose. [SR:No]					
☐☐☐☐☐ Summon Monster III	Conjuration (Summoning)	1 round	11 rounds [D]	Close (50 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]					
☐☐☐☐☐ 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; <i>EFFECT</i> : Triggered rune heals living creatures. [SR:Yes (harmless); DC:18, Will half (harmless)]					
☐☐☐☐☐ Water Breathing	Transmutation, WaterSchool	1 standard action	22 hours; see text	Touch	CR:p.368
[V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures can breathe water freely. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐ Waters of Lamashtu	Conjuration (Creation)	1 standard action	Instantaneous	Close (50 ft.)	ISWG:p.297
[V, S, M] TARGET: Up to 5 drafts of the waters of Lamashtu; <i>EFFECT</i> : 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:18, Fortitude partial]					
☐☐☐☐☐ Water Walk	Transmutation [Water]	1 standard action	110 minutes [D]	Touch	CR:p.368
[V, S, DF] TARGET: 11 touched creatures; <i>EFFECT</i> : The transmuted creatures can tread on any liquid as if it were firm ground. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐ Wind Wall	Evocation, AirSchool [Air, WoodSchool]	1 standard action	11 rounds	Medium (210 ft.)	CR:p.370
[V, S, M/DF] TARGET: Wall up to 110 ft. long and 55 ft. high [S]; <i>EFFECT</i> : An invisible vertical curtain of wind appears. [SR:Yes; DC:18, None; see text]					
☐☐☐☐☐ Wrathful Mantle	Evocation [Force, Light]	1 standard action	11 minutes	Touch or 5 ft.; see text	APG:p.257
[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; <i>EFFECT</i> : Subject shines and gets 2 on all saves. [SR:Yes (harmless); DC:18, Will negates (harmless)]					

