Beatrix		Baltazar Tavar	es	Erastil	None	Chaotic Good
Character Name		Player Name		Deity	Region	Alignment
Cleric (Crusade	r) 7, Holy Vindicator 6	Human / Humanoid		Medium / 5 ft. x 5 ft.	5' 10" / 180 lbs.	Normal
CLASS	· · · · · · · · · · · · · · · · · · ·	RACE		SIZE / FACE	HEIGHT / WEIGHT	VISION
3 (12)	315000 / 445000	21	Female			
haracter Level (CR)	EXP/NEXT LEVEL	AGE	GENDER	EYES	HAIR	Points
BILITY NAME ABILITY EQU SCORE SO	JIPPED ABILITY ABILITY PENALTY CORE MODIFIER DAMAGE		WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR 8	-1	HP 162				Walk 30 ft.
DEX 20	+5	armor class		-     -     -     -	0 + 0 + 0	+ 0 + 0 + 0 +
CON 16	+3		EAT TOOOTI BOI	NUS BONUS AR	URAL DEFLEC DODGE Moral MOR TION	e Insight Sacred Profane N
INT 9	-1	modifier	+7 = +5 + +2	MISS Arcane ARMOR SPELL		
Intelligence			MODIFIER MODIFIER	CHANCE Spell CHECK RESIST Failure PENALTY  TOTAL SKILLPOINTS: 26		MAX RANKS: 1
Wisdom	+6	Encumbrance	Light	SKILL NA	SKILL KEY ABILITY	<b>3</b>
CHA 8	-1		7	Acrobatics	DEX	
SAVING THROWS	S TOTAL BASE ABILITY I	MAGIC MISC EPIC TEMP	· ·	Acrobatics (Jump)	DEX	5 = 5
<b>FORTITUDI</b>	<b>=</b> +11 = +8 + +3 +	+0 + 0+ +0 +	<b>~</b>	' Appraise	INT	-1 = -1
(constitution)		.0+.0+.0+	Y.	Bluff	CHA	
REFLEX (dexterity)	+9 +4 +5 +	+0 +0 + +0 +		Climb	STR	-1 = -1
WILL	+14=+8++6+	+0+0+0+		Craft (Untrained) Diplomacy	INT CHA	-1 = -1 -1 = -1
(wisdom)				Disguise	CHA	
				' Escape Artist	DEX	
MELEE		TACK BONUS STAT SIZE + -1 + +0	MISC EPIC TEMP	´ Fly	DEX	
attack bonus	+10/+5/+0 = +11	/+6/+1  +  -1  +  +0	+  +0  +  0  +	' Heal	WIS	6 = 6
RANGED	+16/+11/+6 = +11	/+6/+1 + +5 + +0	+ +0 + 0 +	' Intimidate	CHA	1 = -1
attack bonus				Knowledge (Religion)	INT	7 = -1 + 5 +
CMB attack bonus	+10/+5/+0  =  +11	/+6/+1  +  -1  +  +0	+   +   +	Perception	WIS	8 = 6 + 2
GRAPP	L TRIP	DISARM SUND	BULL BULL ER RUSH OVERRUN	Perform (Untrained) Ride	CHA	
CMB +10/+5		+10/+5/+0 +10/+5		Sense Motive	DEX WIS	4 = 5 + -
<b>CMD</b> 25	25	25 25	25 25	Stealth	DEX	22 0 10
				′ Survival	WIS	12 = 6 + 6
*	Longbow	HAND TYPE SIZE Both P M	CRITICAL REACH 20/x3 5 ft.	' Swim	STR	
Range: 30 ft.	To Hit: +18/+13/-		nage: 1d8			= + +
100 ft.	200 ft. 3	00 ft. 400 ft.	500 ft.			= + +
TH +17/+12/+ 2am 1d8-1		d8-1 +11/+6/+1	+9/+4/-1 1d8-1	✓: can be used u	Intrained. X: exclusive skills	. *: Skill Mastery.
600 ft.		00 ft. 900 ft.	1000 ft.		Bit of Luck	
<b>TH</b> +7/+2/-3		/-2/-7 +1/-4/-9	-1/-6/-11	Uses per Day □□		
Dam 1d8-1	1d8-1 1	d8-1 1d8-1	1d8-1	Bit of Luck (Sp):You can touch a wil		n, giving it a bit of luck. For the ne
*Ar	mor Spikes	HAND TYPE SIZE Equipped P M	CRITICAL REACH	round, any time the target rolls a d20 this ability 9 times per day. [Paizo Inc	, he may roll twice and take the r	nore favorable result. You can use
	To Hit Dam	To Hit	Dam	~		
		W-P-(OH) +4/-1/-6		Char	nnel Positive Er	nergy
1	5, 1, 1	W-P-(OL) +6/+1/-4 2W-OH +2	1d6-1 1d6-1	Uses per day □□	ì	
' '	deals extra piercing damage on			Channel Positive Energy (Su):You points of positive energy damage to u	indead creatures or to heal living	creatures of -1d6 points of dama
	mary hand. <b>1H-O</b> : One handed, in off han		veapons, primary hand (off	Creatures that take damage from cha can use this ability 2 times per day. [I		
and weapon is heavy). 2	W-P-(OL): 2 weapons, primary hand (off	hand weapon is light). 2W-OH: 2 we	eapons, off hand.		Cood Fortune	
	ARMOR	TYPE AC MAXDE	X CHECK SPELL FAILURE		<b>Good Fortune</b>	
*Anile F	Breastplate (Nogual)	Liaht +6 +5	-1 45	Uses per Day		

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Agile Breastplate (Noqual)	Light	+6	+5	-1	45
+2 resistance bonus on all saving throws a	gainst spells	and sp	ell-like a	bilities	

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

**EQUIPMENT** LOCATION WT / COST ITEM QTY Longbow Equipped 3/75Equipped 0/0 Armor Spikes leals extra piercing damage on a successful grapple attack Agile Breastplate (Noqual) Equipped 12.5 / 8,400

8,475gp TOTAL WEIGHT CARRIED/VALUE 15.5 lbs. WEIGHT ALLOWANCE Light 26 Heavy 80 Medium 53 Lift over head 80 Lift off ground 160 Push / Drag 400

MONEY

Total= 0 gp

#### **MAGIC**

#### Languages

Common

#### Other Companions

#### Archetypes

Crusader

[Paizo Inc. - Ultimate Combat, p.40]

Crusaders serve the militant arm of a church, ready to stand guard over the religion's holy places and to be its swift, avenging arm against those who resist its truth.

Traits

Lessons of Faith

[Paizo Publishing - Inner Sea Gods1

You have a knack for avoiding trouble.

Magical Knack (Cleric)

[Paizo Inc. - Second Darkness Player's Guide

You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Your caster level in Cleric gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Paranoid

**Paizo Publishing** Ultimate Campaign]

You believe that someone or something is always out to get you, so you have a hard time truly trusting anyone.

Reactionary

[Paizo Inc. - Second Darkness Player's Guide,

p.11]

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.

#### **Special Qualities**

Aura (Ex)

[Paizo Inc. - Core Rulebook, p.]

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details)

Aura of Good (Ex)

[Paizo Inc. - Core Rulebook1

You project a strong good aura.

Aura of Law (Ex)

[Paizo Inc. - Core Rulebook]

You project a strong lawful aura.

Bit of Luck (Sp)

[Paizo Inc. - Core Rulebook, p.45]

You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability 9 times per day.

Bloodfire (Su)

[Paizo Inc. - Advanced Player's Guide]

At 5th level, while a vindicator's stigmata are bleeding, his blood runs down his weapons like sacred or profane liquid energy; when he uses Channel Smite, the damage increases by 1d6, and if the target fails its save, it is sickened and takes 1d6 points of bleed damage each round on its turn. The target can attempt a new save every round to end the sickened and bleed effects.

**Bonus Feat** 

[Paizo Inc. - Ultimate Combat, p.40]

A crusader gains a bonus feat at 1st level, then again at 5th level and every five levels thereafter (to a maximum of six at 20th level). These bonus feats must be chosen from the following list - Heavy Armor Proficiency, Improved Shield Bash, Martial Weapon Proficiency, Saving Shield, Shield Focus, Tower Shield Proficiency, and Weapon Focus\*. At 10th level, a crusader may also choose from the following feats Exotic Weapon Proficiency, Greater Shield Focus, Greater Weapon Focus\*, Improved Critical\*, Shield Slam, Shield Specialization, and Weapon Specialization\*. At 20th level, a crusader may also choose from the following feats - Greater Shield Specialization and Greater Weapon Specialization\*. Bonus feats marked with an asterisk (\*) must be applied to the favored weapon of the crusader's deity. A crusader need not meet the normal class- or level-based prerequisites for these bonus feats.

**Bonus Feat** 

Humans select one extra feat at 1st level.

Channel Positive Energy (Su)

[Paizo Inc. - Advanced Player's Guide, p.401

[Paizo Inc. - Core

Rulebook, p.27]

You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 7 Will save to halve the damage. You can use this ability 2 times per day.

[Paizo Inc. - Advanced Player's Guide]

At 5th level, a vindicator gains Channel Smite as a bonus feat.

Diminished Spellcasting

[Paizo Inc. - Ultimate Combat, p.40]

A crusader chooses only one domain and gains one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if they are domain spells or if her Wisdom allows bonus spells of that level.

Divine Wrath (Sp)

[Paizo Inc. - Advanced Player's Guide]

At 4th level, when a vindicator confirms a critical hit, he may sacrifice a prepared 1st-level spell or available 1st-level spell slot to invoke doom upon the target as an immediate action (using the vindicator's caster level). The save DC is increased by +2 if his weapon has a ?3 damage multiplier, or by +4 if it is ?4. The vindicator can also use this ability in response to being critically hit, even if the attack incapacitates or kills the vindicator.

Faith Healing (Su)

[Paizo Inc. - Advanced Player's Guide]

At 3rd level, any cure wounds spells a vindicator casts on himself are automatically empowered as if by the Empower Spell feat, except they do not use higher spell level slots or an increased casting time. If the vindicator targets himself with a cure spell that affects multiple creatures, this ability only applies to himself. At 8th level, these healing spells are maximized rather than empowered.

Good Fortune (Ex)

[Paizo Inc. - Core Rulebook, p.45]

As an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability 1 times per day

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.

[Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level

Spontaneous Casting

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

Stigmata (Su)

[Paizo Inc. - Advanced Player's Guide]

A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level it becomes a move action, and at 10th level it becomes a swift action. Activating stigmata causes bleed damage equal to half the vindicator's class level, and this bleed damage is not halted by curative magic. While the stigmata are bleeding, the vindicator gains a sacred bonus (if he channels positive energy) or profane bonus (if he channels negative energy) equal to half his class level. Each time he activates his stigmata, the vindicator decides if the bonus applies to attack rolls, weapon damage rolls, Armor Class, caster level checks, or saving throws; to change what the bonus applies to, the vindicator must deactivate and reactivate his stigmata. While his stigmata are bleeding, the vindicator ignores blood drain and bleed damage from any other source and can use bleed or stabilize at will as a standard action.

Versatile Channel (Su)

[Paizo Inc. - Advanced Player's Guide]

At 6th level, a vindicator's channel energy can instead affect a 30-foot cone or a 120foot line.

Vindicator's Shield (Su)

[Paizo Inc. - Advanced Player's Guide]

A vindicator can channel energy into his shield as a standard action; when worn, the shield gives the vindicator a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the vindicator's channel energy. This bonus lasts for 24 hours or until the vindicator is struck in combat, whichever comes first. The shield does not provide this bonus to any other wielder, but the vindicator does not need to be holding the shield for it to retain this power.

Feats

Alignment Channel (Evil)

[Paizo Inc. - Core Rulebook, p.117]

You can channel your divine energy to harm or heal outsiders that possess your chosen alignment subtype.

Instead of its normal effect, you can choose to have your ability to channel energy neal 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.

Clustered Shots

[Paizo Inc. - Ultimate Combat, p.92]

You take a moment to carefully aim your shots, causing them all to strike nearly the same spot.

When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction.

[Special] If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Deadly Aim

[Paizo Inc. - Core Rulebook, p.121]

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot at the expense of making the attack less likely to succeed.

You can choose to take a -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.

Manyshot

[Paizo Inc. - Core Rulebook, p.1301

You can fire multiple arrows at a single target.

When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Point-Blank Shot

[Paizo Inc. - Core Rulebook, p.131]

You are especially accurate when making ranged attacks against close target.

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot

[Paizo Inc. - Core Rulebook, p.131]

You are adept at firing ranged attacks into melee.

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot

[Paizo Inc. - Core Rulebook, p.132]

You can make an additional ranged attack.

When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Snap Shot

[Paizo Inc. - Ultimate Combat, p.119]

With a ranged weapon, you can take advantage of any opening in your opponent's

While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as

[Normal] While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

**Channel Smite** 

[Paizo Inc. - Core Rulebook, p.119]

You can channel your divine energy through your weapon.

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

Weapon Focus (Longbow)

[Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

#### **Domains**

Luck

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

### **Proficiencies**

Aldori Dueling Sword, Amentum, Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Great Terbutje, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, 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+1	5+1	4+1	3+1	3+1	2+1	_	_	_
Concentration	+19									
		•								

LE	EVEL 0 / Per Day:3 /	Caster Le	vel:13		
Name	School	Time	Duration	Range	Source
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is be	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.249
V, S) TARGET: Up to 26 gallons of water; EFFECT: This spell generates wholeso	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.262
Detect Magic	Divination	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SI Detect Poison]	Divination	1 standard action	Instantaneous	Close (55 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; <i>EFFECT</i> : You d  Guidance	etermine whether a creature, object, or area has b Divination	een poisoned or is pois 1 standard action	onous. [SR:No] 1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; <i>EFFECT:</i> This spell imbues the subject with a t			130 minutes	Touch	CR:p.304
[V, MDF] TARGET: Object touched; EFFECT: This spell causes a touched object		10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 13 lb.; EFFECT: This spell repairs damaged o				10 ft.	CR:p.328
[V, S] TARGET: 13 cu. ft. of contaminated food and water; <i>EFFECT:</i> This spell ma					
(object)]	Divination	1 standard action	130 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on object				1 oroonal	G11.p.000
□□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with machine the subject	Evocation, FireSchool [Fire]	t a +1 resistance bonus 1 standard action	on saves. [SR:Yes (harmless); DC:16, Will Instantaneous	negates (harmless)] Close (55 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (	object); DC:16, Fortitude negates (object)]  Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a	a living creature that has -1 or fewer hit points. [SR	:Yes (harmless); DC:1			
ODO 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					
LE	/EL 1 / Per Day:5+1 /	/ Caster L	evel:13		
Name	School Transmutation	Time 1 standard action	Duration 1 hour	Range Touch	Source ISG:p.??
[V] TARGET: a handful of berries, grains, nuts, or rice; EFFECT: This spell m.					
for a full day. The spell does not create food, and thus will r DC:17, Fort negates (harmless)]		rving, but it can			
Description  [V, S, M/DF (a single piece of ammunition)] TARGET: one container touched; E.	Conjuration (Summoning)  FFECT: Replaces nonmagical ammunition every r	1 standard action ound, [SR:No]	13 minutes		UC:p.222
Air Bubble	Conjuration (Creation)	1 standard action	13 minutes	Touch	UC:p.222
[S, M/DF (a small bladder filled with air)] TARGET: one creature or one object no (harmless)]	b larger than a Large twohanded weapon; EFFEC	T: Creates a small pock	ket of air around your head or an object. [SR	:Yes (harmless); DC:17, Will negat	tes
OOO Ant Haul	Transmutation	1 standard action	26 hours	Touch	APG:p.202
[V, S, M/DF (a small pulley)] TARGET: creature touched; EFFECT: Triples carryin Bane	ng capacity of a creature. [SR:Yes (harmless); DC Enchantment (Compulsion) [Fear, Mind-Affe		(harmless)] 13 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ftradius burst, centered on you; <i>EFFECT</i> : Bane fills your Bless	enemies with fear and doubt. [SR:Yes; DC:17, Wi Enchantment (Compulsion) [Mind-Affecting		13 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 courag Transmutation [Good]	e. [SR:Yes (harmless)] 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 Necromancy [Fear, Mind-Affecting, Emotion		oject); <b>DC:</b> 17, Will negates (object)] 1d4 rounds or 1 round; see text	Close (55 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected cre	ature becomes frightened. [SR:Yes; DC:17, Will p Enchantment (Compulsion) [Language-Dep	•	1 round	Close (55 ft.)	CR:p.256
[V] TARGET: One living creature; EFFECT: You give the subject a single comman	d, which it obeys to the best of its ability at its earl	iest opportunity. [SR:Ye	es; DC:17, Will negates]		
[V, S, M (a drop of your blood)] TARGET: You; EFFECT: Compels opponents to	Enchantment (Compulsion) [Mind-Affecting attack you instead of your allies. [SR:see text; DC		13 rounds	Personal	UC:null
Comprehend Languages  [V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of cr	Divination  eatures or read otherwise incomprehensible writte	1 standard action	130 minutes	Personal	CR:p.258
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 Curse Water	creature, you channel positive energy that cures ' Necromancy [Evil]	1d8+5 points of damage 1 minute	<ul><li>e. [SR:Yes (harmless); see text; DC:17, Will Instantaneous</li></ul>	half (harmless); see text] Touch	CR:p.263
[V, S, M] TARGET: Flask of water touched; EFFECT: This spell imbues a flask [1]				Touch	O11.p.200
[V, S, F (a lantern)] TARGET: Animates one lantern; EFFECT: Animates a lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	13 hours [D]	Touch	APG:p.214
Deadeye's Lore [V, S] TARGET: You; EFFECT: Gain a +4 bonus on Survival and move full speed	Divination	1 round	13 hours	Personal	UC:p.227
V, SI TARGET: Cone-shaped emanation; EFFECT: Using the powers of necroma	Necromancy	1 standard action	130 minutes	30 ft.	CR:p.265
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 cl	ean skeleton. [SR:Yes (object); DC:17, Fortitude Divination	negates (object)] 1 standard action	Concentration, up to 130 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras		4	Consensation on to 100 minutes IDI	CO #	CD 200
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the prese		1 standard action	Concentration, up to 130 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the prese	Divination nce of good. [SR:No]	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras	Divination	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	CR:p.267
Detect Undead	Divination	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aur Diagnose Disease	Divination	1 standard action	Instantaneous	Close (55 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detect and ide	entify diseases. [SR:No] Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of a dei	ty, you gain a +3 luck bonus on attack and weapo * =Domain/Speciality				
		1-20			

	Cleric Spel	IS			
Doom Doom	Necromancy [Fear, Mind-Affecting, Emotion]			Medium (230 ft.)	CR:p.2
[V, S, DF] TARGET: One living creature; EFFECT: This spell fills a single subject witl	-		OC:17, Will negates] 24 hours	Touch	CR:p.2
V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elemen	•			roucii	Ort.p.2
□□□□□ Enhance Water				Touch	FOP:p.:
[V, S] TARGET: 13 pints of water; EFFECT: Transform water into an alcoholic bevera		object); <b>DC:</b> 17, Fortitud 1 standard action	e negates (object)] 13 minutes [D]	Personal	CR:p.2
V, S] TARGET: You; EFFECT: A magical field appears around you, glowing with a c	•		ther ranged attacks.		
	Enchantment (Compulsion) [Language-Deper	1 standard action	1 round	Close (55 ft.)	UM:p.2
[V] TARGET: One creature; EFFECT: Target obeys your command to not do someth		1 standard action	130 minutes	Touch IS	SWG:p.2
[V, S, M] TARGET: One suit of metal armor or one metal shield; EFFECT: Targeto	ed object sprouts thousand of tiny in	on spikes. These	act as armor/shield spikes [en	hanced at CL 5+], causing	g 1
point of piercing damage for each opponent's natural attack t		0 1 //	40	Taush	FOD:-
□□□□□ Hairline Fractures [V, S, M] TARGET: 5-ftsquare section of stone or a creature with the earth subtype;			13 rounds a creature with the earth subtype. ISR:Yes	Touch (object): <b>DC:</b> 17. Fortitude negates (	FOP:p.: (object)1
Haze of Dreams		1 standard action	13 rounds	Close (55 ft.)	FOP:p.
[V, M] TARGET: One Creature; EFFECT: You fill an enemy's head with waking dream			130 minutes [D]	Touch	CR:p.2
□□□□□ <u>Hide from Undead</u> [V, s, DF] TARGET: 13 creatures touched; <i>EFFECT</i> : Undead cannot see, hear, or sr	•		. ,	Touch	CIV.p.2
Inflict Light Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.3
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature	.,		Yes; DC:17, Will half] Instantaneous	Personal	UM:p.2
□□□□□ Know the Enemy  V, S, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR:N		Timilate	instantaneous	i cisoriai	OWI.P.Z
			instantaneous	Close (55 ft.)	UC:p.2
V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an im			negates (harmless)] 30 minutes or until discharged	Touch	CR:p.3
V, S, DF] TARGET: Up to three pebbles touched; <i>EFFECT:</i> You transmute as many			=		
negates (harmless, object)]	Transmutation [MetalSchool]	1 standard action	13 minutes	Touch	CR:p.3
□□□□□ Magic Weapon (V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +					Ort.p.c
<u></u>	Enchantment (Compulsion) [Mind-Affecting]		13 minutes or until discharged	50 ft.	UC:p.2
[V, S, M/DF (rabbit fur)] TARGET: The caster and allies within a 50-ft. burst centered Murderous Command	d on the caster; EFFECT: Doubles a morale bonu Enchantment (Compulsion) [Mind-Affecting]		1 round	Close (55 ft.)	UM:p.2
[V] TARGET: One living creature; <i>EFFECT:</i> Target is compelled to kill its ally. [SR:Ye				()	
Obscuring Mist				20 ft.	CR:p.3
[V, s] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A mist: Protection from Chaos			sion, beyond 5 feet. [SR:No] 13 minutes [D]	Touch	CR:p.3
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from					
□□□□ Protection from Evil		1 standard action	13 minutes [D]	Touch	CR:p.3
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from Protection from Good			tures. [SR:No; see text; DC:17, Will negate 13 minutes [D]	s (harmless)] Touch	CR:p.3
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from	attacks by good creatures, from mental control, a	and from summoned cre	eatures. [SR:No; see text; DC:17, Will negat	tes (harmless)]	
DDDD Protection from Law		1 standard action	13 minutes [D]	Touch	CR:p.3
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from Ray of Sickening			eatures. [SR:No; see text; DC:17, Will nega 13 minutes	close (55 ft.)	UM:p.2
[V, S, M] TARGET: Ray; EFFECT: Ray makes the subject sickened. [SR:Yes; DC:17					
□□□□□ Reinforce Armaments [V, S, M/DF (a metal pin)] TARGET: one armor suit or weapon touched; EFFECT: To			130 minutes	Touch	UC:p.2
No. 3, must be mean ping trace to one amor suit of weapon touched, Et 1201.		1 standard action	10 minutes; see text	Close (55 ft.)	CR:p.3
[V, S] TARGET: 4 creatures, no two of which can be more than 30 ft. apart; EFFECT		_			
□□□□□ Remove Sickness [V, s] TARGET: One creature; <i>EFFECT:</i> Suppress disease, nausea, and the sickene	3, 3, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4,		130 minutes; see text	Close (55 ft.)	UM:p.2
			Instantaneous	Touch	UM:p.2
[V, S] TARGET: Corpse touched; EFFECT: Skeletal corpse grows flesh. [SR:No]	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.2
Sanctify Corpse  [V, S, DF, M] TARGET: Corpse touched; EFFECT: Prevent a corpse from becoming		i standard action	24 Hours	Touch	OWI.P.Z
□□□□ <u>Sanctuary</u>		1 standard action	13 rounds	Touch	CR:p.3
[V, S, DF] TARGET: Creature touched; EFFECT: Any opponent attempting to directly	-			Touch	CR:p.3
□□□□□ <u>Shield of Faith</u> [V, S, M] TARGET: Creature touched; <i>EFFECT:</i> This spell creates a shimmering, ma	· ·			Todon	Ort.p.o
Summon Minor Monster	Conjuration (Summoning)	1 round	13 rounds [D]	Close (55 ft.)	UM:p.2
[V, S, F/DF] TARGET: 1d3 summoned creatures; EFFECT: Summon 1d3 Tiny anima	. ,	1 round	13 rounds [D]	Close (55 ft.)	CR:p.3
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell summons an ex				· ,	
Sun Metal	Transmutation [Fire]	1 standard action	13 rounds [see text]	Touch	UC:p.2
[V, S] TARGET: one melee weapon; EFFECT: [SR:Yes (object); DC:17, Fortitude no		1 standard action	13 minutes	Personal	FOP:p.
[V, M] TARGET: You; <i>EFFECT:</i> You gain a +2 insight bonus on all Charisma ability o					
□□□□□ *True Strike		1 standard action	See text	Personal	CR:p.3
(V, F] TARGET: You; EFFECT: You gain temporary, intuitive insight into the immedia □□□□□Unbreakable Heart	te future during your next attack.  Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 rounds	Close (55 ft.)	SWG:p.2
v, sj tARGET: One creature; <i>EFFECT:</i> Creature gains +4 morale bonu					
Supresses such effects already in place. [SR:Yes (harmless); DC:17,	Will negates (harmless)]				-
□□□□□ Weapons Against Evil  V, DF] TARGET: 13 weapons, no two of which can be more than 20 ft. apart; EFFEC			13 rounds  [SR:Yes (object): DC:17 Fortifude negates	Close (55 ft.)	FOP:p
				3 (object)j	
	EL 2 / Per Day:5+1 /	Caster Le			
Name	School Enchantment (Compulsion) [Mind-Affecting]		Duration 13 minutes	Range Touch	Sou CR:p.2
☑☑☑□□ ** <mark>Aid</mark> V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : Aid grants +1 morale bonus o					p.2
	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 minutes	Touch	CR:p.2
V, S, DF] TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonus of	•			Touch	CR:p.2
DDDD Align Weapon	Transmutation				- · · · P · 2
Align Weapon  V, S, DF] TARGET: Weapon touched or 50 projectiles [all of which must be together					negates
	at the time of casting]; EFFECT: Align weapon m	nakes a weapon chaotic			negates UC:p.2

	Cleric Spe		Instantaneous	Personal	CR:p.2
□□□□□ Augury  V. S, M. F] TARGET: You; <i>EFFECT</i> : An augury can tell you whether a particular act			Instantaneous	reisonal	CK.p.2
□□□□ Bear's Endurance	Transmutation		13 minutes	Touch	CR:p.2
/, S, M/DF] TARGET: Creature touched; EFFECT: The affected creature gains great	ter vitality and stamina granting the subject a +4 Enchantment (Compulsion) [Mind-Affecting]			(harmless)] Close (55 ft.)	UC:p.2
☐☐☐☐☐Bestow Weapon Proficiency /, S, M (pieces of shaved metal)] TARGET: one creature; EFFECT: Grant a creat				Close (55 ft.)	00.p.2
Blessing of Courage and Life			13 minutes [see below]	Close (55 ft.)	APG:p.2
/, S, DF] TARGET: one living creature; EFFECT: Grants a +2 bonus on saves vs. for a point of Booling Blood			Concentration + 13 rounds	Medium (230 ft.)	UM:p.2
/, S] TARGET: 4 creatures, no two of which may be more than 30 ft. apart; <i>EFFEC</i>				Wediam (200 ft.)	OW.p.z
Bull's Strength	Transmutation	1 standard action	13 minutes	Touch	CR:p.2
/, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger of	ranting a +4 enhancement bonus to Strength. [SF Enchantment (Compulsion) [Mind-Affecting, I			Medium (230 ft.)	CR:p.2
□□□□□ Calm Emotions  V, S, DF] TARGET: Creatures in a 20-ftradius spread; EFFECT: This spell calms a		T clandard dollor	consolitation, up to 10 founds (2)	modulii (200 ili)	O11.P.L
Compassionate Ally	Enchantment (Compulsion) [Emotion, Mind-A	1 standard action	13 rounds	Close (55 ft.)	UM:p.2
V, S] TARGET: One creature; <i>EFFECT:</i> Target is compelled to help injured ally. [SF □□□□□ Consecrate		1 standard action	26 hours	Close (55 ft.)	CR:p.2
/, S, M, DF] TARGET: 20-ftradius emanation; <i>EFFECT:</i> This spell blesses an area	• •	Totaliaala aolion	20 110410	0.000 (00 1.1)	011.01.2
Cure Moderate Wounds	Conjuration (Healing)			Touch	CR:p.2
V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living cr				<ol><li>Will half (harmless) or Will half; s Touch</li></ol>	see text] CR:p.2
<b>Darkness</b> /, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to radiate		1 Standard dottori	To mindes [D]	Touch	Ort.p.z
Delay Pain	Enchantment [Emotion]	1 standard action	13 hours	Close (55 ft.)	UM:p.2
V, S] TARGET: One creature; EFFECT: Ignore pain. [SR:Yes; DC:18, Will negates]	Conjuration (Healing)	1 standard action	13 hours	Touch	CR:p.2
□□□□□□Delay Poison  V, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily i	· · · ·			Todon	Ort.p.z
Dudu Disfiguring Touch	Transmutation [Curse]			Touch	UM:p.2
V, S] TARGET: Creature touched; EFFECT: Target becomes disfigured. [SR:Yes; D		1 standard action	13 rounds	30 ft.	AP14:p
<b> Drunkard's Breath</b> V. S. M] TARGET: Cone-shaped burst; <i>EFFECT:</i> This spell emanates from your mo				30 II.	Ar 14.p.
□□□□ <u>Eagle's Splendor</u>	Transmutation			Touch	CR:p.2
V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becom				Will negates (harmless)] Personal	UC:p.2
☐☐☐☐ Effortless Armor  V, S] TARGET: You; EFFECT: Armor you wear no longer slows your speed.	Transmittation	1 Standard dottori	To minutes	i cisoriai	00.p.z
DDDD Endure Elements (Communal)	Abjuration	1 standard action	24 hours	Touch	UC:p.2
V, S] TARGET: creatures touched; EFFECT: As endure elements, but you may divid	de the duration among creatures touched. [SR:Ye Enchantment (Charm) [Language-Dependent			Medium (230 ft.)	CR:p.2
☑☑☑☑ <u>Enthrall</u> V, S] TARGET: Any number of creatures; <i>EFFECT:</i> If you have the attention of a gr				Wediam (250 ft.)	Civ.p.2
DDDD Find Traps	Divination			Personal	CR:p.2
V, S] TARGET: You; EFFECT: You gain intuitive insight into the workings of traps.	Necromancy	1 standard action	13 days	Touch	CR:p.2
□□□□□ Gentle Repose  V, S, WDF] TARGET: Corpse touched; EFFECT: You preserve the remains of a de	•		•	Touch	CK.p.2
□□□□ Ghostbane Dirge				Close (55 ft.)	APG:p.2
V, S, M/DF (an old reed from a wind instrument)] TARGET: one incorporeal creat				Personal	APG:p.2
JUJUJU Grace  V] TARGET: You; EFFECT: Movement doesn't provoke attacks of opportunity.	Abjuration	1 SWIIT ACTION	see text	reisonal	Ar G.p.2
Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 rounds [D]; see text	Medium (230 ft.)	CR:p.2
V, S, F/DF] TARGET: One humanoid creature; EFFECT: The subject becomes para			13 minutes	Close (55 ft.)	UM:p.2
□□□□□ <mark>Imbue with Aura</mark> V, S, DF] TARGET: One creature; EFFECT: Target emulates your cleric aura. [SR:)		i standard action	13 minutes	Close (55 ft.)	OWI.P.2
Inflict Moderate Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.3
V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a creature □□□□□ Instant Armor				Personal	APG:p.2
】 □□□□□ <u>I<b>⊓Stant Armor</b></u> V, S, DF] TARGET: You; <i>EFFECT:</i> Summon armor temporarily replacing your curre		1 Standard dottori	To mindes [D]	i cisonai	711 O.p.2
Instrument of Agony	Transmutation	1 standard action	13 minutes	Touch	UC:p.2
V, S] TARGET: weapon touched; EFFECT: Weapon exudes divine fury, granting a l				Touch	UC:p.2
□□□□□ Magic Siege Engine  V. S. DF] TARGET: one siege engine touched; EFFECT: Siege engine gains +1 on				Touch	00.p.2
Make Whole	Transmutation [MetalSchool]			Close (55 ft.)	CR:p.3
V, S] TARGET: One object of up to 130 cu. ft. or one construct creature of any size; legates (harmless, object)]	EFFECT: This spell functions as mending, excep	t that it repairs 5d6 poir	its of damage when cast on a construct crea	ature. [SR:Yes (harmless, object); D	OC:18, W
DDDD Masterwork Transformation	Transmutation	1 hour	Instantaneous	Touch	UM:p.2
V, S, M (see text)] TARGET: One weapon, suit of armor, tool, or skill kit touched; E			40	Tarrah	CD:- 1
□□□□□ <u>OwI's Wisdom</u> V, S, WDF] TARGET: Creature touched; <i>EFFECT</i> : The transmuted creature becom	Transmutation es wiser gaining a +4 enhancement honus to Wis			Touch	CR:p.3
DDDD Pilfering Hand				Close (55 ft.)	UC:p.2
S] TARGET: one object; EFFECT: You may seize an object or manipulate it from af		4	42it [D]	Tarrah	110 0
□□□□□ Protection from Evil (Communal)  V, S, MDF] TARGET: creatures touched; EFFECT: As protection from evil, but you	Abjuration [Good]		• •	Touch	UC:p.2
Protective Penumbra				Touch	UM:p.2
V, S] TARGET: Creature touched; EFFECT: Shadow protects the target from light. [		4 -1 1 1 6	400	T	110 . 6
□□□□□ Reinforce Armaments (Communal)  V, S, M/DF (a metal pin)] TARGET: armor suits or weapons touched; EFFECT: As				Touch	UC:p.2
□□□□□ Remove Paralysis				Close (55 ft.)	CR:p.3
V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart;	EFFECT: You can free one or more creatures from Abjuration, AirSchool, EarthSchool, FireSchool,				
□□□□□ Resist Energy V, S, DF] TARGET: Creature touched; <i>EFFECT:</i> This abjuration grants a creature li			130 minutes select. ISR:Yes (harmless): DC:18. Fortitud	Touch le negates (harmless)]	CR:p.3
v, s, br j TARGET: Creature touched, EFFECT: This abjuration grants a creature in			Instantaneous	Touch	CR:p.3
v, s] TARGET: Creature touched; EFFECT: Lesser restoration dispels a		he subject's abili	ty scores or cures 1d4 points o	f temporary ability damag	je to
one of the subject's ability scores. [SR:Yes (harmless); DC:18, Will neg		1 standard and	12 minutos	Close (EE ft )	110
□□□□□ Returning Weapon  V, S] TARGET: one weapon that can be thrown; EFFECT: Grants a weapon the retr	• • • • • • • • • • • • • • • • • • • •			Close (55 ft.)	UC:p.2
V, S) TARGET: one weapon that can be thrown; EFFECT: Grants a weapon the retuining the second				Close (55 ft.)	UM:p.2
V, S, DF] TARGET: Dart-shaped projectile of chaotic energy; EFFECT: Harm and p			041	T	450
	Divination	1 standard action	24 hours	Touch	APG:p.2
□□□□□ Share Language  V, S, M (a page from a dictionary)] TARGET: creature touched; EFFECT: Subject			(harmlane)]		

	Cleric Spe		Instantonomy	Class (FF th.)	CD:= 244
[V, S, M/DF] TARGET: Or Target 5-ftradius spread; or one solid object or one cryst	Evocation, EarthSchool [Sonic, MetalSchool alline creature; EFFECT: Shatter creates a	-	Instantaneous pise that breaks brittle, nonmagi	Close (55 ft.) ical objects; sunders a sine	CR:p.341 ale
solid, nonmagical object; or damages a crystalline creature.				Close (55 ft.)	CR:p.342
[V, S, F] TARGET: One creature; EFFECT: This spell wards the subject and creates				` '	
□□□□ <u>Silence</u>	Illusion (Glamer)	1 round	13 rounds [D]	Long (920 ft.)	CR:p.343
[V, S] TARGET: 20-ftradius emanation centered on a creature, object, or point in sp (object)]	pace; EFFECT: Upon the casting of this spell, con	mplete silence prevails	in the affected area. [SR:Yes; see text or no	(object); DC:18, Will negates; see t	ext or none
DDDD Sound Burst	Evocation [Sonic]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.346
[V, S, F/DF] TARGET: 10-ftradius spread; EFFECT: You blast an area with a treme Spear of Purity	Evocation [Good]	1 standard action	Instantaneous [1 round]	Close (55 ft.)	UM:p.240
[V, S, DF] TARGET: Spear-shaped projectile of good energy; EFFECT: Harm and p	ossibly blind evil creatures. [SR:Yes; DC:18, Will Evocation [Force]	partial (see text)] 1 standard action	13 rounds [D]	Medium (230 ft.)	CR:p.348
[V, S, DF] TARGET: Magic weapon of force; EFFECT: A weapon made of force app				Wedium (250 ft.)	CIV.p.040
□□□□□ Stalwart Resolve	Enchantment (Compulsion) [Mind-Affecting]		13 rounds		PFSFG:p.58
[V, S, DF] TARGET: Creature touched; EFFECT: Stalwart resolve was original the effects of ability damage and penalties to a single ability					
death. This applies whether or not the ability damage or pen-		spell's duration,	and whether or not multiple sou	irces are involved. This sp	ell has
no effect on ability drain. [SR:Yes (harmless); DC:18, Will negates (harmle	ss)] Divination	1 standard action	13 hours	Touch	CR:p.349
[V, S] TARGET: 4 living creatures; <i>EFFECT</i> : When you need to keep track of comra (harmless)]	des who may get separated, status allows you to	mentally monitor their	relative positions and general condition. [SR	:Yes (harmless); DC:18, Will negate	es
Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSc	h1 round	13 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell function same kind from the 1st-level list. [SR:No]	ns like summon monster I, except the	nat you can sumr	mon one creature from the 2nd-	level list or 1d3 creatures	of the
Same kind from the Istrievel list. [sk:No]	Abjuration	1 standard action	13 rounds	Personal	UM:p.241
[V, S] TARGET: You; EFFECT: Temporarily suppress one condition.	Illusion (Phantasm)	1 standard action	13 hours [D]	Touch	FOP:p.29
Trail of the Rose [V, S] TARGET: 1 rose touched; EFFECT: Creates an illusory trail that can only be f		i standard action	13 hours [D]	rouch	FOF.p.28
□□□□ <u>Undetectable Alignment</u>	Abjuration	1 standard action	24 hours	Close (55 ft.)	CR:p.363
[V, S] TARGET: One creature or object; EFFECT: An undetectable alignment spell of weapon of Awe	conceals the alignment of an object or a creature Transmutation [Emotion]	from all forms of divinat 1 standard action	tion. [SR:Yes (object); DC:18, Will negates and 13 minutes		APG:p.256
[V, S, DF] TARGET: weapon touched; EFFECT: Weapon gets +2 on damage rolls. [			401	01 (55 (1))	11114 - 040
[V, S, DF] TARGET: 5 ft10 ft. diameter web sphere or 5 ft20 ft. hemisphere; EFFE	Conjuration (Creation)  ECT: Create a comfortable shelter made of webbi	1 minute ng. [SR:No]	13 hours [D]	Close (55 ft.)	UM:p.249
□□□□ Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 minutes	Close (55 ft.)	CR:p.371
[V, S, DF] TARGET: 20-ftradius emanation; EFFECT: Creatures within the emanat					
LEV	EL 3 / Per Day:4+1 /	Caster L	evel:13		
Name DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	School Transmutation	Time 1 standard action	Duration Concentration	Range Close (55 ft.)	Source UM:p.207
[V, S] TARGET: 4 weapons; EFFECT: Weapons are keen while you concentrate. [S			_		
[V, S] TARGET: Creature touched; EFFECT: You place a curse on the subject. [SR:	Necromancy [Curse] Yes: DC:19. Will negates1	1 standard action	Permanent	Touch	CR:p.247
□□□□□ Bestow Insight	Enchantment (Compulsion)	1 standard action	13 minutes	Touch	ARG:p.79
[V, S] TARGET: One creature; EFFECT: When casting this spell, choos and is considered trained in that skill. Furthermore, once bef					
spell's other effects. [sr:No]					
[V, S] TARGET: 13 creatures; EFFECT: 13 allies gain darkvision and a +2 Stealth b	Transmutation	1 round	13 minutes	Close (55 ft.)	UM:p.208
□□□□ Blindness/Deafness	Necromancy [Curse]	1 standard action	Permanent [D]	Medium (230 ft.)	CR:p.250
[V] TARGET: One living creature; EFFECT: You call upon the powers of unlife to rer	nder the subject blinded or deafened, as you choo Divination	ose. [SR:Yes; DC:19, F 1 minute	ortitude negates] Instantaneous	Touch	APG:p.206
[V, S, M/DF (a scrap of parchment)] TARGET: one creature's blood or one bloodst				01 (55.41)	110 . 005
[V, S, M/DF (chain link)] TARGET: 10-ft. chain; EFFECT: Creates a floating chain of	Evocation [Force] of force, [SR:Yes]	1 standard action	13 rounds [D]	Close (55 ft.)	UC:p.225
Continual Flame	Evocation [Light]	1 standard action	Permanent	Touch	CR:p.260
[V, S, M] TARGET: Object touched; EFFECT: A flame, equivalent in brightness to a Create Food and Water	torch, springs forth from an object that you touch Conjuration (Creation)	. [SR:No] 10 minutes	24 hours; see text	Close (55 ft.)	CR:p.261
[V, S] TARGET: Food and water to sustain 39 humans or 13 horses for 24 hours; El		, ,	, ,	01 (55 (1))	OD . 000
V. S] TARGET: Creature touched; <i>EFFECT:</i> When laying your hand upon a living c	Conjuration (Healing) reature, you channel positive energy that cures 3	1 standard action d8+13 points of damag	Instantaneous e. [SR:Yes (harmless) or yes; see text; DC:	Close (55 ft.)  19, Will half (harmless) or Will half; s	CR:p.263 see text]
Daybreak Arrow	Evocation [light]	1 standard action	130 minutes	Touch	UC:p.226
[V, S] TARGET: up to 50 pieces of ammunition, all of which must be together at the Daylight	time of casting; EFFECT: Targeted ammunition e Evocation [Light]	xudes radiant energy.   1 standard action	SR:Yes (harmless, object); DC:19, Fortitude 130 minutes [D]	e negates (harmless, object)] Touch	CR:p.264
[V, S] TARGET: Object touched; EFFECT: You touch an object when you cast this s			40	D	110
[V, S] TARGET: You; EFFECT: Your might increases with every kill you make.	Necromancy [Death]	1 standard action	13 minutes	Personal	UC:p.226
□□□□ <u>Deeper Darkness</u>	Evocation [Darkness]	1 standard action	13 minutes [D]	Touch	CR:p.265
[V, M/DF] TARGET: Object touched; EFFECT: This spell functions as darkness, exc	ept that objects radiate darkness in a 60-foot rad Conjuration (Healing)	ius and the light level is 1 standard action	lowered by two steps. [SR:No] 13 hours	Touch	UC:p.227
[V, S, DF] TARGET: creatures touched; EFFECT: As delay poison, but you may divi					
[V, S] TARGET: object touched; EFFECT: Touched object emanates bright light, gra	Evocation [Light] anting Perception and Sense Motive bonuses. [SF	1 round R:Nol	130 minutes	Touch	UC:p.228
Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use diabilities of a magic item, or to counter another spellcaster's s		ell that has been	cast on a creature or object, to	temporarily suppress the r	magical
DDDD Elemental Speech	Divination, AirSchool, EarthSchool, FireSchool	o1 standard action	13 minutes	Personal	APG:p.218
[V, S, M (iron filings)] TARGET: You; EFFECT: Enables you to speak to elementals	s and some creatures.  Transmutation	1 standard action	concentration	650 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; <i>EFFECT:</i> Tra	ansfers your conscious	ness to an object bearing your likeness. [SR	::No]	
Qlyph of Warding [V, S, M] TARGET: Object touched or up to 65 sq. ft.; EFFECT: This powerful inscrip	Abjuration	10 minutes	Permanent until discharged [D]  SR:No (object) and ves: see text: DC:19. Se	Touch	CR:p.290
[v, s, M] TARGET: Object touched or up to 65 sq. ft.; EFFECT: This powerful inscrip	Divination  Divination	arded area or object. (\$ 1 minute	13 days [D]		APG:p.226
[V, S, M (a spool of thread or string)] TARGET: You; EFFECT: Know approximate Helping Hand	distance from where you cast this spell.  Evocation	1 standard action	13 hours	5 miles	CR:p.295
[V, S, DF] TARGET: Ghostly hand; EFFECT: You create the ghostly image of a hand	d, which you can send to find a creature within 5	miles. [SR:No]			2.1.p.200
	* =Domain/Speciality S	pell			

March   Contact counted and PEPET from the part work branch and section of sample all through the part of sample all through through the part of sample all through through the part of sample all through the part of sample all through through the part of sample all through thr		Cleric Spe	lls			
Company	□□□□ Inflict Serious Wounds	•			Touch	CR:p.30
March   Marc					Personal	CR:p.302
Margin   Control of the part of the Description   Control of the Descrip	the state of the s					
	DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD				Long (920 ft.)	CR:p.305
Margina   Profession   Consumer sources arrange   Implication   Consumer sources   Cons					Touch	ISWG:p.296
N. M. MET AND TO CASE consistent on the control of the control of a product with a control of the control of th	[V, M] TARGET: Creature touched; EFFECT: Inspire self or recent lover tagainst them for 13 rounds [double if enemy is an ex-lover]. [	SR:Yes (harmless); DC:19, Will negates (harmle	ss)]			•
Separation   Property   Propert						
A Description   Stocker   Temporary   Te	negates (harmless)]	<u> </u>	·			
March   March   Store   March   Marc					Touch	CR:p.310
Mary   Commence   Mary   Market   Column   Col	□□□□ Meld into Stone	Transmutation [Earth]			Personal	CR:p.312
No. 2011   March   Control Debics   March			1 minute	8 hours	30 ft	APG:n 23
Name		•				7.11 O.P.201
Comparison   December   Decembe	Obscure Object	•				CR:p.317
Production from Energy   Algorithms Artificion (Enrichant Services and Continued on the C	[V, S, M/DF] TARGET: One object touched of up to 1300 lbs.; EFFECT: This spell h					CR:p.324
N. 5.0 TANGET. Colours custoded. FFFECT Francisch from everyg grant survivously marked producting to pass a plant and production from Energy  N. 5.0 TANGET. Colours to acknowled. FFFECT from the everyg grant survivously marked production. In the colour production of the colour production of the colour production. In the colour production of the colour production of the colour production. In the colour production of the colour production. In the colour production of the colour production. In the colour production of the colour production of the colour production. In the colour production of the colour production of the colour production. In the colour production of the colour production of the colour production. In the colour production of the colour production of the colour production. In the colour production of the colour production production of the colour production production production production production produc						
Project   Proj				•		CR:p.32
Comparison   Personal Process   Comparison	Protection from Energy					CR:p.32
No 31 MORE To Counter transfer Counter for Appearance on the Counter of Section 2012 (1997) (						CR:n 333
NO STANDATIC Growner or Object Standard Control of Comparison (Part or creame, IRMY's) thermitest) Control of Comparison (Part of Comparison) (Part of Standard Andre)  No STANDATIC Control occurred FFFECT Remote disease can one as of desires from which the subject is sufficiently (Standard Andre)  No STANDATIC Control occurred FFFECT Remote disease can one as of desires from which the subject is sufficiently (Standard Andre)  No STANDATIC Control occurred FFFECT Remote disease can one as of desires from which the subject is sufficiently (Standard Andre)  No STANDATIC Control occurred FFFECT Remote disease can one as of desires from the subject is sufficiently (Standard Andre)  No STANDATIC Control occurred FFFECT Remote disease (Standard Andre)  No STANDARD STANDARD REMOTE CONTROL occurred FFFECT Remote Standard Remote Control occurred FFFECT Control behavior growth of the Control occurred FFFECT Control behavior growth one disease (Standard Andre)  No STANDARD STANDARD REMOTE CONTROL occurred FFFECT Transpt temperatury space (Standard Andre)  No STANDARD ST		, , ,			10401	O11.p.00.
CREATE THE PROPERTY OF STANDERS CONTINUED BY A PROPERTY CONTINUED BY A PROPERT	□□□□□ Remove Curse	•			Touch	CR:p.332
N. S. PERCE. Toward severed. EPPECP. No reside serges, but you may delice the duration among concerns based (SRT*ce harmines). Dist. Fortuber register, but makes (SRT*ce harmines). Dist. Fortuber (SRT*ce harmin					Touch	CR:p.332
N. D. 017-AGCT: resultate founds. FFFECT: As noted except, but you may divide the duration among treatments (LRFVor) (International Computation (International Computational Computation (International Computational Computatio	[V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases					
Comparison   Consequence   C		•			Touch	UC:p.242
Conjuments (Perfect)  Touch see least  APG-221  Touch see least  APG-221  Touch see least  APG-221  Touch see least  Touch se					Close (55 ft.)	UC:p.243
N. S. F. pa and galdest hoseacists worth 100 gas calls worth 100 gas calls with buildings of Time   Necromany   1 standard action   100 must necro call   100 must necro   100 must necro   1 standard action   100 must necro calls   100 must necro call						ABC:p 240
Displaced from Light Control of Standard and Control		· · · · · · · · · · · · · · · · · · ·				AFG.p.240
	Sands of Time	Necromancy				UM:p.236
NS 1904-05 Rept. EFFECT. Focusing allows power like any yet the sun, you propose a blasted legist from your ceaps and dealine store. 2 A forces of communal.  19.5 We have from a dictionary) TARGET: creatures touched. EFFECT. As that Impragase, but you may divide the duration among creatures touched. (BR*tree flamminess). Touch PFSFG.p. in the common of the common			1 standard action	Instantaneous	Medium (230 ft.)	CR:p.338
No. 5 to page from a distributy) TARGET: One stand control is presented action in Touch presented in the Community of the Com					, ,	
Samulace action   Samulace   Sa	DDDD Share Language (Communal)					UC:p.243
Pathfinders have reported the use of similar magic in Irrisen 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 the caster level and a +1 insight bonus to the save DCs of all of her spells. At 11th level, you can take 6 negative levels to create set he insight bonus to 4.3 nm fine the control of the caster level and a psell save DCs of all of her spells. At 11th level, you can take 6 negative levels to create the insight bonus to 4.3 nm fine the control of the caster level and appell save DCs of all of her spells. At 11th level, you can take 6 negative levels to create the spell vanish as soon as this spell leffect ends. Negative levels from multiple castings of this spell stack, (sRxve lemines). Biol. (will negate manifes).						PFSFG:p.58
Speak with Dead   Necromany (Language-Opendent)   10 minutes   13 minutes   10 ft.   CRp.34	Pathfinders have reported the use of similar magic in Irrisen creatures—both targets of the spell must simply be of the san receives a +1 insight bonus to her caster level and a +1 insight bonus to the other target's caster level and spell save that removes or prevents the negative level immediately end	among the White Witches. While the gender. When you deliver the sp hit bonus to the save DCs of all of h. DCs if you wish, while at 17th leves the sharesister spell. Negative leves the sharesister spell.	ne name of this so bell, you receive a ner spells. At 11t lel you can take 6	pell is sharesister, it works equal a negative level for the duration h level, you can opt to take foul negative levels to increase the	ally well on male or female of the spell, and the othe negative levels to grant a insight bonus to +3. Any	e er target a +2 effect
Institution   Institution   Institution   Institution   Institution   Touch   CRp.34			10 minutes	13 minutes	10 ft.	CR:p.346
N, S, MP] TARGET: Store or stone object touched, up to 23 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. [SR:No]					Touch	CR:n 349
N, S, R/DFT TARGET: One summonored creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service.  Only and conference of the same kind from the 1st-level list, service the water service.  Only and conference of the same kind from the 1st-level list, service the water service.  Only and conference of the same kind from the 1st-level list, service the water service.  Only and conference of the same kind from the 1st-level list, service the water service.  Only and conference of the same kind from the 1st-level list.  Only and conference of the same kind from the same kind from the 1st-level list.  Only and conference of the same kind from the 1st-level list.  Only and conference of the same kind from the 1st-level list.  Only and conference of the same kind from the 1st-level list.  Only and conference of the same kind from the 1st-level list.  Only and conference of the sam	[V, S, M/DF] TARGET: Stone or stone object touched, up to 23 cu. ft.; EFFECT: You	can form an existing piece of stone into any sha	pe that suits your purpo	ose. [SR:No]		
same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [sk.No]  Symbol of Healing  Conjuration (Healing)  Conjuration (Healing)  Transmutation, WaterSchool  I standard action  Ske text  Touch  CR.p.38  V. S., M(500 go powdered diamond and opal)] TARGET: One symbol; EFFECT: Trieggered rune heals living creatures. [Skr.Yes (harmless); DC:19, Will half (harmless)]  CV, S., MPJ TARGET: Living creatures touched; EFFECT: The transmuted creatures can bread on any liquid sail in the series sickened for 1d4 rounds and [on failed save] take 1d6 Intelligence and 1d6 Dextertly damage, [skr.No; Dc:19, Fortiude partial]  CR.p.38  V. S., DFJ TARGET: Valve (Lamber)  V. S., DFJ TARGET: Valve (Lamber)  LEVEL 4 / Per Day: 3+1 / Caster Level: 13  Level Lamburgh (Skr.Yes (harmless))  Level Lamb		· · · · · · · · · · · · · · · · · · ·		• •		
IV, S, MI (500 gp prowdered diamond and opall) TARGET: One symbol; EFFECT: Triggered rune heals living creatures. [SR:Yes (harmless); DC:19, Will halft (harmless))    CRp.361     CRp.362     CRp.363     CRp.363     CRp.364     CRp.365     CRp.365     CRp.365     CRp.366     CRp.366				non one creature nom the ord-	lever list, Tub creatures or	uic
Transmutation, Water Breathing   Transmutation, Water School   1 standard action   28 hours; see text   Touch   CRr.p.36(  N. s. MoP) TARGET: Living creatures touched; EFFECT: The transmuted creatures can breathe water freely.   SR:Yes (harmless). DC:19, Will negates (harmless).		· · · · · · · · · · · · · · · · · · ·			0 ft.; see text	UM:p.24
No. 8, MTARGET: Up to 6 drafts of the waters of Lamashtu:   EFFECT: Generate one close of apparent clear, pure water that is foul secretion that functions as unholy water. In addition, affected creatures are sickened for 1 d4 rounds and [on failed save] take 1 d6 Intelligence and 1 d6 Dexterity damage. [s.R.N.o., Dc.19, Foritude partial]			,, ,	. ,	Touch	CR:p.368
V, s, M)TARGET: Up to 6 drafts of the waters of Lamashtu; EFFECT: Generate one dose of apparent clear, pure water that is foul secretion that functions as unholy water. In addition, affected creatures are sickened for 1d4 rounds and [on failed save] take 1d6 Intelligence and 1d6 Dexterity damage, [sR:No; DC:19; Fortitude partial]    V, s, M)TARGET: 13 touched creatures; EFFECT: The transmuted creatures can tread on any liquid as if it were firm ground. [SR:Yes (harmless); DC:19; Will negates (harmless)]   V, s, DF] TARGET: 13 touched creatures; EFFECT: The transmuted creatures can tread on any liquid as if it were firm ground. [SR:Yes (harmless); DC:19; Will negates (harmless)]   V, s, MDP] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; EFFECT: Ain invisible vertical curtain of wind appears. [SR:Yes; DC:19; None; see text]   V, s, MDP] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; EFFECT: Ain invisible vertical curtain of wind appears. [SR:Yes; DC:19; None; see text]   V, s, DF] TARGET: Creature touched or all creatures within 5 ft.; see text; EFFECT: Subject shines and gets 3 on all saves. [SR:Yes; DC:19; Will negates (harmless)]    V, S, DF] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: The subject can tread on air as if walking on solid ground. [SR:Yes; DC:19; Will negates)   V, S, DF] TARGET: Creature (Gargantuan or smaller) touched; EFFECT: Creatures in your aura becomes haken, [SR:Yes; DC:20; Will negates)   V, S, DF] TARGET: 3 creatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes; DC:20; Fortitude negates (harmless)]   V, S, DF] TARGET: 3 creatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes; DC:20; Fortitude negates (harmless)]   V, S, DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes; DC:20; Will negates)   V, S, DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Give	· · · · · · · · · · · · · · · · · · ·				Cl (55 # )	ICWC:- 20
creatures are sickened for 1d4 rounds and [on failed save] take 1d6 Intelligence and 1d6 Dexterity damage. [sR:No: Dc:19, Fortitude partial]						
[V, S, DF] TARGET: 13 touched creatures; EFFECT: The transmuted creatures can tread on any liquid as if it were firm ground. [SR:Yes (harmless); DC:19, Will negates (harmless)]    V, S, MDF] TARGET: 13 touched creatures; EFFECT: An invisible vertical curtain of wind appears; [SR:Yes; DC:19, None; see text]    V, S, MDF] TARGET: 13 touched creatures; EFFECT: An invisible vertical curtain of wind appears; [SR:Yes; DC:19, None; see text]    V, S, MDF] TARGET: Wall up to 130 ft. long and 65 ft. high [S]: EFFECT: An invisible vertical curtain of wind appears; [SR:Yes; DC:19, None; see text]    V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; EFFECT: Subject shines and gets 3 on all saves. [SR:Yes (harmless); DC:19, Will negates (harmless)]    V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; EFFECT: Subject shines and gets 3 on all saves. [SR:Yes (harmless); DC:19, Will negates (harmless)]    V, S, DF] TARGET: creature [Gargantuan or smaller] touched; EFFECT: The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]    V, S, DF] TARGET: 20-ft. radius emanation centered on you; EFFECT: Greatures in your aura become shaken. [SR:Yes; DC:20, Will negates]    V, S, DF] TARGET: 12-ft. radius emanation centered on you; EFFECT: Greatures in your aura become shaken. [SR:Yes; DC:20, Will negates]    V, S, DF] TARGET: 13 to reatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes (harmless)]    V, S, DF] TARGET: 13 to reatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes (harmless)]    V, S, TARGET: One creature; EFFECT: Unammed strikes create crows that deal fire and negative energy damage. [SR:Yes]    V, S, TARGET: One summoned creature   Enchantment (Compulsion) [Mind-Affecting] 1 standard action   13 ominutes   D   Long (920 ft.)   UM:p.201   UM:p.2		ake 1d6 Intelligence and 1d6 Dexte			ory water. In addition, and	otcu
Wind Wall  Evocation, AirSchool [Air, WoodSchool] 1 standard action 13 rounds Medium (230 ft.) CR:p.37( IV, S, MDF] TARGET: Wall up to 130 ft. long and 65 ft. high [S]: EFFECT: An invisible vertical curtain of wind appears. [SR:Yes; DC:19, None; see text]  Evocation [Force, Light] 1 standard action 13 minutes Touch or 5 ft.; see text APG:p.25( IV, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text: EFFECT: Subject shines and gets 3 on all saves. [SR:Yes (harmless); DC:19, Will negates (harmless))  Name  School  Time Duration Air Walk  Transmutation [Air] 1 standard action 130 minutes Touch CR:p.23( IV, S, DF] TARGET: Creature [Cargantuan or smaller] touched; EFFECT: The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]  Necromancy [Emotion, Fear, Mind-Affecting] 1 standard action 130 minutes Personal  UM:p.201  IV, S, DF] TARGET: 20-ft. radius emanation centered on you; EFFECT: Creatures in your aura become shaken. [SR:Yes; DC:20, Will negates]  IV, S, DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]  IV, S, DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]  IV, S, DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]  IV, S, DF] TARGET: 15 creatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]  IV, S, DF] TARGET: 15 creatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]  IV, S, DF, TARGET: 15 creatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes (DC					Touch	CR:p.368
V, S, MDF] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; EFFECT: An invisible vertical curtain of wind appears. [SR:Yes; DC:19, None; see text]    Wrathful Mantle   Evocation [Force, Light]   1 standard action   13 minutes   Touch or 5 ft.; see text   APG:p.25; [V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; EFFECT: Subject shines and gets 3 on all saves. [SR:Yes (harmless); DC:19, Will negates (harmless)]    LEVEL 4 / Per Day:3+1 / Caster Level:13    Name   School   Time   Duration   Range   Source					Medium (230 ft.)	CR:p.370
[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; EFFECT: Subject shines and gets 3 on all saves. [SR:Yes (harmless); DC:19, Will negates (harmless)]  LEVEL 4 / Per Day:3+1 / Caster Level:13  Name School Time Duration Range Source 130 minutes Touch CR:p.238  [V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]  Necromancy [Emotion, Fear, Mind-Affecting] 1 standard action Necromancy [Emotion Necromancy [Emotion, Fear, Mind-Affecting] 1 standard action Necromancy [Emotion Necromancy [Emotion, Fear, Mind-Affecting] 1 standard action Necromancy [Emotion Necromancy [Emoti	[V, S, M/DF] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; EFFECT: An invisit					
Name School Time Duration Range Source Air Walk  V, S, DF, TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]  Necromancy [Emotion, Fear, Mind-Affecting] 1 standard action 130 minutes Personal UM:p.201  V, S, DF, TARGET: 20-ft. radius emanation centered on you; EFFECT: Creatures in your aura become shaken. [SR:Yes; DC:20, Will negates]  Negation Blessing of Fervor Transmutation 1 standard action 13 rounds Close (55 ft.) APG:p.201  V, S, DF, TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Gives allies a choice of benefits. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]  Nedium (230 ft.) UM:p.201  V, S, TARGET: One creature; EFFECT: Unarmed strikes create crows that deal fire and negative energy damage. [SR:Yes]  Control Summoned Creature Enchantment (Compulsion) [Mind-Affecting] 1 standard action 13 rounds Close (55 ft.) UM:p.212  V, S, TARGET: One summoned creature; EFFECT: Direct a summoned monster as if you had summoned it. [SR:Yes; DC:20, Will negates]  Control Water Transmutation [Water] 1 standard action 13 minutes [D] Long (920 ft.) CR:p.266  V, S, MDF, TARGET: Water in a volume of 130 ft. by 130 ft. by 26 ft. [S]: EFFECT: This spell has two different applications, both of which control water in different ways. [SR:No; DC:20, None; see text]					Touch or 5 ft.; see text	APG:p.25
Name School Time Duration Range Source Air Walk I standard action 130 minutes Touch CR:p.238 [V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The subject can tread on air as if walking on solid ground, [SR:Yes (harmless)] Aura of Doom Necromancy [Emotion, Fear, Mind-Affecting] 1 standard action 130 minutes Personal UM:p.201 [V, S, DF] TARGET: 20-ft. radius emanation centered on you; EFFECT: Creatures in your aura become shaken. [SR:Yes; DC:20, Will negates] Transmutation 1 standard action 1			* *			
Transmutation [Air]					Danne	Carre
[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]    Aura of Doom   Necromancy [Emotion, Fear, Mind-Affecting] 1 standard action   130 minutes   Personal   UM:p.201	Name  Air Walk					
[V, s, DF] TARGET: 20-ft. radius emanation centered on you; EFFECT: Creatures in your aura become shaken. [SR:Yes; DC:20, Will negates]	[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The subjection			130 minutos	Poreonal	I IMir oo
Transmutation		-		130 minutes	r GISUIIdi	OW:p.20
Instantaneous   Instantaneous   Medium (230 ft.)   UM:p.201	Blessing of Fervor	Transmutation	1 standard action		Close (55 ft.)	APG:p.205
[V, S] TARGET: One creature; EFFECT: Unarmed strikes create crows that deal fire and negative energy damage. [SR:Yes]    Control Summoned Creature   Enchantment (Compulsion) [Mind-Affecting]   1 standard action   13 rounds   13 rounds   13 rounds   13 rounds   14 rounds   14 rounds   14 rounds   15 rounds					Medium (230 ft.)	UM:n 201
Control Summoned Creature  [V, S] TARGET: One summoned creature; EFFECT: Direct a summoned monster as if you had summoned it. [SR:Yes; DC:20, Will negates]  Control Water  Transmutation [Water] 1 standard action 130 minutes [D] Long (920 ft.) CR:p.260  [V, S, MDF] TARGET: Water in a volume of 130 ft. by 130 ft. by 26 ft. [S]: EFFECT: This spell has two different applications, both of which control water in different ways. [SR:No; DC:20, None; see text]						zp.200
CR:p.266  [V, S, M/DF] TARGET: Water in a volume of 130 ft. by 130 ft. by 26 ft. [S]: EFFECT: This spell has two different applications, both of which control water in different ways. [SR:No; DC:20, None; see text]	□□□□□ Control Summoned Creature	Enchantment (Compulsion) [Mind-Affecting]		13 rounds	Close (55 ft.)	UM:p.212
[V, S, M/DF] TARGET: Water in a volume of 130 ft. by 130 ft. by 26 ft. [S]; EFFECT: This spell has two different applications, both of which control water in different ways. [SR:No; DC:20, None; see text]				130 minutes [D]	Long (920 ft.)	CR:p.260
		This spell has two different applications, both of	which control water in o			

	Cleric Spe	lls			
Cure Critical Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.262
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living cr	eature, you channel positive energy that cures 4d Necromancy	8+13 points of damage 1 standard action	<ul><li>e. [SR:Yes (harmless); see text; DC:20, Will 13 minutes</li></ul>	half (harmless); see text] Touch	CR:p.264
[V, S, DF] TARGET: Living creature touched; EFFECT: The subject gains a +4 mora		agical death effects. [SI 1 standard action	R:Yes (harmless); DC:20, Will negates (harmless); DC:20, Will	mless)] Medium (230 ft.)	UC:p.227
□□□□□□Debilitating Portent [V, S, DF] TARGET: one creature; EFFECT: Inflicts an ill fate on a creature, halving i	` ' '		13 Tourius [D] see text	Wedium (230 It.)	00.p.221
Dimensional Anchor	Abjuration	1 standard action	13 minutes	Medium (230 ft.)	CR:p.270
[V, s] TARGET: Ray; EFFECT: A green ray springs from your hand, a extradimensional travel. [sr:Yes (object)]		•	ilit a stiiriinering emeralu nelu		
[V, S, DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EF	Divination  FECT: You know if the target deliberately and known	1 standard action	Concentration, up to 13 rounds	Close (55 ft.)	CR:p.270
□□□□ <u>Dismissal</u>	Abjuration	1 standard action	Instantaneous	Close (55 ft.)	CR:p.271
[V, S, DF] TARGET: One extraplanar creature; EFFECT: This spell forces an extrapl Divination	anar creature back to its proper plane if it fails a V Divination	Vill save. [SR:Yes; DC: 10 minutes	20, Will negates; see text] Instantaneous	Personal	CR:p.273
[v, s, m] TARGET: You; EFFECT: A divination spell can provide you v	vith a useful piece of advice in reply	to a question co	oncerning a specific goal, event	, or activity that is to occu	r within
1 week.	Evocation	1 standard action	13 rounds	Personal	CR:p.273
[v, s, df] TARGET: You; EFFECT: You imbue yourself with strength a	and skill in combat and gain a +4 luc	ck bonus on attac	ck rolls, weapon damage rolls,	Strength checks, and Stre	ength-
based skill checks.  DDDD **Freedom of Movement	Abjuration	1 standard action	130 minutes	Personal or touch	CR:p.287
[V, S, M, DF] TARGET: You or creature touched; EFFECT: This spell enables	,		,	ell, even under the influer	nce of
magic that usually impedes movement, such as paralysis, so   Freedom of Movement	Abjuration Abjuration	s); <b>DC:</b> 20, Will negate: 1 standard action	s (harmless)] 130 minutes	Personal or touch	CR:p.287
[V, S, M, DF] TARGET: You or creature touched; EFFECT: This spell enables				ell, even under the influer	nce of
magic that usually impedes movement, such as paralysis, so		s); DC:20, Will negate: 1 standard action	s (harmless)] 13 minutes	Close (55 ft.)	CR:p.290
[V, S, DF] TARGET: 1 or more vermin, no two of which can be more than 30 ft. apart	; EFFECT: You turn a number of normal-sized ce	ntipedes, scorpions, or 1 round	spiders into their giant counterparts. [SR:Y 13 days[D]		PFSFG:p.57
[V, S, M (100 gp of powdered gemstones)] TARGET: A gold or platinum coin; EFF					
and was adapted to the arcane arts through the combined ef purchases back to their ultimate source, especially when the for an eavesdropping spell. When you use a divination [scryii you have affected with gilded whispers instead of a creature effect still apply. If the coin is held or carried by a creature, its familiar subject. The residual psychic impressions left upon the detect magic, arcane sight, and similar effects unless the latt spellcaster who cast gilded whispers. The scrying sensor cre	y suspect the influence of Aspis Coing] spell or item, such as clairvoyan or location [even if you would not ot so owner receives any applicable savue coin by other handlers help master spell's caster succeeds on a cast	nsortium agents. ce/ clairaudience therwise be able ving throw agains to this dweomer for the level check [1	Gilded whispers allows you to e, scrying, or a crystal ball, you to target an object], though any to the effect. The caster of gilder om detection, protecting gilded d20 + caster level] against a Digital of the caster level.	use a single coin as a cor can choose to target a co y range limits on the scryi d whispers treats the coir I whispers against location C of 11 + the caster level	oin ng n as a n by of the
[SR:Yes (object); DC:20, Will negates (object)]		1 standard action	Instantaneous [1 round]; see text	Medium (230 ft.)	CR:p.297
[V, S] TARGET: 20-ftradius burst; EFFECT: You draw down holy power to smite yo	ur enemies. [SR:Yes; DC:20, Will partial; see text Evocation	t] 10 minutes	Permanent until discharged [D]	Touch	CR:p.299
[V, S, DF] TARGET: Creature touched; see text; EFFECT: You transfer some of you			- · · · · · · - · · - · · · · · · · · ·		CR:p.300
[V, s] TARGET: Creature touched; EFFECT: When laying your hand upon a creature	•	1 standard action points of damage. [SR	Instantaneous R:Yes; DC:20, Will half]	Touch	CR:p.300
Wagic Weapon (Greater)  [V, S, M/DF] TARGET: One weapon or 50 projectiles [all of which must be together a	Transmutation [MetalSchool]	1 standard action	13 hours	Close (55 ft.)	CR:p.310
[SR:Yes (harmless, object); DC:20, Will negates (harmless, object)]	-	1 standard action	Instantaneous or 130 minutes; see text	Touch	CR:p.316
V, S, M/DF] TARGET: Creature or object of up to 13 cu. ft. touched; EFFECT: You can be sufficiently as the control of the cont	· · · · ·				GR.p.310
Planar Adaptation	Transmutation, AirSchool, EarthSchool, FireS	1 standard action	13 hours [D]	Personal	APG:p.236
Planar Ally (Lesser)	,(5)	10 minutes	Instantaneous	Close (55 ft.)	CR:p.320
[V, S, M, DF] TARGET: One called outsider of 6 HD or less; EFFECT: By casting this Poison		sider [of 6 HD or less] of 1 standard action	of the deity's choice. [SR:No] Instantaneous; see text	Touch	CR:p.323
[V, S, DF] TARGET: Living creature touched; EFFECT: Calling upon the venomous p		with a horrible poison 1 standard action		. [SR:Yes; DC:20, Fortitude negates	s; see text] UC:p.240
[V, S, DF] TARGET: creatures touched; EFFECT: As protection from energy, but you	•		130 minutes or until discharged ; DC:20, Fortitude negates (harmless)]	Touch	00.p.240
[V, S, DF] TARGET: 10-ftradius emanation centered on you; EFFECT: An invisible	• •	1 standard action	130 minutes [D]	10 ft.	CR:p.333
[7, 5, 5F] TARGET. 10-IL-ladius entanation centered on you, EFFECT. An invisible		1 round	permanent	Touch	APG:p.238
[V, S, M/DF (ashes and a vial of holy or unholy water)] TARGET: one dead creature Restoration		evived. [SR:No] 3 rounds	Instantaneous	Touch	CR:p.334
[V, S, M] TARGET: Creature touched; EFFECT: This spell functions like lesser resto		•			1114 . 005
[V, S] TARGET: Creature touched; EFFECT: Target can breathe water and swim. [S		1 standard action )]	13 hours [D]	Touch	UM:p.235
Sending		10 minutes	1 round; see text	See text	CR:p.339
[V, S, M/DF] TARGET: One creature; EFFECT: You contact a particular creature witt Shield of the Dawnflower		1 standard action	13 rounds	Personal I	ISWG:p.296
[V, S, DF] TARGET: You; EFFECT: Create disk of sunlight on one arm that provides  Soothe Construct	illumination as a torch. Melee attackers suffer 1de Abjuration [MetalSchool]	6 + 13 points of fire dar 1 round	mage on striking you. Instantaneous	Close (55 ft.)	UM:p.240
[V, S] TARGET: One construct; EFFECT: Reduce the berserk chance of a construct.		A de la les les des	400	T	00.040
[V, s, DF] TARGET: Creature touched; EFFECT: The warded creature is immune to	· ·	1 standard action rels you have. [SR:Yes	130 minutes s (harmless); <b>DC:</b> 20, Will negates (harmless	Touch	CR:p.346
□□□□ <u>Spiritual Ally</u>	Evocation [Force]	1 standard action	13 rounds [D]	Medium (230 ft.)	APG:p.246
[V, S, DF] TARGET: spiritual ally of force; <i>EFFECT</i> : Creates a divine ally to aid you.	[SR:Yes] Transmutation [Poison]	1 standard action	Instantaneous; see text	Close (55 ft.)	UM:p.240
[V] TARGET: One stream of venom; <i>EFFECT:</i> Spit blinding black adder venom. [SR:	:No; DC:20, Fortitude partial] Necromancy	1 standard action	13 minutes	Close (55 ft.)	UC:p.245
[V, S, M (two flies)] TARGET: one summoned creature or eidolon; EFFECT: The tar	get eidolon's summoner takes damage whenever	the eidolon does. [SR:	:Yes; DC:20, Will negates]		
□□□□□ Summon Monster IV [V, s, F/DF] TARGET: One summoned creature; EFFECT: This spell function	Conjuration, AirSchool, EarthSchool, FireSch s like summon monster I. except th		13 rounds [D] non one creature from the 4th-l	Close (55 ft.) evel list. 1d3 creatures of	CR:p.352 the
same kind from the 3rd-level list, or 1d4+1 creatures of the sa		No]			
V, S, M (1,000 gp powdered diamond and opal)] TARGET: One symbol; EFFECT		10 minutes	See text	0 ft.; see text	UM:p.241
□□□□ Symbol of Slowing	Transmutation	10 minutes	See text	0 ft.; see text	UM:p.242
[V, S, M (1,000 gp powdered diamond and opal)] TARGET: One symbol; EFFECT	: Triggered rune slows creatures. [SR:Yes; DC:20 * =Domain/Speciality Speciality Special				

Character: Beatrix
Player: Baltazar Tavares

□□□□□ Terrible Remorse Close (55 ft.) UM:p.24 [V, S] TARGET: 1 living creature; EFFECT: Creature is compelled to harm itself. [SR:Yes; DC:20, Will partial (see text)] Divination [WoodSchool] CR:p.360 1 standard action 130 minutes Touch [V, MDF] TARGET: Creature touched; EFFECT: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. [SR:No; DC:20, Will negates (harmless)] Transmutation [Water] 1 standard action 130 minutes [D] UC:p.249 □□□□ Water Walk (Communal) Touch [V, S, DF] TARGET: creatures touched; EFFECT: As water walk, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:20, Will negates (harmless)] Per Day:3+1 5/ Caster Level:13 Name Duration Range Source UC:p.222 1 standard action 130 minutes Divination 1 standard action 13 rounds ISWG:p.294 Personal 30 minutes UM:p.207 Abjuration 1 hour Instantaneous Touch CR:p.245 Abjuration 1 minute Instantaneous Close (55 ft.) CR:p.251 Abjuration 1 minute Instantaneous Close (55 ft.) CR:p.251 Conjuration (Healing) 1 standard action Instantaneous Touch CR:p.251 APG:p.211 Evocation 1 standard action Instantaneous Personal CR:p.257 Close (55 ft.) Enchantment (Compulsion) [Language-Deper1 standard action 13 rounds 10 minutes CR:p.257 Divination 13 rounds Personal Conjuration (Healing) 1 standard action Instantaneous Close (55 ft.) CR:p.263 armless) or Will half; see text] Necromancy [Curse] 1 standard action Permanent Close (55 ft.) UM:p.215 Abjuration [Curse] UM:p.215 1 round Abjuration [Good] 13 rounds or until discharged, whichever coTouch CR:p.271 Transmutation 1 standard action 13 rounds Touch CR:p.273 \_\_\_\_Fickle Winds Transmutation [Air, WoodSchool] 1 standard action 13 minutes [D] UM:p.219 Evocation [Fire] 1 standard action Instantaneous Medium (230 ft.) CR:p.283 13 rounds [D] Close (55 ft.) UM:p.220 Enchantment (Compulsion) [Language-Deper1 standard action Close (55 ft.) APG:p.225 Transmutation 1 standard action 13 rounds 24 hours Instantaneous CR:p.293 Evocation [Good] Touch Transmutation [Cold, Good, Water] 1 standard action UM:p.223 Close (55 ft.) CR:p.300 Necromancy 1 standard action Instantaneous Conjuration (Sum ning) Long (920 ft.) CR:p.301 1 standard action 26 hours; see text Abjuration APG:p.230 Touch Transmutation 1 standard action 13 hours Close (55 ft.) UC:p.236 Necromancy [Curse] 10 minutes Permanent: see text Touch CR:p.312 Conjuration (Healing) [Light] 1 standard action 13 rounds Medium (230 ft.) APG:p.236 1 standard action Instantaneous Touch CR:p.322 Conjuration (Teleportation) Conjuration (Healing) 1 minute Instantaneous Touch CR:p.329 Transmutation [MetalSchool] 1 standard action 13 rounds Touch UM:p.234 Close (55 ft.) UM:p.234 Transmutation [Curse] Permanent 1 minute

□□□□ Air Walk (Communal) [v, s, bf] TARGET: creatures touched; EFFECT: This spell functions like air walk, except divide the duration in 10-minute intervals among the creatures touched. As air walk, but you may divide the duration among creatures touched. [SR:Yes (harmless)] □□□□□ Ancestral Memory [V, s] TARGET: You; EFFECT: Open your mind to vaste experiences of your ancestors. Gain +5 insight bonus to Intelligence-based skill checks. 83% chance of obtaining specific ancestral memory [GM discretion] to assist in overcoming problem. Astral Projection, Lesser [V, S, M (1,000 gp jacinth)] TARGET: You plus 6 additional willing creatures touched; EFFECT: Limited astral travel. [SR:Yes] Atonement Atonement [V, S, M, F/DF] TARGET: Living creature touched; EFFECT: This spell removes the burden of misdeeds from the subject. [SR:Yes] □□□□ \*\*Break Enchantment [V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; EFFECT: This spell frees victims from enchantments, transmutations, and curses. [SR:No; DC:21, See text] □□□□□ Break Enchantment [V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; EFFECT: This spell frees victims from enchantments, transmutations, and curses. [SR:No; DC:21, See text] □□□□□ Breath of Life [V, S] TARGET: Creature touched; EFFECT: This spell cures 5d8+13 points of damage [SR:Yes (harmless) or yes, see text; DC:21, Will negates (harmless) or Will half, see text] [S, DF] TARGET: You; EFFECT: Cures 4d8+13 damage and also removes several afflictions. □□□□□ Command (Greater) IVI TARGET: 13 creatures no two of which can be more than 30 ft, apart: FFFECT: This spell functions like command, except that up to 13 creatures may be affected, and the activities continue beyond 1 round. ISR: Yes: DC:21. Will penates! \_\_\_\_Commune [V, S, M, DF] TARGET: You; EFFECT: You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no. □□□□□Cure Light Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: You channel positive energy to cure 1d8+13 points of damage points on each selected creature. [SR:Yes (harmless) or yes; see text; DC:21, Will half □□□□□ <u>Curse, Major</u> [V, S] TARGET: One creature; EFFECT: As Bestow Curse, but harder to remove. [SR:Yes; DC:21, Will negates] □□□□□ Curse of Magic Negation [V, S, M (250 gp powdered lead and platinum)] TARGET: One creature; EFFECT: Target gains the negated spellblight. [SR:Yes; DC:21, Will negates] Dispel Evil [V, s, DF] TARGET: You and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object; EFFECT: Shimmering, white holy energy surrounds you granting a +4 deflection bonus to AC against attacks by evil creatures and you can choose to drive evil creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:21, See text] □□□□□ Disrupting Weapon [V, S] TARGET: One melee weapon; EFFECT: This spell makes a melee weapon deadly to undead. [SR:Yes (harmless, object); DC:21, Will negates (harmless, object); see text] TARGET: 13 Medium creatures, no two of which can be more than 30 ft. apart; EFFECT: Wind walls selectively block attacks. [SR:Yes; DC:21, None (see text)] □□□□□ Flame Strike [V, S, DF] TARGET: Cylinder 10; EFFECT: A flame strike evokes a vertical column of divine fire dealing 13d6 points of damage. [SR:Yes; DC:21, Reflex half] □□□□□ Forbid Action, Greater [V] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: 13 targets obey your command to not do something. [SR:Yes; DC:21, Will negates] □□□□□ Ghostbane Dirge, Mass [V, S, M/DF (an old reed from a wind instrument)] TARGET: 13 incorporeal creatures, no two of which can be more than 30 ft. apart; EFFECT: As qhostbane dirge, but affecting multiple creatures. [SR:Yes; DC:21, Will negates] □□□□□ Hallow [V, S, M, DF] TARGET: 40-ft. radius emanating from the touched point; EFFECT: Hallow makes a particular site, building, or structure a holy site. [SR:See text; DC:21, See text] □□□□□ Holy Ice [V, S, M (holy water or 25 gp powdered silver)] TARGET: Wall of ice or flying javelins [see text]; EFFECT: Create wall or javelins of frozen holy water. [SR:Yes; DC:21, Reflex negates or none (see text)] □□□□□ Inflict Light Wounds (Mass) [V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Negative energy spreads out in all directions from the point of origin, dealing 1d8+13 points of damage to nearby living enemies. [SR:Yes; DC:21, Will half] □□□□□Insect Plaque [V, S, DF] TARGET: One swarm of wasps per three levels, each of which must be adjacent to at least one other swarm; EFFECT: You summon a number of swarms of wasps. [SR:No] □□□□□Life Bubble [V, S, M/DF (a bit of eggshell)] TARGET: up to 13 creatures touched; EFFECT: Protects creatures from sustained environmental effects. [SR:Yes (harmless); DC:21, Will negates (harmless)] □□□□□ Magic Siege Engine (Greater) [V, S, M/DF (black powder)] TARGET: one siege engine touched; EFFECT: Siege engine gains +3 on targeting and damage rolls. [SR:Yes (harmless, object)] DC:21, Will negates (harmless, object)] □□□□□ Mark of Justice [V, S, DF] TARGET: Creature touched; EFFECT: You mark a subject and state some behavior on the part of the subject that will activate the mark. [SR:Yes] Pillar of Life [V, S, DF] TARGET: 5-ft.-square pillar of positive energy, 20 ft. high; EFFECT: Created pillar heals 2d8 + 13. [SR:No] □□□□□ Plane Shift [V, S, F] TARGET: Creature touched, or up to eight willing creatures joining hands; EFFECT: You move yourself or some other creature to another plane of existence or alternate dimension. [SR:Yes; DC:21, Will negates] □□□□□ Raise Dead [V, S, M, DF] TARGET: Dead creature touched; EFFECT: You restore life to a deceased creature. [SR:Yes (harmless); DC:21, None, see text] □□□□□ Rapid Repair [V, S, DF] TARGET: Construct touched; EFFECT: Construct gains fast healing 5. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)] Reprobation [V, S, DF] TARGET: One creature of your faith; *EFFECT:* Marked target is shunned by your religion. [SR:Yes] Righteous Might 1 standard action 13 rounds [D] CR:p.335 Personal [V, S, DF] TARGET: You; EFFECT: Your height immediately doubles, and your weight increases by a factor of eight. Divination (Scrying) CR:p.337 □□□□□ Scrving [V, S, M/DF, F] TARGET: Magical sensor; EFFECT: You can observe a creature at any distance. [SR:Yes; DC:21, Will negates] Enchantment (Compulsion) [Emotion, Mind-A1 standard action Medium (230 ft.) UM:p.236 □□□□□ Serenity IV. SI TARGET: 13 creatures, no two of which can be more than 30 ft, apart: EFFECT: Peaceful feelings harm those attempting violence, [SR:Yes: DC:21, Will negates] Necromancy [Death] 1 standard action Touch CR:p.344 □□□□□Slay Living [V, S] TARGET: Living creature touched; EFFECT: You can attempt to slay any one living creature. [SR:Yes; DC:21, Fortitude partial] Transmutation 1 standard action 13 rounds Medium (230 ft.) APG:n 245 □□□□□ Snake Staff

\* =Domain/Speciality Spell

[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; EFFECT: Transforms wood into snakes to fight for you. [SR:Yes (object); DC:21, Will negates (object)]

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	Cleric Spe		420 minutes	Tauah	LIC:- 244
[V, S, DF] TARGET: creatures touched; EFFECT: As spell immunity, but you may d	Abjuration ivide the duration among creatures touched. ISF	1 standard action R:Yes (harmless): DC:21	130 minutes . Will negates (harmless)]	Touch	UC:p.244
DDDD Spell Resistance	Abjuration	1 standard action	13 minutes	Touch	CR:p.347
[V, S, DF] TARGET: Creature touched; EFFECT: The target gains spell resistance of Summon Monster V	equal to 25. [SR:Yes (harmless); DC:21, Will ne Conjuration, AirSchool, EarthSchool, FireS		13 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell function	· ·		* *	, ,	
same kind from the 4th-level list, or 1d4+1 creatures of the s				,	
[V, S, M (1,000 gp powdered diamond and opal)] TARGET: One symbol; <i>EFFEC</i>	Divination (Scrying)  T: Triggered rune activates scrying sensor (SR:	10 minutes	See text	0 ft.; see text	UM:p.241
Symbol of Sleep	Enchantment (Compulsion) [Mind-Affecting		See text	0 ft.; see text	CR:p.356
[V, S, M] TARGET: One symbol; EFFECT: This spell functions like symbol		es of 10 HD or les	ss within 60 feet of the symbol of	of sleep instead fall into a	
catatonic slumber for 3d6 *o 10 minutes. [SR:Yes; DC:21, Will nega	Illusion (Shadow)				UC:p.245
[V, S, M (a masterwork melee weapon costing at least 300 gp)] TARGET: ; EFF					
[V, M/DF] TARGET: creatures touched; EFFECT: As tongues, but you may divide the	Divination  ne duration among creatures touched [SR:No: I	1 standard action  OC:21 Will negates (hard	130 minutes	Touch	UC:p.247
Treasure Stitching	Transmutation	1 standard action	13 days [D]	Close (55 ft.)	APG:p.250
[V, S, M (a piece of embroidered cloth no larger than 10-ft. square worth 100 gp	<ul> <li>TARGET: all objects on cloth; EFFECT: Objection</li> </ul>	ects on cloth become em 1 standard action	abroidered. [SR:Yes (object); DC:21, Fortitud 13 minutes	de negates (object)] Touch	CR:p.363
[V, S, M] TARGET: Creature touched; <i>EFFECT:</i> You confer on the subject the abilit				100011	O11.p.000
□□□□ <u>Wall of Stone</u>	Conjuration, EarthSchool (Creation) [Earth	-	Instantaneous	Medium (230 ft.)	CR:p.367
[V, S, M/DF] TARGET: Stone wall whose area is up to 13 5-ft. squares [S]; EFFECT		-			
	EL 6 / Per Day:2+1				
Name  Animate Objects	School Transmutation	Time 1 standard action	Duration 13 rounds	Range Medium (230 ft.)	Source CR:p.242
[V, S] TARGET: 13 Small objects; see text; <i>EFFECT:</i> You imbue inanimate objects					
[V, S, DF] TARGET: 10-ftradius emanation, centered on you; <i>EFFECT</i> : You bring	Abjuration into being a mobile, bemispherical energy field t	1 round	13 minutes [D] e of most types of living creatures [SR:Yes]	10 ft.	CR:p.242
[V, 3, DF] TARGET: 10-11Tablus emanation, centered on you; EFFECT: You oming  DDDD Banishment	Abjuration	1 standard action	Instantaneous	Close (55 ft.)	CR:p.246
[V, S, F] TARGET: One or more extraplanar creatures, no two of which can be more Bear's Endurance (Mass)	than 30 ft. apart; EFFECT: A banishment spell Transmutation	enables you to force ext 1 standard action	traplanar creatures out of your home plane.   13 minutes	SR:Yes; DC:22, Will negates] Close (55 ft.)	CR:p.247
[V, S, M/DF] TARGET: One creature/level, no two of which can be more than 30ft. a				` '	O11.p.247
□□□□□ Blade Barrier	Evocation [Force]	1 standard action	13 minutes [D]	Medium (230 ft.)	CR:p.249
[V, S] TARGET: Wall of whirling blades up to 260ft. long, or a ringed wall of whirling force springs into existence dealing 13d6 points of damage to				vhirling blades shaped of p	oure
DDDD Bull's Strength (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.251
[V, S, M/DF] TARGET: 13 creatures, no two of which can be more than 30ft. apart;	EFFECT: This spell functions like bull's strength Evocation [Cold]	, except that it affects mu 1 swift action	ultiple creatures. [SR:Yes (harmless); DC:22 Instantaneous	, Will negates (harmless)] 30 ft.	UM:p.211
[V, S] TARGET: 30-ft. line; EFFECT: Line of ice slivers deals 13d6 cold. [SR:Yes; D		. own donor	notarianosas	00 1	Op.211
Cure Moderate Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT text]			s on each selected creature. [SR:Yes (harml		
text] Dispel Magic (Greater)	Abjuration	1 standard action	s on each selected creature. [SR:Yes (harml	Medium (230 ft.)	cR:p.272
text]	Abjuration	1 standard action	s on each selected creature. [SR:Yes (harml	Medium (230 ft.)	
text]  (V, S) TARGET: One spellcaster, creature, or object; or a 20-ft radius burst; EFFE:  (V, S) TARGET: One spellcaster, creature, or object; or a 20-ft radius burst; EFFE:  (V, S, M (a pinch of dust gathered from a gravestone or sacred shrine)] TARGE	Abjuration C7: This spell functions like dispel magic, excep Transmutation (Polymorph) IT: You; EFFECT: You become an incorporeal of	1 standard action t that it can end more tha 1 standard action creature of dust for a sho	s on each selected creature. [SR:Yes (harml Instantaneous an one spell on a target and it can be used to 13 rounds rt period of time.	Medium (230 ft.) b target multiple creatures. [SR:No] Personal	CR:p.272 UC:p.228
text]  [V, S] TARGET: One spellcaster, creature, or object; or a 20-ft radius burst, EFFE	Abjuration CT: This spell functions like dispel magic, excep Transmutation (Polymorph) CT: You; EFFECT: You become an incorporeal of Transmutation	1 standard action t that it can end more tha 1 standard action reature of dust for a sho 1 standard action	s on each selected creature. [SR:Yes (harml Instantaneous an one spell on a target and it can be used to 13 rounds in period of time. 13 minutes	Medium (230 ft.) to target multiple creatures. [SR:No] Personal Close (55 ft.)	CR:p.272
text]	Abjuration CT: This spell functions like dispel magic, excep Transmutation (Polymorph) IT: You; EFFECT: You become an incorporeal of Transmutation EFFECT: This spell functions like eagle's splend Divination	1 standard action t that it can end more the 1 standard action creature of dust for a sho 1 standard action dor, except that it affects 3 rounds	s on each selected creature. [SR:Yes (harml Instantaneous an one spell on a target and it can be used to 13 rounds rt period of time. 13 minutes multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes	Medium (230 ft.) to target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch	CR:p.272 UC:p.228 CR:p.275 CR:p.281
text]	Abjuration CT: This spell functions like dispel magic, excep Transmutation (Polymorph) IT: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend Divination  spell can find the shortest, most di	1 standard action t that it can end more the 1 standard action creature of dust for a sho 1 standard action dor, except that it affects 3 rounds	s on each selected creature. [SR:Yes (harml Instantaneous an one spell on a target and it can be used to 13 rounds rt period of time. 13 minutes multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes	Medium (230 ft.) to target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch	CR:p.272 UC:p.228 CR:p.275 CR:p.281
text]  \[ \cdot\] \\ \cdot\] \\ \Dispel Magic (Greater)  \[ \cdot\] \\ \Dispel Magic (Mass)  \[ \cdot\] \\ \Dispel More (Mass)  \[ \cdot\] \\ \	Abjuration CT: This spell functions like dispel magic, excep Transmutation (Polymorph) CT: You; EFFECT: You become an incorporeal of Transmutation EFFECT: This spell functions like eagle's splend pivination spell can find the shortest, most diagram of the shortest of th	1 standard action t that it can end more tha 1 standard action reature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds	s on each selected creature. [SR:Yes (harml Instantaneous an one spell on a target and it can be used to 13 rounds rt period of time. 13 minutes multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes	Medium (230 ft.) to target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch	CR:p.272 UC:p.228 CR:p.275 CR:p.281
text]  \[ \cdot\] \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Abjuration CT: This spell functions like dispel magic, excep Transmutation (Polymorph) CT: You; EFFECT: You become an incorporeal of Transmutation EFFECT: This spell functions like eagle's splend Divination Spell can find the shortest, most diesell can find the shortest find the sh	1 standard action t that it can end more the 1 standard action preature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text]	Instantaneous an one spell on a target and it can be used to 13 rounds int period of time. 13 minutes implied creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified destile	Medium (230 ft.) be target multiple creatures. [SR:No] Personal Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee Medium (230 ft.)	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285
text]  \[ \cdot\] \\ \cdot\] \\ \Dispel Magic (Greater)  \[ \cdot\] \\ \Dispel Magic (Mass)  \[ \cdot\] \\ \Dispel More (Mass)  \[ \cdot\] \\ \	Abjuration CT: This spell functions like dispel magic, excep Transmutation (Polymorph) CT: You; EFFECT: You become an incorporeal of Transmutation EFFECT: This spell functions like eagle's splend Divination spell can find the shortest, most dially abjuration ainst all planar travel into or within it. [SR:Yes; Inchantment (Compulsion) [Language-Dejeas, except that it affects a creature of any HD as a computation or selection or the computation of	1 standard action t that it can end more the 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] DC:22, See text] DC:210 minutes and allows no saving three	s on each selected creature. [SR:Yes (harml Instantaneous an one spell on a target and it can be used to 13 rounds rt period of time. 13 minutes a multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D] ow. [SR:Yes]	Medium (230 ft.) be target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288
text]	Abjuration CT: This spell functions like dispel magic, excep Transmutation (Polymorph) CT: You; EFFECT: You become an incorporeal of Transmutation EFFECT: This spell functions like eagle's splend Divination spell can find the shortest, most dialy abjuration ainst all planar travel into or within it. [SR:Yes; Inchantment (Compulsion) [Language-Depeas, except that it affects a creature of any HD and Abjuration	1 standard action t that it can end more the 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] Der10 minutes and allows no saving thre 10 minutes	s on each selected creature. [SR:Yes (harml Instantaneous an one spell on a target and it can be used to 13 rounds int period of time. 13 minutes intultiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D]  but, [SR:Yes] Permanent until discharged [D]	Medium (230 ft.) to target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291
text]	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal or Transmutation  EFFECT: This spell functions like eagle's splend pivination  spell can find the shortest, most dially abjuration  ainst all planar travel into or within it. [SR:Yes; If Enchantment (Compulsion) [Language-Deleas, except that it affects a creature of any HD and Abjuration  ctions like glyph of warding, exceptions and the specific properties of the specific	1 standard action t that it can end more the 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] Der10 minutes and allows no saving thre 10 minutes	s on each selected creature. [SR:Yes (harml Instantaneous an one spell on a target and it can be used to 13 rounds int period of time. 13 minutes intultiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D]  but, [SR:Yes] Permanent until discharged [D]	Medium (230 ft.) to target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291
text]  \[ \cdot\] \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Abjuration C7: This spell functions like dispel magic, excep Transmutation (Polymorph) C7: You; EFFECT: You become an incorporeal of Transmutation EFFECT: This spell functions like eagle's splend Divination Spell can find the shortest, most dialogological planar travel into or within it. [SR:Yes; In Enchantment (Compulsion) (Language-Depease, except that it affects a creature of any HD a Abjuration Stions like glyph of warding, except see text; DC:22, See text) Necromancy	1 standard action t that it can end more that 1 standard action recature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] Der10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D]  w. [SR:Yes] Permanent until discharged [D] ast glyph deals up to 10d8 point Instantaneous	Medium (230 ft.) to target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291
text]	Abjuration C7: This spell functions like dispel magic, excep Transmutation (Polymorph) C7: You; EFFECT: You become an incorporeal of Transmutation EFFECT: This spell functions like eagle's splend Divination Spell can find the shortest, most dialogological planar travel into or within it. [SR:Yes; In Enchantment (Compulsion) (Language-Depease, except that it affects a creature of any HD a Abjuration Stions like glyph of warding, except see text; DC:22, See text) Necromancy	1 standard action t that it can end more that 1 standard action recature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] Der10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D]  w. [SR:Yes] Permanent until discharged [D] ast glyph deals up to 10d8 point Instantaneous	Medium (230 ft.) De target multiple creatures. [SR:No] Personal Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee Medium (230 ft.) Close (55 ft.) Touch s of damage, and a greate	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.288
text]  \[ \cdot\] \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal or Transmutation  EFFECT: This spell functions like eagle's splend pivination  spell can find the shortest, most dially abjuration  ainst all planar travel into or within it. [SR:Yes; It Enchantment (Compulsion) [Language-Deleas, except that it affects a creature of any HD and Abjuration  ctions like glyph of warding, except see that the compulsion of the compulsion of the computation (Conjuration (Healing))  energy that deals 130 points of damage. [SR:Yeconjuration (Healing))  energy into a creature to wipe away injury and a	1 standard action t that it can end more that 1 standard action reature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] Der10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes a multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D]  ow. [SR:Yes] Permanent until discharged [D]  ast glyph deals up to 10d8 point Instantaneous text] Instantaneous less); DC:22, Will negates (harmless)]	Medium (230 ft.) De target multiple creatures. [SR:No] Personal Close (55 ft.) ggates (harmless)] Personal or touch nation, such as a city, kee Medium (230 ft.) Close (55 ft.) Touch s of damage, and a greate Touch Touch	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.289 CR:p.291 cr spell CR:p.293 CR:p.294
text]  \[ \cdot\] \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend Divination  spell can find the shortest, most dially and the shortest of the spell can find the shortest, most dially and the shortest of the spell can find the shortest, most dially abjuration  ainst all planar travel into or within it. [SR:Yes: Enchantment (Compulsion) [Language-Depeas, except that it affects a creature of any HD and Abjuration  ctions like glyph of warding, except its; see text; DC:22, See text]  Necromancy  energy that deals 130 points of damage. [SR:Ye Conjuration (Healing)  energy into a creature to wipe away injury and a Conjuration [Creation]	1 standard action t that it can end more that 1 standard action reature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] ber10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action es; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes 130 minutes 130 minutes 140 to a prominent specified desti 150 permanent 150 permanent 150 permanent until discharged [D] 150	Medium (230 ft.) to target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch s of damage, and a greate	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291 er spell CR:p.293
text]	Abjuration CT: This spell functions like dispel magic, excep Transmutation (Polymorph) CT: You; EFFECT: You become an incorporeal of Transmutation EFFECT: This spell functions like eagle's splend Divination Spell can find the shortest, most dialy Abjuration ainst all planar travel into or within it. [SR:Yes; In Enchantment (Compulsion) (Language-Deplease, except that it affects a creature of any HD and Abjuration stions like glyph of warding, except see text; DC:22, See text] Necromancy energy that deals 130 points of damage. [SR:Ye Conjuration (Heating) energy into a creature to wipe away injury and a Conjuration [Creation] including a magnificent table, chairs, service, an Necromancy	1 standard action t that it can end more that 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] Der10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action as; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes and food and drink. [SR:N 1 standard action	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D]  ow. [SR:Yes] Permanent until discharged [D] ast glyph deals up to 10d8 point Instantaneous text] Instantaneous less); DC:22, Will negates (harmless)] 1 hour plus 12 hours; see text o] Instantaneous	Medium (230 ft.) De target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch s of damage, and a greate Touch  Close (55 ft.)  Close (55 ft.)  Close (55 ft.)	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.286 CR:p.291 CR:p.294 CR:p.294 CR:p.295 CR:p.295
text]	Abjuration  T: This spell functions like dispel magic, except Transmutation (Polymorph)  T: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splendivination  spell can find the shortest, most did abjuration  ainst all planar travel into or within it. [SR:Yes; Incarding the second of the shortest of the shortest of the second of the shortest of th	1 standard action t that it can end more the 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] ber10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action as; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes t df ood and drink. [SR:N 1 standard action s from the point of origin,	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes at multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D] bw. [SR:Yes] Permanent until discharged [D] ast glyph deals up to 10d8 point  Instantaneous text] Instantaneous less); DC:22, Will negates (harmless)] 1 hour plus 12 hours; see text ol Instantaneous dealing 2d8+13 points of damage to nearby dealing 2d8+13 points of damage to nearby	Medium (230 ft.) b target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch s of damage, and a greate  Touch  Close (55 ft.)  Close (55 ft.)  Close (55 ft.)	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291 cr spell CR:p.293 CR:p.294 CR:p.295 CR:p.295
text]	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal or Transmutation  EFFECT: This spell functions like eagle's splend pivination  spell can find the shortest, most dially abjuration  ainst all planar travel into or within it. [SR:Yes; It enchantment (Compulsion) [Language-Deleas, except that it affects a creature of any HD and Abjuration  ctions like glyph of warding, except see text; DC:22, See text]  Necromancy  energy that deals 130 points of damage. [SR:Yes Conjuration (Lealing) and conjuration (Creation) including a magnificent table, chairs, service, an Necromancy  CT: Negative energy spreads out in all directions Conjuration (Healing) [Emotion]	1 standard action t that it can end more that 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] Der10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action as; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes and food and drink. [SR:N 1 standard action	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D]  ow. [SR:Yes] Permanent until discharged [D] ast glyph deals up to 10d8 point Instantaneous text] Instantaneous less); DC:22, Will negates (harmless)] 1 hour plus 12 hours; see text o] Instantaneous	Medium (230 ft.) De target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch s of damage, and a greate Touch  Close (55 ft.)  Close (55 ft.)  Close (55 ft.)	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.286 CR:p.291 CR:p.294 CR:p.294 CR:p.295 CR:p.295
text]	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend Divination  Spell can find the shortest, most dialogue of the spell can find the shortest, most dialogue of the spell can find the shortest, most dialogue of the spell can find the shortest, most dialogue of the spell can find the shortest, most dialogue of the spell can find the shortest, most dialogue of the spell can find the shortest, most dialogue of the spell can find the shortest, most dialogue of the spell can find the shortest, most dialogue of the spell can find the shortest, most dialogue of the spell can find the shortest of the spell can find the shortest of the spell can find the spell can f	1 standard action t that it can end more that 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] Der10 minutes 1 standard action and allows no saving threat 10 minutes 1 that a greater blat 1 standard action es; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes and food and drink, [SR:N 1 standard action form the point of origin, 1 standard action 1 standard action	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes Inultiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D]  20 (SR:Yes) Permanent until discharged [D]  21 ast glyph deals up to 10d8 point  Instantaneous text] Instantaneous text] Instantaneous text] Instantaneous text] Instantaneous dealing 2d8+13 points of damage to nearby Instantaneous textleating to the property of the property	Medium (230 ft.) De target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch S of damage, and a greate Touch  Touch  Close (55 ft.)  Close (55 ft.)  Living enemies. [SR:Yes; DC:22, Willing enemies. [SR:Yes; DC:22, Willing enemies. [SR:Yes; DC:25] Willing	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291 er spell CR:p.293 CR:p.294 CR:p.294 CR:p.300 ill half] UM:p.225 CR:p.315
text]	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal or Transmutation  EFFECT: This spell functions like eagle's splend privination  spell can find the shortest, most dially abjuration  ainst all planar travel into or within it. [SR:Yes; Incorporate of the shortest of th	1 standard action t that it can end more that 1 standard action reature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] Der10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action es; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes and food and drink. [SR:N 1 standard action if from the point of origin, 1 standard action	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes a multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes a to a prominent specified desti  Permanent  13 days or until discharged [D]  DW. [SR:Yes] Permanent until discharged [D]  ast glyph deals up to 10d8 point  Instantaneous text] Instantaneous less); DC:22, Will negates (harmless)] 1 hour plus 12 hours; see text o] Instantaneous dealing 2d8+13 points of damage to nearby Instantaneous  13 rounds [D] and concentration + 3 round major image, a figment] appears. [SR:No; DC  DEST. (SR:No; DC)  13 rounds [D] and concentration + 3 round major image, a figment] appears. [SR:No; DC  DEST. (SR:No; DC)	Medium (230 ft.) De target multiple creatures. [SR:No] Personal Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee Medium (230 ft.) Close (55 ft.) Touch S of damage, and a greate Touch Touch Close (55 ft.) Close (55 ft.) Living enemies. [SR:Yes; DC:22, Wi 60 ft. Isclose (55 ft.)	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.289 CR:p.291 cr spell CR:p.293 CR:p.294 CR:p.294 CR:p.300 ill half] UM:p.225 CR:p.315 cted with);
text]	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend pivination  spell can find the shortest, most dialy  Abjuration  ainst all planar travel into or within it. [SR:Yes: Enchantment (Compulsion) [Language-Deleas, except that it affects a creature of any HD a Abjuration  ctions like glyph of warding, except less, except that it affects a creature of any HD a Abjuration  ctions like glyph of warding, except less, except that it affects a creature of any HD a Conjuration  Ctions like glyph of warding, except less; see text; DC:22, See text]  Necromancy  energy that deals 130 points of damage. [SR:Ye Conjuration (Healing)  energy into a creature to wipe away injury and a Conjuration [Creation]  including a magnificent table, chairs, service, an Necromancy  CT: Negative energy spreads out in all directions Conjuration (Healing) [Emotion]  it; EFFECT: Negate harmful emotions. [SR:Yes]  Illusion (Figment, Glamer)  visibility, a glamer], and at the same time, an illutransmutation	1 standard action t that it can end more that 1 standard action reature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] per10 minutes and allows no saving thre 10 minutes that a greater bla 1 standard action es; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes and food and drink. [SR:N 1 standard action if from the point of origin, 1 standard action 1 standard action 1 standard action usory double of you [as r 1 standard action	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes a multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes a to a prominent specified desti  Permanent  13 days or until discharged [D]  20x. [SR:Yes] Permanent until discharged [D]  21 ast glyph deals up to 10d8 point and the specified desti  Instantaneous atext] Instantaneous atextine (Instantaneous) atext	Medium (230 ft.) De target multiple creatures. [SR:No] Personal Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee Medium (230 ft.) Close (55 ft.) Touch S of damage, and a greate Touch Touch Close (55 ft.) Close (55 ft.) Living enemies. [SR:Yes; DC:22, William (250 ft.) cisclose (55 ft.) cisclose (55 ft.) cisclose (55 ft.)	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291 er spell CR:p.293 CR:p.294 CR:p.294 CR:p.300 ill half] UM:p.225 CR:p.315
text]	Abjuration  CT: This spell functions like dispel magic, except Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend Divination  Spell can find the Shortest, most dialogologologologologologologologologolog	1 standard action t that it can end more that 1 standard action recature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] Der10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action es; DC:22, Will half; see 1 standard action ffictions. [SR:Yes (harm 10 minutes and food and drink. [SR:N 1 standard action strom the point of origin, 1 standard action usory double of you [as r 1 standard action usory double of you [as r 1 standard action except that it affects mires! standard action except that it affects mires!	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes Instantaneous	Medium (230 ft.) De target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch S of damage, and a greate Touch  Close (55 ft.)  Close (55 ft.)  Close (55 ft.)  cliving enemies. [SR:Yes; DC:22, William (200 ft.)  living enemies. [SR:Yes; DC:22, William (200 ft.)  licitose (55 ft.)  2:22, None or Will disbellef (if interactions (55 ft.))  close (55 ft.)  close (55 ft.)  close (55 ft.)	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.289 CR:p.291 cr spell CR:p.293 CR:p.294 CR:p.294 CR:p.300 ill half] UM:p.225 CR:p.315 cted with);
text]	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend bivination  spell can find the shortest, most dialy  Abjuration  ainst all planar travel into or within it. [SR:Yes; It Enchantment (Compulsion) [Language-Deleas, except that it affects a creature of any HD abjuration  ctions like glyph of warding, except set ext. DC:22, See text]  Necromancy  Conjuration (Healing)  Benergy into a creature to wipe away injury and at Conjuration (Creation)  including a magnificent table, chairs, service, an Necromancy  CT: Negative energy spreads out in all directions Conjuration (Healing) [Emotion]  i; EFFECT: Negate harmful emotions. [SR:Yes] Illusion (Figment, Glamer)  visibility, a glamer), and at the same time, an illustransmutation  EFFECT: This spell functions like owl's wisdom Transmutation, AirSchool, EarthSchool, Fig. Transmutation [Effects of other plane. [SR:Yes]	1 standard action t that it can end more that 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds 0C:22, See text] per10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action as; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes that a greater bla 1 standard action fflictions. [SR:Yes (harm 10 minutes thought for the point of origin, 1 standard action strom the point of origin, 1 standard action usory double of you [as r 1 standard action except that it affects mires except that it affects mires (standard action except that it affects mires (standard action except that it affects mires (standard action except that it affects mires (standard action)	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes a multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes be to a prominent specified destive  Permanent  13 days or until discharged [D]  bw. [SR:Yes] Permanent until discharged [D]  ast glyph deals up to 10d8 point  Instantaneous text] Instantaneous text] Instantaneous dealing 2d8+13 points of damage to nearby Instantaneous  13 rounds [D] and concentration + 3 round major image, a figment] appears. [SR:No; DG 13 minutes ultiple creatures. [SR:Yes; DC:22, Will negate 13 hours [D] iill negates (harmless)]	Medium (230 ft.) Description and the second and the	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291 er spell CR:p.293 CR:p.293 CR:p.295 CR:p.315 cted with); CR:p.316
text]	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend pivination  spell can find the shortest, most dialy  Abjuration  ainst all planar travel into or within it. [SR:Yes; It Enchantment (Compulsion) [Language-Depasa, except that it affects a creature of any HD and Abjuration  ctions like glyph of warding, except leas, except that it affects a creature of any HD and Abjuration  ctions like glyph of warding, except less; see text; DC:22, See text]  Necromancy  Conjuration (Healing)  Conjuration (Creation)  including a magnificent table, chairs, service, and Necromancy  CT: Negative energy spreads out in all directions Conjuration (Healing) [Emotion]  in: EFFECT: Negate harmful emotions. [SR:Yes]  Illusion (Figment, Glamer)  visibility, a glamer], and at the same time, an illutransmutation  EFFECT: This spell functions like owl's wisdom Transmutation, AirSchool, EarthSchool, Fig. CT: Resist harmful effects of other plane. [SR:YeConjuration (Calling)	1 standard action t that it can end more the 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds 0C:22, See text] 0c=10 minutes and allows no saving thre 10 minutes t that a greater bla 1 standard action es; DC:22, Will half; see 1 standard action filictions. [SR:Yes (harm 10 minutes di food and drink. [SR:N 1 standard action is from the point of origin, 1 standard action sory double of you [as r 1 standard action usory double of you [as r 2 standard action usory double of you [as r 3 standard action usory double of you [as r 4 standard action usory double of you [as r 5 standard action usory double of you [as r 6 standard action usory double of you [as r 7 standard action usory double of you [as r 8 standard action usory double of you [as r 9 standard action usory double of you [as r 1 standard action usory double of you [as r 1 standard action usory double of you [as r 2 standard action usory double of you [as r 3 standard action usory double of you [as r 4 standard action usory double of you [as r 6 you [as r 7 standard action usory double of you [as r 8 you [as	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes at multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes at permanent  13 days or until discharged [D] ast glyph deals up to 10d8 point Instantaneous text] Instantaneous text] Instantaneous dealing 2d8+13 points of damage to nearby Instantaneous 13 rounds [D] and concentration + 3 round major image, a figment] appears. [SR:No; DG 13 minutes 13 hours [D] ill negates (harmless)] ill negates (harmless) Instantaneous	Medium (230 ft.) De target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch S of damage, and a greate  Touch  Close (55 ft.)  Close (55 ft.)  Living enemies. [SR:Yes; DC:22, Wi 60 ft.  living enemies. [SR:Yes; DC:22, Wi 60 ft.  Living enemies. [SR:Yes; DC:25, Wi 60 ft.  Close (55 ft.)	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291 er spell CR:p.293 CR:p.293 CR:p.294 CR:p.295 CR:p.315 cted with); CR:p.318 APG:p.236 CR:p.320
text]	Abjuration  C7: This spell functions like dispel magic, excep Transmutation (Polymorph)  C7: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend Divination  Spell can find the shortest, most dialogular spell can find the shortest dialogular spell can find the spell can	1 standard action t that it can end more that 1 standard action reature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds DC:22, See text] ber10 minutes 10 minutes 11 standard action es; DC:22, Will half; see 1 standard action 10 minutes 10 minutes 11 standard action 12 from the point of origin, 1 standard action	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes a multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes a to a prominent specified desti  Permanent  13 days or until discharged [D]  20 (SR:Yes]  Permanent until discharged [D]  21 ast glyph deals up to 10d8 point attext]  Instantaneous atext] 1 hour plus 12 hours; see text allog linstantaneous 13 rounds [D] and concentration + 3 round major image, a figment] appears. [SR:No; DC 13 minutes altiple creatures. [SR:Yes; DC:22, Will negat 13 hours [D] ill negates (harmless)] instantaneous  13 rounds [D] and concentration + 3 round major image, a figment] appears. [SR:No; DC 13 minutes altiple creatures. [SR:Yes; DC:22, Will negat 13 hours [D] ill negates (harmless)] instantaneous s spell functions like lesser plan	Medium (230 ft.) De target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch Sof damage, and a greate Touch  Touch  Close (55 ft.)  Close (55 ft.)  Living enemies. [SR:Yes; DC:22, Wideling (15 ft.)  Cicze, None or Will disbellef (if interactions (55 ft.))  close (55 ft.)	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.289 CR:p.291 CR:p.293 CR:p.293 CR:p.294 CR:p.294 CR:p.295 CR:p.300 ill half] UM:p.225 cted with); CR:p.318 APG:p.236 CR:p.320 all a
text]	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend Divination  spell can find the shortest, most dialogular spell can find the shortest find find find find find find find find	1 standard action t that it can end more that 1 standard action reature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds 0C:22, See text] 0c:10 minutes and allows no saving thre 10 minutes that a greater bla 1 standard action es; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes and food and drink. [SR:N 1 standard action from the point of origin, 1 standard action 1 standard action usory double of you [as r 1 standard action usory double of you [as r 2 standard action escept that it affects mires! standard action except that it affects mires! standard action se (harmless); DC:22, W 10 minutes r appear; EFFECT: Thi an 12. [SR:No] ich1 round	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes 130 minutes 130 minutes 130 minutes 140 permanent 150 permanent 150 permanent until discharged [D] 160 permanent until discharged [D] 170 permanent until discharged [D] 171 permanent until discharged [D] 172 permanent until discharged [D] 173 permanent until discharged [D] 174 permanent until discharged [D] 175 permanent until discharged [D] 175 permanent until discharged [D] 185 permanent until discharged [D] 186 permanent until discharged [D] 187 permanent until discharged [D] 188 permanent until discharged [D] 189 permanent until discharged [D] 180 permanent until discharged [D] 189 permanent until discharged [D] 180 permanent until discha	Medium (230 ft.) De target multiple creatures. [SR:No] Personal  Close (55 ft.) gates (harmless)] Personal or touch nation, such as a city, kee  Medium (230 ft.)  Close (55 ft.)  Touch  Touch  Touch  Close (55 ft.)  Close (55 ft.)  Living enemies. [SR:Yes; DC:22, Widelian (230 ft.)  Cisc (55 ft.)  Cicc, None or Will disbelief (if interactions (55 ft.)  close (55 ft.)  ar ally, except you may car  Close (55 ft.)  close (55 ft.)	CR:p.272 UC:p.228 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.288 CR:p.291 er spell CR:p.293 CR:p.294 CR:p.293 CR:p.294 CR:p.300 iill half] UM:p.225 cted with); CR:p.318 APG:p.236 CR:p.320 iill a CR:p.352
text]	Abjuration  CT: This spell functions like dispel magic, excep Transmutation (Polymorph)  CT: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend Divination  spell can find the shortest, most dialy  Abjuration  ainst all planar travel into or within it. [SR:Yes; It Enchantment (Compulsion) [Language-Depeas, except that it affects a creature of any HD of Abjuration  ations like glyph of warding, except set ext; DC:22, See text]  Necromancy  Conjuration (Healing)  Benergy that deals 130 points of damage. [SR:Your Conjuration (Creation) including a magnificent table, chairs, service, an Necromancy  CT: Negative energy spreads out in all directions Conjuration (Healing) [Emotion]  It; EFFECT: Negate harmful emotions. [SR:Yes]  Illusion (Figment, Glamer)  visibility, a glamer), and at the same time, an illustransmutation  EFFECT: This spell functions like owl's wisdom Transmutation, AirSchool, EarthSchool, Fire Conjuration (Calling)  which cannot be more than 30 ft. apart when the let kind whose HD total no more than Conjuration, AirSchool, EarthSchool, FireS is like summon monster I, except and from a lower-level list. [SR:No]	1 standard action t that it can end more that 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds 0C:22, See text] 0c=10 minutes and allows no saving thre 10 minutes that a greater bla 1 standard action as; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes that a greater bla 1 standard action fflictions. [SR:Yes (harm 10 minutes that a greater bla 1 standard action fflictions. [SR:Yes (harm 10 minutes that a greater bla 1 standard action strom the point of origin, 1 standard action usory double of you [as r 1 standard action except that it affects me rest standard action se (harmless); DC:22, W 10 minutes appear; EFFECT: Thi am 12. [SR:No] ich1 round you can summon	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes at multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes be to a prominent specified destive permanent 13 days or until discharged [D] by. [SR:Yes] Permanent until discharged [D] ast glyph deals up to 10d8 point Instantaneous text] Instantaneous text] Instantaneous dealing 2d8+13 points of damage to nearby Instantaneous 13 rounds [D] and concentration + 3 round major image, a figment] appears. [SR:No; DG 13 minutes until negates (harmless)] instantaneous s spell functions like lesser plan 13 rounds [D] one creature from the 6th-level	Medium (230 ft.) Degree the transport of the second of the	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291 er spell CR:p.293 CR:p.291 CR:p.295 CR:p.315 cted with); CR:p.316 APG:p.236 CR:p.320 all a CR:p.352 ame
text]	Abjuration  OT: This spell functions like dispel magic, excep Transmutation (Polymorph)  T: You; EFFECT: You become an incorporeal of Transmutation  EFFECT: This spell functions like eagle's splend Divination  spell can find the shortest, most did a bij Abjuration  ainst all planar travel into or within it. [SR:Yes; It Enchantment (Compulsion) [Language-Dejeas, except that it affects a creature of any HD of Abjuration  attions like glyph of warding, except set ext; DC:22, See text]  Necromancy  Conjuration (Healing)  Benergy into a creature to wipe away injury and at Conjuration (Creation]  including a magnificent table, chairs, service, an Necromancy  OT: Negative energy spreads out in all directions Conjuration (Healing) [Emotion]  it; EFFECT: Negate harmful emotions. [SR:Yes]  Illusion (Figment, Glamer)  wisibility, a glamer), and at the same time, an illustransmutation  EFFECT: This spell functions like owl's wisdom Transmutation, AirSchool, EarthSchool, Fire Conjuration (Calling)  thick cannot be more than 30 ft. apart when the le kind whose HD total no more than Conjuration, AirSchool, EarthSchool, Fires Is like summon monster I, except ind from a lower-level list. [SR:No]  Necromancy [Fear, Mind-Affecting, Emotion of Transmutation [Free Conjuration, AirSchool, EarthSchool, Fires as like summon monster I, except ind from a lower-level list. [SR:No]	1 standard action t that it can end more that 1 standard action treature of dust for a sho 1 standard action dor, except that it affects 3 rounds rect physical rout 6 rounds 0C:22, See text] 0c:22, See text] 0c:10 minutes and allows no saving thre 10 minutes that a greater bla 1 standard action as; DC:22, Will half; see 1 standard action fflictions. [SR:Yes (harm 10 minutes that a greater bla 1 standard action significations (sr:Nes:Nes:Nes:Nes:Nes:Nes:Nes:Nes:Nes:Nes	Instantaneous an one spell on a target and it can be used to 13 rounds at period of time. 13 minutes a multiple creatures. [SR:Yes; DC:22, Will ne 130 minutes e to a prominent specified desti  Permanent  13 days or until discharged [D]  ow. [SR:Yes] Permanent until discharged [D] ast glyph deals up to 10d8 point  Instantaneous text] Instantaneous less); DC:22, Will negates (harmless)] 1 hour plus 12 hours; see text ol] Instantaneous dealing 2d8+13 points of damage to nearby Instantaneous  13 rounds [D] and concentration + 3 round major image, a figment] appears. [SR:No; DG 13 minutes ultiple creatures. [SR:Yes; DC:22, Will negat 13 hours [D] instantaneous s spell functions like lesser plan 13 rounds [D] one creature from the 6th-level See text	Medium (230 ft.) Degree the transport of the second of the	CR:p.272 UC:p.228 CR:p.275 CR:p.281 p, lake, CR:p.285 CR:p.288 CR:p.291 er spell CR:p.293 CR:p.291 CR:p.295 CR:p.315 cted with); CR:p.316 APG:p.236 CR:p.320 all a CR:p.352 ame CR:p.356

Cleric Spells							
Symbol of Persuasion	Enchantment (Charm) [Mind-Affecting]	10 minutes	See text	0 ft.; see text	CR:p.356		
v, s, MJ TARGET: One symbol; EFFECT: This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the paster for 1 hour per caster level. [sr:Yes; pc:22, Will negates]							
□□□□ Symbol of Sealing	Abjuration [Force]	10 minutes	Permanent	0 ft.; see text	UM:p.242		
[V, S, M (5,000 gp powdered diamond and opal)] TARGET: One symbol; EFFECT	T: Creates triggered wall of force. [SR:No]						
□□□□ Undeath to Death	Necromancy	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.363		
[V, S, M/DF] TARGET: Several undead creatures within a 40-ftradius burst; EFFEC	CT: This spell functions like circle of death, excep-	that it destroys undea	d creatures as noted above. [SR:Yes; DC:2	2, Will negates]			
□□□□ Wind Walk	Transmutation [Air]	1 standard action	13 hours [D]; see text	Touch	CR:p.369		
[V, S, DF] TARGET: You and 4 touched creatures; EFFECT: You alter the substance	e of your body to a cloudlike vapor and move thro	ough the air, possibly a	t great speed. [SR:No and yes (harmless); I	C:22, No and Will negates (harmles	s)]		
□□□□ Word of Recall	Conjuration (Teleportation)	1 standard action	Instantaneous	Unlimited	CR:p.371		
[V] TARGET: You and touched objects or other willing creatures; <i>EFFECT</i> : Word of Spell]	recall teleports you instantly back to your sanctua	ary when the word is ut	tered. [SR:No or yes (harmless, object); DC	:22, None or Will negates (harmless,	object);		
	* =Domain/Speciality S	pell					

		Spellbook: Padrão		
		Cleric		
Level 0	Level 1	Level 2	Level 3	Level 4
□Detect Magic □Light □Read Magic	□Abundant Ammunition □Entropic Shield □Protection from Evil (DC:17) □Shield of Faith (DC:17)	□*Aid □Augury □Grace □Protection from Evil (Communal) (DC:18)	□Invisibility Purge □Magic Vestment (DC:19) □*Protection from Energy (DC:19) □Resist Energy (Communal)	□Divine Power □*Freedom of Movement (DC:20) □Magic Weapon (Greater) (DC:20)
	□Summon Monster I □*True Strike	☐Stalwart Resolve (DC:18) ☐Status (DC:18)	(DC:19)  Sharesister (DC:19)	□Protection from Energy (Communal) (DC:20)

# Beatrix

Human
RACE
21
AGE
Female
GENDER
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
5' 10"
HEIGHT
180 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
•
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
1
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Erastil
DEITY
Humanoid
Race Type

Race Sub Type

Description:
Biography: