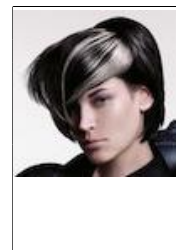

Character Name _____

Player Name _____

Deity

Region

Alignment



+2 vs. enchantment spells and effects

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Headband of Mental Prowess (INT/WIS) +2	Equipped	1	1 / 10,000
Amulet of Natural Armor +2	Equipped	1	0 / 8,000
Assisting Glove	Equipped	1	1 / 180
Mace of Smiting	Equipped	1	12 / 75,312
+5 against constructs, critical destroys construct, critical X4 against outsiders, ignore hardness less than 20			
Bracers of Armor +2	Equipped	1	1 / 4,000
Ring of Protection +2	Equipped	1	0 / 8,000
Celestial Armor	Equipped	1	20 / 22,400
use Fly 1/day			
Cloak of Resistance +3	Equipped	1	1 / 9,000
Belt of Giant Strength +2	Equipped	1	1 / 4,000
Boots of Elvenkind	Equipped	1	1 / 2,500
Waterskin (Filled)	Equipped	1	4 / 1
Potion of Cure Moderate Wounds	Equipped	1	0 / 300
Cures 2d8+3 points of damage			
Potion of Owl's Wisdom	Equipped	1	0 / 300
+4 enhancement bonus to Wisdom for 3 minutes			
Dagger (Silver/Masterwork)	Carried	1	1 / 322
10 hp/inch, hardness 8			
TOTAL WEIGHT CARRIED/VALUE	43.02 lbs.	144,315gp	

WEIGHT ALLOWANCE			
Light	58	Medium	116
Lift over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875

MONEY	
Total= 0 gp [Unspent Funds = 8 gp]	

MAGIC

Languages
Common, Cyclops, Daemon, Dwarven, Elven, Giant, Halfling, Read Lips

Other Companions

Traits	
Adopted	[Paizo Inc. - Advanced Player's Guide, p.329]
You were adopted and raised by someone not of your actual race, and raised in a society not your own. You may immediately select a race trait from your adoptive parent's race.	
Freedom Fighter	[Paizo Inc. - Advanced Player's Guide, p.332]
Your parents allowed escaping slaves to hide in your home, and the stories you've heard from them instilled into you a deep loathing of slavery. You gain a +1 trait bonus on any skill check or attack roll made during the process of escaping capture or in helping a slave escape bondage.	
Undead Slayer (Pharasma)	[Paizo Inc. - Advanced Player's Guide, p.333]
Instructed at a young age in the tenets of the faith of Pharasma, you view the undead as abominations that must be destroyed, so their souls can journey beyond to be judged. You gain a +1 trait bonus on weapon damage against undead.	

Special Attacks	
Bleeding Touch (Sp)	[Paizo Inc. - Core Rulebook, p.42]
As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for 6 rounds or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability 7 times per day.	
Channel Positive Energy (Su)	[Paizo Inc. - Core Rulebook, p.40]
You can unleash a wave of positive energy. You must choose to deal 7d6 points of positive energy damage to undead creatures or to heal living creatures of 7d6 points	

of damage. Creatures that take damage from channeled energy receive a DC 20 Will save to halve the damage. You can use this ability 7 times per day.

Special Qualities	
Adaptability (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves receive Skill Focus as a bonus feat at 1st level.	
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).	
Bonus Spell Penetration (Outsiders) (2x)	[Paizo Inc. - Advanced Player's Guide]
Add +1 on caster level checks made to overcome the spell resistance of outsiders.	
Death's Embrace (Ex)	[Paizo Inc. - Core Rulebook, p.43]
You heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.	
Elf Blood (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves count as both elves and humans for any effect related to race.	
Elven Immunities (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Multitalented (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.	
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.	
Spontaneous Casting	[Paizo Inc. - Core Rulebook, p.41]
You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "Cure" in its name).	
Touch the Spirit World (Su)	[Paizo Inc. - Advanced Player's Guide, p.96]
With a touch, you can empower a weapon to affect incorporeal creatures. The weapon touched deals half damage to incorporeal creatures, or full damage if it is a magic weapon. This benefit lasts for 13 rounds. You can use this ability 7 times per day.	
Ward Against Death (Su)	[Paizo Inc. - Core Rulebook, p.47]
You can emit a 30-foot aura that wards against death for 13 rounds per day. Living creatures in this area are immune to death effects, energy drain, and effects that cause negative levels. This ward does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the warded area. These rounds do not need to be consecutive.	

Feats	
Channel Smite	[Paizo Inc. - Core Rulebook, p.119]
You can channel your divine energy through your weapon.	
Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a	

Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

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

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

Extra Channel [Paizo Inc. - Core Rulebook, p.123]

You can channel divine energy more often.
You can channel energy two additional times per day.

Improved Channel [Paizo Inc. - Core Rulebook, p.126]

Your channeled energy is harder to resist.
Add 2 to the DC of saving throws made to resist the effects of your channel energy ability.

Improved Initiative [Paizo Inc. - Core Rulebook, p.127]

Your quick reflexes allow you to react quickly to danger.
You get a +4 bonus on initiative checks.

Lightning Reflexes [Paizo Inc. - Core Rulebook, p.130]

You have faster reflexes than normal.
You get a +2 bonus on all Reflex saving throws.

Skill Focus (Perception) [Paizo Inc. - Core Rulebook, p.134]

You are particularly adept at your chosen skill.
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

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

Calling upon higher powers, you cause undead to flee from the might of your unleashed divine energy.
You can, as a standard action, use one of your uses of channel positive energy to cause all undead within 30 feet of you to flee, as if panicked. Undead receive a Will save 20 to negate the effect. Undead that fail their save flee for 1 minute. Intelligent undead receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

Domains

Death (Pharasma)

You can cause the living to bleed at a touch, and find comfort in the presence of the dead.

Souls (Pharasma) Subdomain

Proficiencies

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

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
Fly	Transmutation, AirSchool	1 standard action	5 minutes	Touch	CR:p.284

[V, S, F] TARGET: Creature touched; **EFFECT:** The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. **[SR:**Yes (harmless); **DC:**14, Will negates (harmless)]

* =Domain/Speciality Spell

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	5+1	5+1	5+1	5+1	3+1	2+1	1+1	—	—
Concentration	+17									

LEVEL 0 / Per Day:4 / Caster Level:13

Name	School	Time	Duration	Range	Source
■■■■■ Bleed	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:14, Will negates]					
■■■■■ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.262
[V, S] TARGET: Up to 26 gallons of water; EFFECT: This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
■■■■■ Detect Magic	Divination	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
■■■■■ Detect Poison	Divination	1 standard action	Instantaneous	Close (55 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
■■■■■ Guidance	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:14, Will negates (harmless)]					
■■■■■ Light	Evocation [Light]	1 standard action	130 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
■■■■■ Mending	Transmutation	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 13 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
■■■■■ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 13 cu. ft. of contaminated food and water; EFFECT: This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:14, Will negates (object)]					
■■■■■ Read Magic	Divination	1 standard action	130 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
■■■■■ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (55 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:14, Fortitude negates (object)]					
■■■■■ Stabilize	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 living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

LEVEL 1 / Per Day:5+1 / Caster Level:13

	Name	School	Time	Duration	Range	Source
000000	Ant Haul	Transmutation	1 standard action	26 hours	Touch	APG:p.202
[V, S, MDF]	Ant Haul (a small pulley) TARGET: creature touched; EFFECT: Triples carrying capacity of a creature. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
000000	Bane	Enchantment (Compulsion) [Fear, Mind-Affect]	1 standard action	13 minutes	50 ft.	CR:p.246
[V, S, DF]	TARGET: 50-ft.-radius burst, centered on you; EFFECT: Bane fills your enemies with fear and doubt. [SR:Yes; DC:15, Will negates]					
000000	Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	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 courage. [SR:Yes (harmless)]					
000000	Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
[V, S, M]	TARGET: Flask of water touched; EFFECT: This transmutation imbues a flask of water with positive energy, turning it into holy water. [SR:Yes (object); DC:15, Will negates (object)]					
000000	Cause Fear	Necromancy [Fear, Mind-Affecting]	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	CR:p.252
[V, S]	TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. [SR:Yes; DC:15, Will partial]					
000000	Command	Enchantment (Compulsion) [Language-Dependent]	1 standard action	1 round	Close (55 ft.)	CR:p.256
[V]	TARGET: One living creature; EFFECT: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. [SR:Yes; DC:15, Will negates]					
000000	Comprehend Languages	Divination	1 standard action	130 minutes	Personal	CR:p.258
[V, S, MDF]	TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
000000	Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S]	TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
000000	Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	13 hours [D]	Touch	APG:p.214
[V, S, F (a lantern)]	TARGET: Animates one lantern; EFFECT: Animates a lantern that follows you. [SR:No]					
000000	Deathwatch	Necromancy	1 standard action	130 minutes	30 ft.	CR:p.265
[V, S]	TARGET: Cone-shaped emanation; EFFECT: Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. [SR:No]					
000000	Detect Chaos	Divination	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 of chaotic creatures. [SR:No]					
000000	Detect Evil	Divination	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 presence of evil. [SR:No]					
000000	Detect Good	Divination	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 presence of good. [SR:No]					
000000	Detect Law	Divination	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 of lawful creatures. [SR:No]					
000000	Detect Undead	Divination	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	CR:p.269
[V, S, MDF]	TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No]					
000000	Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF]	TARGET: You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +3 luck bonus on attack and weapon damage rolls.					
000000	Doom	Necromancy [Fear, Mind-Affecting]	1 standard action	13 minutes	Medium (230 ft.)	CR:p.274
[V, S, DF]	TARGET: One living creature; EFFECT: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:15, Will negates]					
000000	Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S]	TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
000000	Entropic Shield	Abjuration	1 standard action	13 minutes [D]	Personal	CR:p.278
[V, S]	TARGET: You; EFFECT: A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.					
000000	Hide from Undead	Abjuration	1 standard action	130 minutes [D]	Touch	CR:p.296
[V, S, DF]	TARGET: 13 creatures touched; EFFECT: Undead cannot see, hear, or smell creatures warded by this spell. [SR:Yes; DC:15, Will negates (harmless); see text]					
000000	Inflict Light Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S]	TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage. [SR:Yes; DC:15, Will half]					
000000	Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF]	TARGET: Up to three pebbles touched; EFFECT: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Magic Weapon	Transmutation	1 standard action	13 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; <i>EFFECT</i> : Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐☐ Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	13 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <i>EFFECT</i> : A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
☐☐☐☐☐ Protection from Chaos	Abjuration [Lawful]	1 standard action	13 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
☐☐☐☐☐ Protection from Evil	Abjuration [Good]	1 standard action	13 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
☐☐☐☐☐ Protection from Law	Abjuration [Chaotic]	1 standard action	13 minutes [D]	Touch	CR:p.328
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
☐☐☐☐☐ Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (55 ft.)	CR:p.332
[V, S] TARGET: 4 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐ Sanctuary	Abjuration	1 standard action	13 rounds	Touch	CR:p.336
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Any opponent attempting to directly attack the warder creature, even with a targeted spell, must attempt a Will save. [SR:No; DC:15, Will negates]					
☐☐☐☐☐ Shield of Faith	Abjuration	1 standard action	13 minutes	Touch	CR:p.342
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : This spell creates a shimmering, magical field around the target that averts and deflects attacks. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐ Summon Monster I	Conjuration (Summoning)	1 round	13 rounds [D]	Close (55 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell summons an extraplanar creature. [SR:No]					

LEVEL 2 / Per Day:5+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 10 temporary hit points. [SR:Yes (harmless)]					
☐☐☐☐☐ Align Weapon	Transmutation	1 standard action	13 minutes	Touch	CR:p.240
[V, S, DF] TARGET: Weapon touched or 50 projectiles [all of which must be together at the time of casting]; <i>EFFECT</i> : Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐☐ Augury	Divination	1 minute	Instantaneous	Personal	CR:p.245
[V, S, M, F] TARGET: You; <i>EFFECT</i> : An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.					
☐☐☐☐☐ Bear's Endurance	Transmutation	1 standard action	13 minutes	Touch	CR:p.246
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:16, Will negates (harmless)]					
☐☐☐☐☐ Blessing of Courage and Life	Conjuration (Healing)	1 standard action	13 minutes [see below]	Close (55 ft.)	APG:p.205
[V, S, DF] TARGET: one living creature; <i>EFFECT</i> : Grants a +2 bonus on saves vs. fear and death. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Bull's Strength	Transmutation	1 standard action	13 minutes	Touch	CR:p.251
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Calm Emotions	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration, up to 13 rounds [D]	Medium (230 ft.)	CR:p.252
[V, S, DF] TARGET: Creatures in a 20-ft.-radius spread; <i>EFFECT</i> : This spell calms agitated creatures. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Consecrate	Evocation [Good]	1 standard action	26 hours	Close (55 ft.)	CR:p.258
[V, S, M, DF] TARGET: 20-ft.-radius emanation; <i>EFFECT</i> : This spell blesses an area with positive energy. [SR:No]					
☐☐☐☐☐ Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 2d8+10 points of damage. [SR:Yes (harmless) or yes; see text; DC:16, Will half (harmless) or Will half; see text]					
☐☐☐☐☐ Darkness	Evocation [Darkness]	1 standard action	13 minutes [D]	Touch	CR:p.263
[V, MDF] TARGET: Object touched; <i>EFFECT</i> : This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
☐☐☐☐☐ Delay Poison	Conjuration (Healing)	1 standard action	13 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐☐ Eagle's Splendor	Transmutation	1 standard action	13 minutes	Touch	CR:p.275
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC:16, Will negates (harmless)]					
☐☐☐☐☐ Enthral	Enchantment (Charm) [Language-Dependent, 1 round]	1 round	1 hour or less	Medium (230 ft.)	CR:p.278
[V, S] TARGET: Any number of creatures; <i>EFFECT</i> : If you have the attention of a group of creatures, you can use this spell to hold them enthralled. [SR:Yes; DC:16, Will negates; see text]					
☐☐☐☐☐ Find Traps	Divination	1 standard action	13 minutes	Personal	CR:p.281
[V, S] TARGET: You; <i>EFFECT</i> : You gain intuitive insight into the workings of traps.					
☐☐☐☐☐ Gentle Repose	Necromancy	1 standard action	13 days	Touch	CR:p.289
[V, S, MDF] TARGET: Corpse touched; <i>EFFECT</i> : You preserve the remains of a dead creature so that they do not decay. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐☐ Ghostbane Dirge	Transmutation	1 standard action	13 rounds	Close (55 ft.)	APG:p.225
[V, S, MDF (an old reed from a wind instrument)] TARGET: one incorporeal creature; <i>EFFECT</i> : Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; <i>EFFECT</i> : Movement doesn't provoke attacks of opportunity.					
☐☐☐☐☐ Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 rounds [D]; see text	Medium (230 ft.)	CR:p.296
[V, S, F/DF] TARGET: One humanoid creature; <i>EFFECT</i> : The subject becomes paralyzed and freezes in place. [SR:Yes; DC:16, Will negates; see text]					
☐☐☐☐☐ Inflict Moderate Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a creature, you channel negative energy that deals 2d8+10 points of damage. [SR:Yes; DC:16, Will half]					
☐☐☐☐☐ Instant Armor	Conjuration (Creation) [Force]	1 standard action	13 minutes [D]	Personal	APG:p.229
[V, S, DF] TARGET: You; <i>EFFECT</i> : Summon armor temporarily replacing your current attire.					
☐☐☐☐☐ Make Whole	Transmutation	10 minutes	Instantaneous	Close (55 ft.)	CR:p.311
[V, S] TARGET: One object of up to 130 cu. ft. or one construct creature of any size; <i>EFFECT</i> : This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐☐ Owl's Wisdom	Transmutation	1 standard action	13 minutes	Touch	CR:p.318
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC:16, Will negates (harmless)]					
☐☐☐☐☐ Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.332
[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	130 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐☐ Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Share Language	Divination	1 standard action	24 hours	Touch	APG:p.243
[V, S, M (a page from a dictionary)] TARGET: creature touched; <i>EFFECT</i> : Subject understands chosen language. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Shatter	Evocation, EarthSchool [Sonic]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.341
[V, S, MDF] TARGET: Or Target 5-ft.-radius spread; or one solid object or one crystalline creature; <i>EFFECT</i> : Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. [SR:Yes; DC:16, Will negates (object); Will negates (object) or Fortitude half; see text]					
☐☐☐☐☐ Shield Other	Abjuration	1 standard action	13 hours [D]	Close (55 ft.)	CR:p.342
[V, S, F] TARGET: One creature; <i>EFFECT</i> : This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Silence	Illusion (Glamer)	1 round	13 rounds [D]	Long (920 ft.)	CR:p.343
[V, S] TARGET: 20-ft.-radius emanation centered on a creature, object, or point in space; <i>EFFECT</i> : Upon the casting of this spell, complete silence prevails in the affected area. [SR:Yes; see text or no (object); DC:16, Will negates; see text or none (object)]					
☐☐☐☐☐ Sound Burst	Evocation [Sonic]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.346
[V, S, F/DF] TARGET: 10-ft.-radius spread; <i>EFFECT</i> : You blast an area with a tremendous cacophony. [SR:Yes; DC:16, Fortitude partial]					
☐☐☐☐☐ Spiritual Weapon	Evocation [Force]	1 standard action	13 rounds [D]	Medium (230 ft.)	CR:p.348
[V, S, DF] TARGET: Magic weapon of force; <i>EFFECT</i> : A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+4 force damage per hit. [SR:Yes]					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Status	Divination	1 standard action	13 hours	Touch	CR:p.349
[V, S] TARGET: 4 living creatures; EFFECT: When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐ Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSch	1 round	13 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No]					
☐☐☐☐☐ Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (55 ft.)	CR:p.363
[V, S] TARGET: One creature or object; EFFECT: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐☐ Weapon of Awe	Transmutation	1 standard action	13 minutes	Touch	APG:p.256
[V, S, DF] TARGET: weapon touched; EFFECT: Weapon gets +2 on damage rolls. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐☐ Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 minutes	Close (55 ft.)	CR:p.371
[V, S, DF] TARGET: 20-ft.-radius emanation; EFFECT: Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. [SR:Yes; DC:16, Will negates]					

LEVEL 3 / Per Day:5+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Bestow Curse	Necromancy	1 standard action	Permanent	Touch	CR:p.247
[V, S] TARGET: Creature touched; EFFECT: You place a curse on the subject. [SR:Yes; DC:17, Will negates]					
☐☐☐☐☐ Blindness/Deafness	Necromancy	1 standard action	Permanent [D]	Medium (230 ft.)	CR:p.250
[V] TARGET: One living creature; EFFECT: You call upon the powers of unlfe to render the subject blinded or deafened, as you choose. [SR:Yes; DC:17, Fortitude negates]					
☐☐☐☐☐ Blood Biography	Divination	1 minute	Instantaneous	Touch	APG:p.206
[V, S, M/DF (a scrap of parchment)] TARGET: one creature's blood or one bloodstain; EFFECT: Learn about a creature with its blood. [SR:No; DC:17, Will negates (see text)]					
☐☐☐☐☐ 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 torch, springs forth from an object that you touch. [SR:No]					
☐☐☐☐☐ Create Food and Water	Conjuration (Creation)	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; EFFECT: The food that this spell creates is simple fare of your choice--highly nourishing, if rather bland. [SR:No]					
☐☐☐☐☐ Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 3d8+13 points of damage. [SR:Yes (harmless) or yes; see text; DC:17, Will half (harmless) or Will half; see text]					
☐☐☐☐☐ Daylight	Evocation [Light]	1 standard action	130 minutes [D]	Touch	CR:p.264
[V, S] TARGET: Object touched; EFFECT: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. [SR:No]					
☐☐☐☐☐ Deeper Darkness	Evocation [Darkness]	1 standard action	13 minutes [D]	Touch	CR:p.265
[V, M/DF] TARGET: Object touched; EFFECT: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. [SR:No]					
☐☐☐☐☐ 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 dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. [SR:No]					
☐☐☐☐☐ Elemental Speech	Divination, AirSchool, EarthSchool, FireScho	1 standard action	13 minutes	Personal	APG:p.218
[V, S, M (iron filings)] TARGET: You; EFFECT: Enables you to speak to elementals and some creatures.					
☐☐☐☐☐ Enter Image	Transmutation	1 standard action	concentration	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; EFFECT: Transfers your consciousness to an object bearing your likeness. [SR:No]					
☐☐☐☐☐ Glyph of Warding	Abjuration	10 minutes	Permanent until discharged [D]	Touch	CR:p.290
[V, S, M] TARGET: Object touched or up to 65 sq. ft.; EFFECT: This powerful inscription harms those who enter, pass, or open the warded area or object. [SR:No (object) and yes; see text; DC:17, See text]					
☐☐☐☐☐ Guiding Star	Divination	1 minute	13 days [D]	Personal	APG:p.226
[V, S, M (a spool of thread or string)] TARGET: You; EFFECT: Know approximate distance from where you cast this spell.					
☐☐☐☐☐ Helping Hand	Evocation	1 standard action	13 hours	5 miles	CR:p.295
[V, S, DF] TARGET: Ghostly hand; EFFECT: You create the ghostly image of a hand, which you can send to find a creature within 5 miles. [SR:No]					
☐☐☐☐☐ Inflict Serious Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.301
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 3d8+13 points of damage. [SR:Yes; DC:17, Will half]					
☐☐☐☐☐ Invisibility Purge	Evocation	1 standard action	13 minutes [D]	Personal	CR:p.302
[V, S] TARGET: You; EFFECT: You surround yourself with a sphere of power with a radius of 65 feet that negates all forms of invisibility.					
☐☐☐☐☐ Locate Object	Divination	1 standard action	13 minutes	Long (920 ft.)	CR:p.305
[V, S, F/DF] TARGET: Circle, centered on you, with a radius of 920 ft.; EFFECT: You sense the direction of a well-known or clearly visualized object. [SR:No]					
☐☐☐☐☐ Magic Circle against Chaos	Abjuration [Lawful]	1 standard action	130 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
☐☐☐☐☐ Magic Circle against Evil	Abjuration [Good]	1 standard action	130 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
☐☐☐☐☐ Magic Circle against Law	Abjuration [Chaotic]	1 standard action	130 minutes	Touch	CR:p.308
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: All creatures within the area gain the effects of a protection from law spell, and lawful summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
☐☐☐☐☐ Magic Vestment	Transmutation	1 standard action	13 hours	Touch	CR:p.310
[V, S, DF] TARGET: Armor or shield touched; EFFECT: You imbue a suit of armor or a shield with an enhancement bonus of +3. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
☐☐☐☐☐ Meld into Stone	Transmutation [Earth]	1 standard action	130 minutes	Personal	CR:p.312
[V, S, DF] TARGET: You; EFFECT: Meld into stone enables you to meld your body and possessions into a single block of stone.					
☐☐☐☐☐ Nap Stack	Necromancy	1 minute	8 hours	30 ft.	APG:p.233
[V, S, M (a little silk pillow worth 100 gp)] TARGET: 30-ft.-radius emanation; EFFECT: Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐ Obscure Object	Abjuration	1 standard action	8 hours [D]	Touch	CR:p.317
[V, S, M/DF] TARGET: One object touched of up to 1300 lbs.; EFFECT: This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball. [SR:Yes (object); DC:17, Will negates (object)]					
☐☐☐☐☐ Prayer	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 rounds	40 ft.	CR:p.324
[V, S, DF] TARGET: All allies and foes within a 40-ft.-radius burst centered on you; EFFECT: You bring special favor upon yourself and your allies while bringing disfavor to your enemies. [SR:Yes]					
☐☐☐☐☐ Protection from Energy	Abjuration, AirSchool, EarthSchool, FireScho	1 standard action	130 minutes or until discharged	Touch	CR:p.327
[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants temporary immunity to the type of energy you specify when you cast it. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
☐☐☐☐☐ Remove Blindness/Deafness	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindness or deafness. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
☐☐☐☐☐ Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature or object touched; EFFECT: Remove curse can remove all curses on an object or a creature. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐ Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
☐☐☐☐☐ Sacred Bond	Conjuration (Healing)	1 round	130 minutes [D]	Touch; see text	APG:p.240
[V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)] TARGET: creature touched; EFFECT: Cast touch healing spells from a distance. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐ Searing Light	Evocation	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.338
[V, S] TARGET: Ray; EFFECT: Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 5d8 points of damage. [SR:Yes]					
☐☐☐☐☐ Speak with Dead	Necromancy [Language-Dependent]	10 minutes	13 minutes	10 ft.	CR:p.346
[V, S, DF] TARGET: One dead creature; EFFECT: You grant the semblance of life to a corpse, allowing it to answer questions. [SR:No; DC:17, Will negates; see text]					
☐☐☐☐☐ Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
[V, S, M/DF] TARGET: Stone or stone object touched, up to 23 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. [SR:No]					
☐☐☐☐☐ Summon Monster III	Conjuration (Summoning)	1 round	13 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]					

* =Domain/Specialty Spell

Cleric Spells

Water Breathing	Transmutation, WaterSchool	1 standard action	26 hours; see text	Touch	CR:p.368
[V, S, M/DF] TARGET: Living creatures touched; <i>EFFECT</i> : The transmuted creatures can breathe water freely. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Water Walk	Transmutation [Water]	1 standard action	130 minutes [D]	Touch	CR:p.368
[V, S, DF] TARGET: 13 touched creatures; <i>EFFECT</i> : The transmuted creatures can tread on any liquid as if it were firm ground. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Wind Wall	Evocation, AirSchool [Air]	1 standard action	13 rounds	Medium (230 ft.)	CR:p.370
[V, S, M/DF] TARGET: Wall up to 130 ft. long and 65 ft. high [S]; <i>EFFECT</i> : An invisible vertical curtain of wind appears. [SR:Yes; DC:17, None; see text]					
Wrathful Mantle	Evocation [Force, Light]	1 standard action	13 minutes	Touch or 5 ft.; see text	APG:p.257
[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; <i>EFFECT</i> : Subject shines and gets 3 on all saves. [SR:Yes (harmless); DC:17, Will negates (harmless)]					

LEVEL 4 / Per Day:5+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
Air Walk	Transmutation [Air]	1 standard action	130 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; <i>EFFECT</i> : The subject can tread on air as if walking on solid ground. [SR:Yes (harmless)]					
Blessing of Fervor	Transmutation	1 standard action	13 rounds	Close (55 ft.)	APG:p.205
[V, S, DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Gives allies a choice of benefits. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
Chaos Hammer	Evocation [Chaotic]	1 standard action	Instantaneous [1d6 rounds]; see text	Medium (230 ft.)	CR:p.254
[V, S] TARGET: 20-ft.-radius burst; <i>EFFECT</i> : You unleash chaotic power to smite your enemies in the form of a multicolored explosion of leaping, ricocheting energy. [SR:Yes; DC:18, Will partial; see text]					
Control Water	Transmutation [Water]	1 standard action	130 minutes [D]	Long (920 ft.)	CR:p.260
[V, S, M/DF] TARGET: Water in a volume of 130 ft. by 130 ft. by 26 ft. [S]; <i>EFFECT</i> : This spell has two different applications, both of which control water in different ways. [SR:No; DC:18, None; see text]					
Cure Critical Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.262
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 4d8+13 points of damage. [SR:Yes (harmless); see text; DC:18, Will half (harmless); see text]					
Death Ward	Necromancy	1 standard action	13 minutes	Touch	CR:p.264
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : The subject gains a +4 morale bonus on saves against all death spells and magical death effects. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Dimensional Anchor	Abjuration	1 standard action	13 minutes	Medium (230 ft.)	CR:p.270
[V, S] TARGET: Ray; <i>EFFECT</i> : A green ray springs from your hand, any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. [SR:Yes (object)]					
Discern Lies	Divination	1 standard action	Concentration, up to 13 rounds	Close (55 ft.)	CR:p.270
[V, S, DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. [SR:No; DC:18, Will negates]					
Dismissal	Abjuration	1 standard action	Instantaneous	Close (55 ft.)	CR:p.271
[V, S, DF] TARGET: One extraplanar creature; <i>EFFECT</i> : This spell forces an extraplanar creature back to its proper plane if it fails a Will save. [SR:Yes; DC:18, Will negates; see text]					
Divination	Divination	10 minutes	Instantaneous	Personal	CR:p.273
[V, S, M] TARGET: You; <i>EFFECT</i> : A divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week.					
Divine Power	Evocation	1 standard action	13 rounds	Personal	CR:p.273
[V, S, DF] TARGET: You; <i>EFFECT</i> : You imbue yourself with strength and skill in combat and gain a +4 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks.					
Freedom of Movement	Abjuration	1 standard action	130 minutes	Personal or touch	CR:p.287
[V, S, M, DF] TARGET: You or creature touched; <i>EFFECT</i> : This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Giant Vermin	Transmutation	1 standard action	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; <i>EFFECT</i> : You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. [SR:Yes]					
Holy Smite	Evocation [Good]	1 standard action	Instantaneous [1 round]; see text	Medium (230 ft.)	CR:p.297
[V, S] TARGET: 20-ft.-radius burst; <i>EFFECT</i> : You draw down holy power to smite your enemies. [SR:Yes; DC:18, Will partial; see text]					
Imbue with Spell Ability	Evocation	10 minutes	Permanent until discharged [D]	Touch	CR:p.299
[V, S, DF] TARGET: Creature touched; see text; <i>EFFECT</i> : You transfer some of your currently prepared spells, and the ability to cast them, to another creature. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Inflict Critical Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a creature, you channel negative energy that deals 4d8+13 points of damage. [SR:Yes; DC:18, Will half]					
Magic Weapon (Greater)	Transmutation	1 standard action	13 hours	Close (55 ft.)	CR:p.310
[V, S, M/DF] TARGET: One weapon or 50 projectiles [all of which must be together at the time of casting]; <i>EFFECT</i> : This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +3. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
Neutralize Poison	Conjuration (Healing)	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; <i>EFFECT</i> : You detoxify any sort of venom in the creature or object touched. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
Order's Wrath	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Medium (230 ft.)	CR:p.317
[V, S] TARGET: Nonlawful creatures within a burst that fills a 30-ft. cube; <i>EFFECT</i> : You channel lawful power to smite enemies. [SR:Yes; DC:18, Will partial; see text]					
Planar Adaptation	Transmutation, AirSchool, EarthSchool, FireSchool	1 standard action	13 hours [D]	Personal	APG:p.236
[V] TARGET: You; <i>EFFECT</i> : Resist harmful effects of other plane.					
Planar Ally (Lesser)	Conjuration (Calling)	10 minutes	Instantaneous	Close (55 ft.)	CR:p.320
[V, S, M, DF] TARGET: One called outsider of 6 HD or less; <i>EFFECT</i> : By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice. [SR:No]					
Poison	Necromancy	1 standard action	Instantaneous; see text	Touch	CR:p.323
[V, S, DF] TARGET: Living creature touched; <i>EFFECT</i> : Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. [SR:Yes; DC:18, Fortitude negates; see text]					
Repel Vermin	Abjuration	1 standard action	130 minutes [D]	10 ft.	CR:p.333
[V, S, DF] TARGET: 10-ft.-radius emanation centered on you; <i>EFFECT</i> : An invisible barrier holds back vermin. [SR:Yes; DC:18, None or Will negates; see text]					
Rest Eternal	Necromancy	1 round	permanent	Touch	APG:p.238
[V, S, M/DF] (ashes and a vial of holy or unholy water) TARGET: one dead creature touched; <i>EFFECT</i> : Dead creature cannot be revived. [SR:No]					
Restoration	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Sending	Evocation	10 minutes	1 round; see text	See text	CR:p.339
[V, S, M/DF] TARGET: One creature; <i>EFFECT</i> : You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. [SR:No]					
Spell Immunity	Abjuration	1 standard action	130 minutes	Touch	CR:p.346
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : The warded creature is immune to the effects of one specified spell for every four levels you have. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Spiritual Ally	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]					
Summon Monster IV	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	13 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					
Tongues	Divination	1 standard action	130 minutes	Touch	CR:p.360
[V, M/DF] TARGET: Creature touched; <i>EFFECT</i> : This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. [SR:No; DC:18, Will negates (harmless)]					

LEVEL 5 / Per Day:3+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
Atonement	Abjuration	1 hour	Instantaneous	Touch	CR:p.245
[V, S, M, F/DF] TARGET: Living creature touched; <i>EFFECT</i> : This spell removes the burden of misdeeds from the subject. [SR:Yes]					
Break Enchantment	Abjuration	1 minute	Instantaneous	Close (55 ft.)	CR:p.251
[V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; <i>EFFECT</i> : This spell frees victims from enchantments, transmutations, and curses. [SR:No; DC:19, See text]					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Breath of Life	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.251
[V, S] TARGET: Creature touched; EFFECT: This spell cures 5d8+13 points of damage [SR:Yes (harmless) or yes, see text; DC:19, Will negates (harmless) or Will half, see text]					
☐☐☐☐☐ Cleanse	Evocation	1 standard action	Instantaneous	Personal	APG:p.211
[S, DF] TARGET: You; EFFECT: Cures 4d8+13 damage and also removes several afflictions.					
☐☐☐☐☐ Command (Greater)	Enchantment (Compulsion) [Language-Deper	1 standard action	13 rounds	Close (55 ft.)	CR:p.257
[V] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like command, except that up to 13 creatures may be affected, and the activities continue beyond 1 round. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ Commune	Divination	10 minutes	13 rounds	Personal	CR:p.257
[V, S, M, DF] TARGET: You; EFFECT: You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no.					
☐☐☐☐☐ Cure Light Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.263
[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:19, Will half (harmless) or Will half; see text]					
☐☐☐☐☐ Dispel Chaos	Abjuration [Lawful]	1 standard action	13 rounds or until discharged, whichever co	Touch	CR:p.271
[V, S, DF] TARGET: You and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object; EFFECT: Shimmering, blue lawful energy surrounds you granting a +4 deflection bonus to AC against attacks by chaotic creatures and you can choose to drive chaotic creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:19, See text]					
☐☐☐☐☐ Dispel Evil	Abjuration [Good]	1 standard action	13 rounds or until discharged, whichever co	Touch	CR:p.271
[V, S, DF] TARGET: You and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object; EFFECT: Shimmering, white holy energy surrounds you granting a +4 deflection bonus to AC against attacks by evil creatures and you can choose to drive evil creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:19, See text]					
☐☐☐☐☐ Dispel Law	Abjuration [Chaotic]	1 standard action	13 rounds or until discharged, whichever co	Touch	CR:p.272
[V, S, DF] TARGET: You and a touched lawful creature from another plane, or you and an enchantment or lawful spell on a touched creature or object; EFFECT: Flickering, yellow chaotic energy surrounds you granting a +4 deflection bonus to AC against attacks by lawful creatures and you can choose to drive lawful creatures back to their home plane on making a successful melee touch attack. [SR:See text; DC:19, See text]					
☐☐☐☐☐ Disrupting Weapon	Transmutation	1 standard action	13 rounds	Touch	CR:p.273
[V, S] TARGET: One melee weapon; EFFECT: This spell makes a melee weapon deadly to undead. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object); see text]					
☐☐☐☐☐ Flame Strike	Evocation [Fire]	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.283
[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:19, Reflex half]					
☐☐☐☐☐ Ghostbane Dirge, Mass	Transmutation	1 standard action	13 rounds	Close (55 ft.)	APG:p.225
[V, S, MDF (an old reed from a wind instrument)] TARGET: 13 incorporeal creatures, no two of which can be more than 30 ft. apart; EFFECT: As ghostbane dirge, but affecting multiple creatures. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ Hallow	Evocation [Good]	24 hours	Instantaneous	Touch	CR:p.293
[V, S, M, DF] TARGET: 40-ft. radius emanating from the touched point; EFFECT: Hallow makes a particular site, building, or structure a holy site. [SR:See text; DC:19, See text]					
☐☐☐☐☐ Inflict Light Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.300
[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:19, Will half]					
☐☐☐☐☐ Insect Plague	Conjuration (Summoning)	1 round	13 minutes	Long (920 ft.)	CR:p.301
[V, S, DF] TARGET: One swarm of wasps per three levels, each of which must be adjacent to at least one other swarm; EFFECT: You summon a number of swarms of wasps. [SR:No]					
☐☐☐☐☐ Life Bubble	Abjuration	1 standard action	26 hours; see text	Touch	APG:p.230
[V, S, MDF (a bit of eggshell)] TARGET: up to 13 creatures touched; EFFECT: Protects creatures from sustained environmental effects. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
☐☐☐☐☐ Mark of Justice	Necromancy	10 minutes	Permanent; see text	Touch	CR:p.312
[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	Conjuration (Healing) [Light]	1 standard action	13 rounds	Medium (230 ft.)	APG:p.236
[V, S, DF] TARGET: 5-ft.-square pillar of positive energy, 20 ft. high; EFFECT: Created pillar heals 2d8 + 13. [SR:No]					
☐☐☐☐☐ Plane Shift	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	CR:p.322
[V, S, F] TARGET: Creature touched, or up to eight willing creatures joining hands; EFFECT: You move yourself or some other creature to another plane of existence or alternate dimension. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ Raise Dead	Conjuration (Healing)	1 minute	Instantaneous	Touch	CR:p.329
[V, S, M, DF] TARGET: Dead creature touched; EFFECT: You restore life to a deceased creature. [SR:Yes (harmless); DC:19, None, see text]					
☐☐☐☐☐ Righteous Might	Transmutation	1 standard action	13 rounds [D]	Personal	CR:p.335
[V, S, DF] TARGET: You; EFFECT: Your height immediately doubles, and your weight increases by a factor of eight.					
☐☐☐☐☐ Scrying	Divination (Scrying)	1 hour	13 minutes	See text	CR:p.337
[V, S, MDF, F] TARGET: Magical sensor; EFFECT: You can observe a creature at any distance. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ Slay Living	Necromancy [Death]	1 standard action	Instantaneous	Touch	CR:p.344
[V, S] TARGET: Living creature touched; EFFECT: You can attempt to slay any one living creature. [SR:Yes; DC:19, Fortitude partial]					
☐☐☐☐☐ Snake Staff	Transmutation	1 standard action	13 rounds	Medium (230 ft.)	APG:p.245
[V, S, M (a knife suitable for whittling)] TARGET: 1 or more pieces of wood, no two of which can be more than 30 ft. apart; EFFECT: Transforms wood into snakes to fight for you. [SR:Yes (object); DC:19, Will negates (object)]					
☐☐☐☐☐ Spell Resistance	Abjuration	1 standard action	13 minutes	Touch	CR:p.347
[V, S, DF] TARGET: Creature touched; EFFECT: The target gains spell resistance equal to 25. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
☐☐☐☐☐ Summon Monster V	Conjuration, AirSchool, EarthSchool, FireSch	1 round	13 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					
☐☐☐☐☐ Symbol of 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 of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 *o 10 minutes. [SR:Yes; DC:19, Will negates]					
☐☐☐☐☐ 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)] TARGET: all objects on cloth; EFFECT: Objects on cloth become embroidered. [SR:Yes (object); DC:19, Fortitude negates (object)]					
☐☐☐☐☐ True Seeing	Divination	1 standard action	13 minutes	Touch	CR:p.363
[V, S, M] TARGET: Creature touched; EFFECT: You confer on the subject the ability to see all things as they actually are. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
☐☐☐☐☐ Wall of Stone	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.367
[V, S, MDF] TARGET: Stone wall whose area is up to 13 5-ft. squares [S]; EFFECT: This spell creates a wall of rock that merges into adjoining rock surfaces. [SR:No; DC:19, See text]					

LEVEL 6 / Per Day:2+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Animate Objects	Transmutation	1 standard action	13 rounds	Medium (230 ft.)	CR:p.242
[V, S] TARGET: 13 Small objects; see text; EFFECT: You imbue inanimate objects with mobility and a semblance of life. [SR:No]					
☐☐☐☐☐ Antilife Shell	Abjuration	1 round	13 minutes [D]	10 ft.	CR:p.242
[V, S, DF] TARGET: 10-ft.-radius emanation, centered on you; EFFECT: You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. [SR:Yes]					
☐☐☐☐☐ Banishment	Abjuration	1 standard action	Instantaneous	Close (55 ft.)	CR:p.246
[V, S, F] TARGET: One or more extraplanar creatures, no two of which can be more than 30 ft. apart; EFFECT: A banishment spell enables you to force extraplanar creatures out of your home plane. [SR:Yes; DC:20, Will negates]					
☐☐☐☐☐ Bear's Endurance (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.247
[V, S, MDF] TARGET: One creature/level, no two of which can be more than 30ft. apart; EFFECT: Mass Bear's Endurance works like Bear's Endurance, except that it affects multiple creatures. [SR:Yes; DC:20, Will negates (harmless)]					
☐☐☐☐☐ 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 blades with a radius of up to 32 ft.; either form is 20 ft. high; EFFECT: An immobile, vertical curtain of whirling blades shaped of pure force springs into existence dealing 13d6 points of damage to any creature passing through. [SR:Yes; DC:20, Reflex half or Reflex negates; see text]					
☐☐☐☐☐ Bull's Strength (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.251
[V, S, MDF] TARGET: 13 creatures, no two of which can be more than 30ft. apart; EFFECT: This spell functions like bull's strength, except that it affects multiple creatures. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐☐ 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: You channel positive energy to cure 2d8+13 points of damage points on each selected creature. [SR:Yes (harmless); see text; DC:20, Will half (harmless); see text]					

* =Domain/Specialty Spell

Cleric Spells

■■■■■ Dispel Magic (Greater)	Abjuration	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; or a 20-ft.-radius burst; EFFECT: This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures. [SR:No]					
■■■■■ Eagle's Splendor (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.275
[V, S, M/DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like eagle's splendor, except that it affects multiple creatures. [SR:Yes; DC:20, Will negates (harmless)]					
■■■■■ Find the Path	Divination	3 rounds	130 minutes	Personal or touch	CR:p.281
[V, S, F] TARGET: You or creature touched; EFFECT: The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. [SR:No or yes (harmless); DC:20, None or Will negates (harmless)]					
■■■■■ Forbiddance	Abjuration	6 rounds	Permanent	Medium (230 ft.)	CR:p.285
[V, S, M, DF] TARGET: 13 60-ft. cubes [S]; EFFECT: Forbiddance seals an area against all planar travel into or within it. [SR:Yes; DC:20, See text]					
■■■■■ Geas/Quest	Enchantment (Compulsion) [Language-Depr]	10 minutes	13 days or until discharged [D]	Close (55 ft.)	CR:p.288
[V] TARGET: One living creature; EFFECT: This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw. [SR:Yes]					
■■■■■ Glyph of Warding (Greater)	Abjuration	10 minutes	Permanent until discharged [D]	Touch	CR:p.291
[V, S, M] TARGET: Object touched or up to 65 sq. ft.; EFFECT: This spell functions like glyph of warding, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower. [SR:No (object) and yes; see text; DC:20, See text]					
■■■■■ Harm	Necromancy	1 standard action	Instantaneous	Touch	CR:p.293
[V, S] TARGET: Creature touched; EFFECT: Harm charges a subject with negative energy that deals 130 points of damage. [SR:Yes; DC:20, Will half; see text]					
■■■■■ Heal	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.294
[V, S] TARGET: Creature touched; EFFECT: Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
■■■■■ Heroes' Feast	Conjuration [Creation]	10 minutes	1 hour plus 12 hours; see text	Close (55 ft.)	CR:p.295
[V, S, DF] TARGET: Feast for 13 creatures; EFFECT: You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. [SR:No]					
■■■■■ Inflict Moderate Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.300
[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 2d8+13 points of damage to nearby living enemies. [SR:Yes; DC:20, Will half]					
■■■■■ Owl's Wisdom (Mass)	Transmutation	1 standard action	13 minutes	Close (55 ft.)	CR:p.318
[V, S, M/DF] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like owl's wisdom, except that it affects multiple creatures. [SR:Yes; DC:20, Will negates (harmless)]					
■■■■■ Planar Adaptation, Mass	Transmutation, AirSchool, EarthSchool, FireSchool	1 standard action	13 hours [D]	Close (55 ft.)	APG:p.236
[V, S] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: Resist harmful effects of other plane. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
■■■■■ Planar Ally	Conjuration (Calling)	10 minutes	Instantaneous	Close (55 ft.)	CR:p.320
[V, S, M, DF] TARGET: One or two called outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear; EFFECT: This spell functions like lesser planar ally, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose HD total no more than 12. [SR:No]					
■■■■■ Summon Monster VI	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	13 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					
■■■■■ Symbol of Fear	Necromancy [Fear, Mind-Affecting]		See text	0 ft.; see text	CR:p.356
[V, S, M] TARGET: One symbol; EFFECT: This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level. [SR:Yes; DC:20, Will negates]					
■■■■■ Symbol of Persuasion	Enchantment (Charm) [Mind-Affecting]	10 minutes	See text	0 ft.; see text	CR:p.356
[V, S, M] TARGET: One symbol; EFFECT: This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster for 1 hour per caster level. [SR:Yes; DC:20, Will negates]					
■■■■■ 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-ft.-radius burst; EFFECT: This spell functions like circle of death, except that it destroys undead creatures as noted above. [SR:Yes; DC:20, 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 of your body to a cloudlike vapor and move through the air, possibly at great speed. [SR:No and yes (harmless); DC:20, No and Will negates (harmless)]					
■■■■■ Word of Recall	Conjuration (Teleportation)	1 standard action	Instantaneous	Unlimited	CR:p.371
[V] TARGET: You and touched objects or other willing creatures; EFFECT: Word of recall teleports you instantly back to your sanctuary when the word is uttered. [SR:No or yes (harmless, object); DC:20, None or Will negates (harmless, object); Spell]					

LEVEL 7 / Per Day:1+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
■■■■■ Control Weather	Transmutation, AirSchool, WaterSchool	10 minutes; see text	4d12 hours; see text	2 miles	CR:p.261
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You change the weather in the local area. [SR:No]					
■■■■■ Cure Serious 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: You channel positive energy to cure 3d8+13 points of damage points on each selected creature. [SR:Yes (harmless); see text; DC:21, Will half (harmless); see text]					
■■■■■ Destruction	Necromancy [Death]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.266
[V, S, F] TARGET: One creature; EFFECT: This spell instantly delivers 130 points of damage. [SR:Yes; DC:21, Fortitude partial]					
■■■■■ Dictum	Evocation [Lawful, Sonic]	1 standard action	Instantaneous	40 ft.	CR:p.269
[V] TARGET: Nonlawful creatures in a 40-ft.-radius spread centered on you; EFFECT: Any nonlawful creature within the area of a dictum spell suffers ill effects. [SR:Yes; DC:21, None or Will negates; see text]					
■■■■■ Ethereal Jaunt	Transmutation	1 standard action	13 rounds [D]	Personal	CR:p.279
[V, S] TARGET: You; EFFECT: You become ethereal, along with your equipment.					
■■■■■ Holy Word	Evocation [Good, Sonic]	1 standard action	Instantaneous	40 ft.	CR:p.297
[V] TARGET: Nongood creatures in a 40-ft.-radius spread centered on you; EFFECT: Any nongood creature within the area of a holy word spell suffers ill effects. [SR:Yes; DC:21, Will partial]					
■■■■■ Inflict Serious Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	CR:p.301
[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 3d8+13 points of damage to nearby living enemies. [SR:Yes; DC:21, Will half]					
■■■■■ Refuge	Conjuration (Teleportation)	1 standard action	Permanent until discharged	Touch	CR:p.331
[V, S, M] TARGET: Object touched; EFFECT: When you cast this spell, you create powerful magic in a specially prepared object. [SR:No]					
■■■■■ Regenerate	Conjuration (Healing)	3 full rounds	Instantaneous	Touch	CR:p.331
[V, S, DF] TARGET: Living creature touched; EFFECT: The subject's severed body members [fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures], broken bones, and ruined organs grow back [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
■■■■■ Repulsion	Abjuration	1 standard action	13 rounds [D]	Up to 130 ft.	CR:p.333
[V, S, F/DF] TARGET: Up to 130-ft.-radius emanation centered on you; EFFECT: An invisible, mobile field surrounds you and prevents creatures from approaching you. [SR:Yes; DC:21, Will negates]					
■■■■■ Restoration (Greater)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S, M] TARGET: Creature touched; EFFECT: This spell functions like lesser restoration, except that it dispels all permanent and temporary negative levels afflicting the healed creature. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
■■■■■ Resurrection	Conjuration (Healing)	1 minute	Instantaneous	Touch	CR:p.334
[V, S, M, DF] TARGET: Dead creature touched; EFFECT: This spell functions like raise dead, except that you are able to restore life and complete strength to any deceased creature. [SR:Yes (harmless); DC:21, None, see text]					
■■■■■ Scrying (Greater)	Divination (Scrying)	1 standard action	13 hours	See text	CR:p.337
[V, S] TARGET: Magical sensor; EFFECT: This spell functions like scrying, except as noted above. [SR:Yes; DC:21, Will negates]					
■■■■■ Summon Monster VII	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	13 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					
■■■■■ Symbol of Stunning	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 of death, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds. [SR:Yes; DC:21, Will negates]					
■■■■■ Symbol of Weakness	Necromancy		See text	0 ft.; see text	CR:p.357
[V, S, M] TARGET: One symbol; EFFECT: This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage. [SR:Yes; DC:21, Will negates]					
■■■■■ Word of Chaos	Evocation [Chaotic, Sonic]	1 standard action	Instantaneous	40 ft.	CR:p.371
[V] TARGET: Nonchaotic creatures in a 40-ft.-radius spread centered on you; EFFECT: Any nonchaotic creature within the area of a word of chaos spell suffers ill effects. [SR:Yes; DC:21, None or Will negates; see text]					

* =Domain/Specialty Spell

Magic Item Spell-like Abilities

☐ Fly (DC:14)

Carobadanten

Half-Elf

RACE

27

AGE

Neuter

GENDER

Low-Light Vision

VISION

Neutral Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

5' 11"

HEIGHT

143 lbs.

WEIGHT

Blue

EYE COLOUR

Light Olive

SKIN COLOUR

Black, with a Platinum streak, Shaggy

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Pharasma

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

A half-elf cleric of Pharasma. As a child, their family was part of a commune of elves, humans, and half-elves that worshiped Pharasma. The commune was over-run by orcs when they were travelling through the mountains, their parent's were killed, and they were neutered by an axe blow and left for dead. They spent several weeks living amongst the dead of their commune, until they were rescued by a band of halfling rangers that had been tracking the orcs. The band took Carobadanten, and together the group rescued the remains of the commune, while slaughtering who the orcs. The band adopted Carobadanten, and the remainder of the commune, and they continued their family's work with the halflings.

After travelling with the band of halflings for many years, the group settled, starting a small village in the hills near Magnamar. Carobadanten left, still feeling the urge to travel and adventure. They still attempted to travel back to the village regularly to visit their adopted clan and the remainder of the clerics from the original commune.

During one expedition, Carobadanten stumbled upon the entrance to the Runeforge completely by chance, after accidentally creating a small crack in the fabric of time and space. Very quickly, they walked through a patch of green fog, which caused a terrible transformation into a large goldfish.