LEVEL 4 / Per Day:3 / Caster Level:11

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Air Walk	Transmutation [Air]	1 standard action	110 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; <i>EFFECT</i> : The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]					
☐☐☐☐☐ Aura of Doom	Necromancy [Emotion, Fear, Mind-Affecting]	1 standard action	110 minutes	Personal	UM:p.207
[V, S, DF] TARGET: 20-ft. radius emanation centered on you; <i>EFFECT</i> : Creatures in your aura become shaken. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ Black Spot	Necromancy	1 standard action	Permanent	Touch	POTIS:p.28
[V, S] TARGET: Creature touched; <i>EFFECT</i> : [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ Blessing of Fervor	Transmutation	1 standard action	11 rounds	Close (50 ft.)	APG:p.205
[V, S, DF] TARGET: 11 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Gives allies a choice of benefits. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
☐☐☐☐☐ Blood Crow Strike	Evocation [Fire]	1 round	Instantaneous	Medium (210 ft.)	UM:p.208
[V, S] TARGET: One creature; <i>EFFECT</i> : Unarmed strikes create crows that deal fire and negative energy damage. [SR:Yes]					
☐☐☐☐☐ Chaos Hammer	Evocation [Chaotic]	1 standard action	Instantaneous [1d6 rounds]; see text	Medium (210 ft.)	CR:p.254
[V, S] TARGET: 20-ft.-radius burst; <i>EFFECT</i> : You unleash chaotic power to smite your enemies in the form of a multicolored explosion of leaping, ricocheting energy. [SR:Yes; DC:19, Will partial; see text]					
☐☐☐☐☐ Control Summoned Creature	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 rounds	Close (50 ft.)	UM:p.212
[V, S] TARGET: One summoned creature; <i>EFFECT</i> : Direct a summoned monster as if you had summoned it. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ Control Water	Transmutation [Water]	1 standard action	110 minutes [D]	Long (840 ft.)	CR:p.260
[V, S, M/DF] TARGET: Water in a volume of 110 ft. by 110 ft. by 22 ft. [S]; <i>EFFECT</i> : This spell has two different applications, both of which control water in different ways. [SR:No; DC:19, None; see text]					
☐☐☐☐☐ Cure Critical Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.262
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 4d8+11 points of damage. [SR:Yes (harmless); see text; DC:19, Will half (harmless); see text]					
☐☐☐☐☐ Death Ward	Necromancy	1 standard action	11 minutes	Touch	CR:p.264
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : The subject gains a +4 morale bonus on saves against all death spells and magical death effects. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
☐☐☐☐☐ Debilitating Portent	Enchantment (Compulsion)	1 standard action	11 rounds [D] see text	Medium (210 ft.)	UC:p.227
[V, S, DF] TARGET: one creature; <i>EFFECT</i> : Inflicts an ill fate on a creature, halving its damage when it attacks or casts a spell. [SR:Yes]					
☐☐☐☐☐ Dimensional Anchor	Abjuration	1 standard action	11 minutes	Medium (210 ft.)	CR:p.270
[V, S] TARGET: Ray; <i>EFFECT</i> : A green ray springs from your hand, any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. [SR:Yes (object)]					
☐☐☐☐☐ Discern Lies	Divination	1 standard action	Concentration, up to 11 rounds	Close (50 ft.)	CR:p.270
[V, S, DF] TARGET: 11 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. [SR:No; DC:19, Will negates]					
☐☐☐☐☐ Dismissal	Abjuration	1 standard action	Instantaneous	Close (50 ft.)	CR:p.271
[V, S, DF] TARGET: One extraplanar creature; <i>EFFECT</i> : This spell forces an extraplanar creature back to its proper plane if it fails a Will save. [SR:Yes; DC:19, Will negates; see text]					
☐☐☐☐☐ Divination	Divination	10 minutes	Instantaneous	Personal	CR:p.273
[V, S, M] TARGET: You; <i>EFFECT</i> : A divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week.					
☐☐☐☐☐ Divine Power	Evocation	1 standard action	11 rounds	Personal	CR:p.273
[V, S, DF] TARGET: You; <i>EFFECT</i> : You imbue yourself with strength and skill in combat and gain a +3 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks.					
☐☐☐☐☐ Freedom of Movement	Abjuration	1 standard action	110 minutes	Personal or touch	CR:p.287
[V, S, M, DF] TARGET: You or creature touched; <i>EFFECT</i> : 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:19, Will negates (harmless)]					
☐☐☐☐☐ Giant Vermin	Transmutation	1 standard action	11 minutes	Close (50 ft.)	CR:p.290
[V, S, DF] TARGET: 1 or more vermin, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. [SR:Yes]					
☐☐☐☐☐ Gilded Whispers	Divination	1 round	11 days[D]	Touch	PFSFG:p.57
[V, S, M (100 gp of powdered gemstones)] TARGET: A gold or platinum coin; <i>EFFECT</i> : 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 dweomer 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:19, Will negates (object)]					
☐☐☐☐☐ Holy Smite	Evocation [Good]	1 standard action	Instantaneous [1 round]; see text	Medium (210 ft.)	CR:p.297
[V, S] TARGET: 20-ft.-radius burst; <i>EFFECT</i> : You draw down holy power to smite your enemies. [SR:Yes; DC:19, 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; <i>EFFECT</i> : You transfer some of your currently prepared spells, and the ability to cast them, to another creature. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
☐☐☐☐☐ Inflict Critical Wounds	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 4d8+11 points of damage. [SR:Yes; DC:19, Will half]					
☐☐☐☐☐ Magic Weapon (Greater)	Transmutation [MetalSchool]	1 standard action	11 hours	Close (50 ft.)	CR:p.310
[V, S, M/DF] TARGET: One weapon or 50 projectiles [all of which must be together at the time of casting]; <i>EFFECT</i> : This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +2. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
☐☐☐☐☐ Neutralize Poison	Conjuration (Healing)	1 standard action	Instantaneous or 110 minutes; see text	Touch	CR:p.316
[V, S, M/DF] TARGET: Creature or object of up to 11 cu. ft. touched; <i>EFFECT</i> : You detoxify any sort of venom in the creature or object touched. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
☐☐☐☐☐ Planar Adaptation	Transmutation, AirSchool, EarthSchool, FireSchool	1 standard action	11 hours [D]	Personal	APG:p.236
[V] TARGET: You; <i>EFFECT</i> : Resist harmful effects of other plane.					
☐☐☐☐☐ Planar Ally (Lesser)	Conjuration (Calling)	10 minutes	Instantaneous	Close (50 ft.)	CR:p.320
[V, S, M, DF] TARGET: One called outsider of 6 HD or less; <i>EFFECT</i> : By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice. [SR:No]					

* =Domain/Specialty Spell

Cleric Spells

Poison	Necromancy [Poison]	1 standard action	Instantaneous; see text	Touch	CR:p.323
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. [SR:Yes; DC:19, Fortitude negates; see text]					
Protection from Energy (Communal)	Abjuration	1 standard action	110 minutes or until discharged	Touch	UC:p.240
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : As protection from energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
Repel Vermin	Abjuration [Pain]	1 standard action	110 minutes [D]	10 ft.	CR:p.333
[V, S, DF] TARGET: 10-ft.-radius emanation centered on you; <i>EFFECT</i> : An invisible barrier holds back vermin. [SR:Yes; DC:19, 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; <i>EFFECT</i> : Dead creature cannot be revived. [SR:No]					
Restoration	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 also dispels temporary negative levels or one permanent negative level. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Ride the Waves	Transmutation [Water]	1 standard action	11 hours [D]	Touch	UM:p.235
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Target can breathe water and swim. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Sending	Evocation [WoodSchool]	10 minutes	1 round; see text	See text	CR:p.339
[V, S, MDF] TARGET: One creature; <i>EFFECT</i> : You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. [SR:No]					
Shield of the Dawnflower	Evocation [Fire, Good, Light]	1 standard action	11 rounds	Personal	ISWG:p.296
[V, S, DF] TARGET: You; <i>EFFECT</i> : Create disk of sunlight on one arm that provides illumination as a torch. Melee attackers suffer 1d6 + 11 points of fire damage on striking you.					
Soothe Construct	Abjuration [MetalSchool]	1 round	Instantaneous	Close (50 ft.)	UM:p.240
[V, S] TARGET: One construct; <i>EFFECT</i> : Reduce the berserk chance of a construct. [SR:No]					
Spell Immunity	Abjuration	1 standard action	110 minutes	Touch	CR:p.346
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : The warded creature is immune to the effects of one specified spell for every four levels you have. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
Spiritual Ally	Evocation [Force]	1 standard action	11 rounds [D]	Medium (210 ft.)	APG:p.246
[V, S, DF] TARGET: spiritual ally of force; <i>EFFECT</i> : Creates a divine ally to aid you. [SR:Yes]					
Spit Venom	Transmutation [Poison]	1 standard action	Instantaneous; see text	Close (50 ft.)	UM:p.240
[V] TARGET: One stream of venom; <i>EFFECT</i> : Spit blinding black adder venom. [SR:No; DC:19, Fortitude partial]					
Summoner Conduit	Necromancy	1 standard action	11 minutes	Close (50 ft.)	UC:p.245
[V, S, M (two flies)] TARGET: one summoned creature or eidolon; <i>EFFECT</i> : The target eidolon's summoner takes damage whenever the eidolon does. [SR:Yes; DC:19, Will negates]					
Summon Monster IV	Conjuration, AirSchool, EarthSchool, FireSch1	round	11 rounds [D]	Close (50 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 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]					
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; <i>EFFECT</i> : Triggered symbol reveals illusions. [SR:Yes]					
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; <i>EFFECT</i> : Triggered rune slows creatures. [SR:Yes; DC:19, Will negates]					
Terrible Remorse	Enchantment (Compulsion) [Emotion, Mind-A1	standard action	11 rounds	Close (50 ft.)	UM:p.243
[V, S] TARGET: 1 living creature; <i>EFFECT</i> : Creature is compelled to harm itself. [SR:Yes; DC:19, Will partial (see text)]					
Tongues	Divination [WoodSchool]	1 standard action	110 minutes	Touch	CR:p.360
[V, M/DF] TARGET: Creature touched; <i>EFFECT</i> : This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. [SR:No; DC:19, Will negates (harmless)]					
Water Walk (Communal)	Transmutation [Water]	1 standard action	110 minutes [D]	Touch	UC:p.249
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : As water walk, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:19, Will negates (harmless)]					

LEVEL 5 / Per Day:2 / Caster Level:11

Name	School	Time	Duration	Range	Source
Air Walk (Communal)	Transmutation [Air]	1 standard action	110 minutes	Touch	UC:p.222
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : 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	11 rounds	Personal	ISWG:p.294
[V, S] TARGET: You; <i>EFFECT</i> : Open your mind to vast experiences of your ancestors. Gain +5 insight bonus to Intelligence-based skill checks. 81% 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 5 additional willing creatures touched; <i>EFFECT</i> : Limited astral travel. [SR:Yes]					
Atonement	Abjuration	1 hour	Instantaneous	Touch	CR:p.245
[V, S, M, F/DF] TARGET: Living creature touched; <i>EFFECT</i> : This spell removes the burden of misdeeds from the subject. [SR:Yes]					
Break Enchantment	Abjuration	1 minute	Instantaneous	Close (50 ft.)	CR:p.251
[V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; <i>EFFECT</i> : This spell frees victims from enchantments, transmutations, and curses. [SR:No; DC:20, See text]					
Breath of Life	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.251
[V, S] TARGET: Creature touched; <i>EFFECT</i> : This spell cures 5d8+11 points of damage [SR:Yes (harmless) or yes, see text; DC:20, Will negates (harmless) or Will half, see text]					
Cleanse	Evocation	1 standard action	Instantaneous	Personal	APG:p.211
[S, DF] TARGET: You; <i>EFFECT</i> : Cures 4d8+11 damage and also removes several afflictions.					
Command (Greater)	Enchantment (Compulsion) [Language-Deper1	standard action	11 rounds	Close (50 ft.)	CR:p.257
[V] TARGET: 11 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : This spell functions like command, except that up to 11 creatures may be affected, and the activities continue beyond 1 round. [SR:Yes; DC:20, Will negates]					
Commune	Divination	10 minutes	11 rounds	Personal	CR:p.257
[V, S, M, DF] TARGET: You; <i>EFFECT</i> : 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 (50 ft.)	CR:p.263
[V, S] TARGET: 11 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You channel positive energy to cure 1d8+11 points of damage points on each selected creature. [SR:Yes (harmless) or yes; see text; DC:20, Will half (harmless) or Will half; see text]					
Curse, Major	Necromancy [Curse]	1 standard action	Permanent	Close (50 ft.)	UM:p.215
[V, S] TARGET: One creature; <i>EFFECT</i> : As Bestow Curse, but harder to remove. [SR:Yes; DC:20, Will negates]					
Curse of Magic Negation	Abjuration [Curse]	1 round	110 minutes	Medium (210 ft.)	UM:p.215
[V, S, M (250 gp powdered lead and platinum)] TARGET: One creature; <i>EFFECT</i> : Target gains the negated spellblight. [SR:Yes; DC:20, Will negates]					
Dispel Evil	Abjuration [Good]	1 standard action	11 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; <i>EFFECT</i> : 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:20, See text]					
Dispel Law	Abjuration [Chaotic]	1 standard action	11 rounds or until discharged, whichever co	Touch	CR:p.272
[V, S, DF] TARGET: You and a touched lawful creature from another plane, or you and an enchantment or lawful spell on a touched creature or object; <i>EFFECT</i> : Flickering, yellow chaotic energy surrounds you granting a +4 deflection bonus to AC against attacks by lawful creatures and you can choose to drive lawful creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:20, See text]					
Disrupting Weapon	Transmutation	1 standard action	11 rounds	Touch	CR:p.273
[V, S] TARGET: One melee weapon; <i>EFFECT</i> : This spell makes a melee weapon deadly to undead. [SR:Yes (harmless, object); DC:20, Will negates (harmless, object); see text]					
Fickle Winds	Transmutation [Air, WoodSchool]	1 standard action	11 minutes [D]		UM:p.219
TARGET: 11 Medium creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Wind walls selectively block attacks. [SR:Yes; DC:20, None (see text)]					
Flame Strike	Evocation [Fire]	1 standard action	Instantaneous	Medium (210 ft.)	CR:p.283
[V, S, DF] TARGET: Cylinder 10; <i>EFFECT</i> : A flame strike evokes a vertical column of divine fire dealing 11d6 points of damage. [SR:Yes; DC:20, Reflex half]					
Forbid Action, Greater	Enchantment (Compulsion) [Language-Deper1	standard action	11 rounds [D]	Close (50 ft.)	UM:p.220
[V] TARGET: 11 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : 11 targets obey your command to not do something. [SR:Yes; DC:20, Will negates]					
* =Domain/Specialty Spell					

Cleric Spells					
☐☐☐☐☐ Ghostbane Dirge, Mass	Transmutation	1 standard action	11 rounds	Close (50 ft.)	APG:p.225
[V, S, M/DF (an old reed from a wind instrument)] TARGET: 11 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:20, Will negates]					
☐☐☐☐☐ 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:20, See text]					
☐☐☐☐☐ Holy Ice	Transmutation [Cold, Good, Water]	1 standard action	11 minutes, instantaneous, or until expended	Medium (210 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:20, Reflex negates or none (see text)]					
☐☐☐☐☐ Inflict Light Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (50 ft.)	CR:p.300
[V, S] TARGET: 11 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+11 points of damage to nearby living enemies. [SR:Yes; DC:20, Will half]					
☐☐☐☐☐ Insect Plague	Conjuration (Summoning)	1 round	11 minutes	Long (840 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	22 hours; see text	Touch	APG:p.230
[V, S, M/DF (a bit of eggshell)] TARGET: up to 11 creatures touched; <i>EFFECT</i> : Protects creatures from sustained environmental effects. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐☐ Lighten Object (Mass)	Transmutation	1 standard action	110 minutes	Close (50 ft.)	FOB:p.28
[V, M] TARGET: Up to 5 objects of 11 cubic ft., no two of which can be more than 30 ft. apart.; <i>EFFECT</i> : Decrease target objects' weight by half. [SR:Yes (object); DC:20, Will negates (object)]					
☐☐☐☐☐ Magic Siege Engine (Greater)	Transmutation	1 standard action	11 hours	Close (50 ft.)	UC:p.236
[V, S, M/DF (black powder)] TARGET: one siege engine touched; <i>EFFECT</i> : Siege engine gains +2 on targeting and damage rolls. [SR:Yes (harmless, object); DC:20, 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	11 rounds	Medium (210 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 + 11. [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:20, 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:20, None, see text]					
☐☐☐☐☐ Rapid Repair	Transmutation [MetalSchool]	1 standard action	11 rounds	Touch	UM:p.234
[V, S, DF] TARGET: Construct touched; <i>EFFECT</i> : Construct gains fast healing 5. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
☐☐☐☐☐ Reprobation	Transmutation [Curse]	1 minute	Permanent	Close (50 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	11 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	11 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:20, Will negates]					
☐☐☐☐☐ Serenity	Enchantment (Compulsion) [Emotion, Mind-A1	1 standard action	11 rounds	Medium (210 ft.)	UM:p.236
[V, S] TARGET: 11 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Peaceful feelings harm those attempting violence. [SR:Yes; DC:20, 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:20, Fortitude partial]					
☐☐☐☐☐ Snake Staff	Transmutation	1 standard action	11 rounds	Medium (210 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:20, Will negates (object)]					
☐☐☐☐☐ Spell Immunity (Communal)	Abjuration	1 standard action	110 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:20, Will negates (harmless)]					
☐☐☐☐☐ Spell Resistance	Abjuration	1 standard action	11 minutes	Touch	CR:p.347
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : The target gains spell resistance equal to 23. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐☐ Summon Monster V	Conjuration, AirSchool, EarthSchool, FireSch1	1 round	11 rounds [D]	Close (50 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 *o 10 minutes. [SR:Yes; DC:20, 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:20, Will half, see text]					
☐☐☐☐☐ Tongues (Communal)	Divination	1 standard action	110 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:20, Will negates (harmless)]					
☐☐☐☐☐ Treasure Stitching	Transmutation	1 standard action	11 days [D]	Close (50 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:20, Fortitude negates (object)]					
☐☐☐☐☐ True Seeing	Divination	1 standard action	11 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:20, Will negates (harmless)]					
☐☐☐☐☐ Wall of Stone	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	Instantaneous	Medium (210 ft.)	CR:p.367
[V, S, M/DF] TARGET: Stone wall whose area is up to 11 5-ft. squares [S]; <i>EFFECT</i> : This spell creates a wall of rock that merges into adjoining rock surfaces. [SR:No; DC:20, See text]					
* =Domain/Speciality Spell					

Spellbook: Prepared Spells				
Cleric				
Level 0	Level 1	Level 2	Level 3	Level 4
☐Detect Magic ☐Light ☐Mending (DC:15)	☐Abundant Ammunition ☐Divine Favor ☐Remove Fear (DC:16) ☐Shield of Faith (DC:16) ☐Unbreakable Heart (DC:16)	☐Augury ☐☐Grace ☐Remove Paralysis (DC:17)	☐Blessing of the Mole ☐Magic Vestment (DC:18) ☐Remove Curse (DC:18)	☐Divine Power ☐Freedom of Movement (DC:19) ☐Magic Weapon (Greater) (DC:19)

Calista

RACE	Human
AGE	21
GENDER	Feminino
VISION	
ALIGNMENT	Chaotic Good
DOMINANT HAND	Direita
HEIGHT	5' 8"
WEIGHT	170 lbs.
EYE COLOUR	Verde
SKIN COLOUR	Claro
HAIR / HAIR STYLE	Preto, Curto
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Ondisso
DEITY	Humanoid
Race Type	
Race Sub Type	

Description:
Biography: