Mahatmaji					N	Mike McGrail				Iomedae	)	None	Lawful Good				\	
Character Name						Player Name				Deity		Region	Alignment			1		
Paladin 4						Half-Elf (Elf-Raised) / Humanoid				Medium	/ 5 ft.	6' 6" / 175 lbs.	Low-Light Vis	ion	`	4		
CLASS						RACE			SIZE / FAC	E	HEIGHT / WEIGHT	VISION		_				
													Light Brown,				41	THE STATE OF THE S
4 (3)			9000 /	15000	5	2		Ма	ماد		Brown		Short	15				
Character	Level (C			XT LEVEL		GE			NDER		EYES		HAIR	Points				l I
ABILITY NAME	BASE	BASE	ABILITY	ABILITY T	EMP TI	-MP		OLI	<b>ID</b> LIK	WOUNDS/CURI			SUBDUAL DAMAGE	DAMAGE REDUCTION		_	SPEED	)
CTD	SCORE	MOD	SCORE	$\overline{}$	CORE N	IOD	HP	31	7	WOONDS/COK	CENT HE		SUBDUAL DAMAGE	DAWAGE REDUCTION			alk 30	
STR Strength	12	+1	12	+1			hit points	51	┚╚							V V 4	JIK 30	/ It.
DEX	12	+1	12	+1			AC armor class	11	10	11 =	10 + C	+ 0 +	1 + 0 + 0 +	0 + 0 + 0	+ 0	+ (	)  + (	0 + 0
CON	12	+1	12	+1	=(-	= -		TOTAL	FLAT	TOUCH	BASE ARM BON		STAT SIZE NATURAL ARMOR	DEFLEC- TION DODGE Morale	Insigh	t Sa	cred Pro	ofane MISC
Constitution						_  [1	INITIA		+1	<b>+1</b> +	+0	0	+0 0					
INT Intelligence	12	+1	12	+1		7 -	modifie	r	TOTAL	DEX MODIFIER I	MISC MODIFIER	MISS Arcane	ARMOR SPELL ACID CHECK RESIST RESIST	COLD ELECT. FIRI RESIST RESIST RESI				
WIS	12	+1	12	+1		= -	Fusioni					Failure					MΔ)	X RANKS: 4/4
Wisdom	12	<b>T</b> I	12				Encumb	orance	┚┖	Light		TOTAL SKIL		SKILLS		ARII		
CHA	17	+3	17	+3							-	Acrobatio	SKILL NAME		SKILL MODIFIE	R MOD		MODIFIER
Charisma SAVING	THROV	 VS	TOTAL	BASE	ABILITY	MAGIC	MISC	EPIC	TEMP		<b>V</b>	Appraise		DEX INT	4	= 1		2 + 1
SAVING TITLOWS TOTAL SAVE			·	+	+ + -	. O + I	_		./	Bluff		CHA	4		ı 3 + 1	1		
	stitution)	,_	+8	+4	+1	+0	+ +3 +	+0			<i>y</i>	Climb		STR	3	= -		-
REI	FLEX		+5	= +1	+1	+ +0	+ +3 +	+0+			/	Craft (Un	trained)	INT	1	= -		_
	exterity)	_	$\sqsubseteq$		$\square$		!				1	Diplomad	, V	CHA	5	= 3	3	+ 2
	ILL isdom)		+8	<del>-</del>   +4	+1	+ +0	+  +3  +	+0  +			1	Disguise	•	CHA	3	= 3	3	
(W	isdom)										1	Escape A	Artist	DEX	3	= -	1 + 2	2
				Condit	ional	Save	Modifie	rs:			<b>✓</b>	Fly		DEX	1	= 1	i T	
+2 vs. enchantment spells and effects											<b>✓</b>	Heal		WIS	6	= -	+ 2	2 + 3
												Intimidate	9	CHA	3	= 3	3	
MEL			TOTA +5		BAS	E ATTACK I +4	BONUS +			+0 + 0	TEMP /	Perception	n	WIS	5	= 1	+ 2	2 + 2
attack b			+3			74		<b>T'</b>  '	TO   1	<sup>FO</sup>   1   0	· /		(Untrained)	CHA	3	= 3	}	
RANG	3FD		+5		- =	+4	+	+1 +	+0 + -	+0 + 0	+ - /	Ride		DEX	1	= 1	1	
attack b	onus											Sense M	otive	WIS	1	= 1	l	
CM	В		+5	-	=	+4	+	+1 +	+0 +	+	+ /	Stealth		DEX	1	= 1	1	
attack b									L	LLL_	/	Survival		WIS	1	= 1	1	
СМВ		PPLE +5	——	TRIP +5		D	+5	7	SUNDER +5	+5	overrun +5	Swim		STR	1	= 1		
-			ᆜ닏					ا		==		Use Mag	ic Device	CHA	6	= 3	3 + 3	3
CMD	1	6		16			16		16	16	16					=	+	+
UNARMED TOTAL ATTACK B				CK BON	IUS	DAMAGE	CI	RITICAL	REAC	CH					=	+	+	
(nonlethal only)			_	+5			1d3+1		20/x2	5 ft			✓: can be used untraine	ed. X: exclusive skills.	*: Skil	Mast	ery.	

\*: weapon is equipped

(nonlethal only)

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.

Other Companions

# Lay on Hands

Uses per Day 

Lay on Hands (Su): You can heal wounds (your own or those of others) by touch. Each day you can use this ability? I times per day. With one use of this ability, you can heal 2d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 2d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

Channel Positive Energy: You can unleash a wave of positive energy dealing 2d6 (DC 15 for half) / day. You can unleash a wave of positive energy. You must choose to deal 2d6 points of positive energy damage to undead creatures or to heal living creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 15 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability. [Paizo Inc. - Core Rulebook]

# **Smite Evil**

Uses per day 

Smite Evil (Su): You can call out to the powers of good to aid you in your struggle against evil 2 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +4 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +8. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. [Paizo Inc. - Core Rulebook, p.60]

WEIGHT ALLOWANCE

Light 43 Medium 86 Heavy 130 Lift off ground 260 Lift over head 130 Push / Drag 650

#### MONEY

Total= 0 gp [Unspent Funds = 6.5 gp]

#### MAGIC

+1 Elven Curved Blade

Mithral Shirt

Paladin Kit - Wooden Holy Symbol = Relic of Saint Lymirin (Eagle Headed)

Travelers Outfit

Holy Text of Iomedae

Wand of Cure Light Wounds

Potion of Cure Light Wounds (x2)

Potion of Cure Moderate Wounds

Potion of Inflict Light Wounds (x3)

Potion of Inflict Moderate Wounds (x3)

Potion of Mage Armor (x6)

#### Languages

Common, Elven, Plantspeech (trees)

#### **Traits**

#### Acrobat

[Paizo Publishing Ultimate Campaign, p.59]

Having trained from a young age, you're capable of amazing feats of daring. You gain a +1 bonus on Acrobatics checks, and you take only a -2 penalty instead of the normal -5 penalty when using the Climb skill to attempt an accelerated climb.

#### Patient Optimist (Erastil)

[Paizo Inc. - Advanced Player's Guide, p.333]

You know that all things pass in time, and are used to having to repeat arguments multiple times to convince even the most stubborn believer. You gain a +2 trait bonus on Diplomacy checks to influence hostile or unfriendly creatures, and if you fail at such an attempt, you may retry it once.

#### Special Attacks

#### Channel Positive Energy (Su)

[Paizo Inc. - Core Rulebook]

You can unleash a wave of positive energy dealing 2d6 (DC 15 for half) /day. You can unleash a wave of positive energy. You must choose to deal 2d6 points of positive energy damage to undead creatures or to heal living creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 15 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

# Smite Evil (Su)

[Paizo Inc. - Core Rulebook, p.60]

You can call out to the powers of good to aid you in your struggle against evil 2 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +4 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +8. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

# Special Qualities

# Ancestral Arms

[Paizo Inc. - Advanced Player's Guide, p.17]

Some half-elves receive training in an unusual weapon. Half-elves with this racial trait receive Exotic Weapon Proficiency or Martial Weapon Proficiency with one weapon as a bonus feat at 1st level. This racial trait replaces the adaptability racial trait.

#### Arcane Training

[Paizo Inc. - Advanced Player's Guide, p.17]

Half-elves occasionally seek tutoring to help them master the magic in their blood. Half-elves with this racial trait have only one favored class and it must be an arcane spellcasting class. They can use spell trigger and spell completion items for their favored class as if 1 level higher (or as a 1st-level character if they have no levels in that class). This racial trait replaces the multitalented racial trait.

## Aura of Courage (Su)

[Paizo Inc. - Core Rulebook, p.61]

You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

## Aura of Good (Ex)

[Paizo Inc. - Core Rulebook]

You project a moderate good aura.

### Bonus Energy Resistance

[Paizo Inc. - Advanced Player's Guide]

Add +1 to the paladin's energy resistance to one kind of energy (maximum +10).

# Detect Evil (Sp)

[Paizo Inc. - Core Rulebook, p.60]

At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the

strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

#### Divine Health (Ex)

[Paizo Inc. - Core Rulebook, p.61]

You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

#### Elf Blood (Ex)

[Paizo Inc. - Core Rulebook, p.24]

Half-elves count as both elves and humans for any effect related to race.

#### Elf-Raised

[Paizo Inc. - Advanced Race Guide, p.]

These half-elves represent those embraced by their elven relatives, and raised with all of the traditional cultural training and education typical of most full-blooded elves These half-elves have the ancestral arms and arcane training alternate racial traits.

#### 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.

#### Lay on Hands (Su)

[Paizo Inc. - Core Rulebook, p.61]

You can heal wounds (your own or those of others) by touch. Each day you can use this ability 7 times per day. With one use of this ability, you can heal 2d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 2d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

#### 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.

# Resistance to Fire (Ex)

[Paizo Inc. - Bestiary p.3031

You may ignore 1 points of Fire damage each time you take fire damage.

#### **Feats**

#### Elven Battle Training

[Paizo Inc. - Advanced Race Guide, p.28]

You have been specially trained to wield a variety of traditional elven weapons.

You have received special training with traditional elven weapons (longbows, composite longbows, longswords, rapiers, shortbows, composite shortbows, and any weapon with the word "elven" in its name). You receive a +2 bonus to your CMD against disarm and sunder maneuvers directed at one of these weapons you are wielding. In addition, if you are wielding one of these melee weapons, you may make an additional attack of opportunity each round (this bonus stacks with Combat Reflexes).

# Exotic Weapon Proficiency (Curve Blade (Elven))

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

You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

You make attack rolls with the weapon normally.

#### Extra Lay On Hands

[Paizo Inc. - Core Rulebook, p.124]

You can use your lay on hands ability more often.

You can use your lay on hands ability two additional times per day.

#### **Proficiencies**

Amentum, 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), Curve Blade (Elven), 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, 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, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Waraxe (Dwarven), Warhammer, Wushu Dart

# Class Spell-like Abilities

 Name
 School
 Time
 Duration
 Range
 Source

 At Will
 Detect Evil
 Divination
 1 standard action
 Concentration, up to 40 minutes [D]
 60 ft.
 CR:p.266

[V, S, DF] TARGET: Cone-shaped emanation; *EFFECT*: You can sense the presence of evil. [SR:No]

# Paladin Spells

LEVEL	0	1	2	3	4
PER DAY	_	1	_	_	_
Concentration	+4				

# LEVEL 1 / Per Day:1 / Caster Level:1

LE	EVEL 1 / Per Day: 1 / v	Casiei Le	v C I . I		
Name	School		Duration	Range	Source
□□□□ Animal Purpose Training	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 hours	Close (25 ft.)	ACG:p.173
[V, S, M] TARGET: one indifferent or friendly animal; EFFECT: Animal gains a new		4	4:	50 ft.	CD:= 040
DDD Bless	Enchantment (Compulsion) [Mind-Affecting]		1 minutes	50 π.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the ca			1 minutes	Touch	ACC:- 475
□□□□□ Blessed Fist			i minutes	Touch	ACG:p.175
[V, S] TARGET: creature touched; EFFECT: Target doesn't provoke attacks of opportunity	ortunity with unarmed strikes. [SR:yes; DC:14, non Transmutation [Good]		lastastas a su	Tarrah	CD:= 040
DDDD Bless Water			Instantaneous	Touch	CR:p.249
[V, S, M] TARGET: Flask of water touched; EFFECT: This transmutation imbues a f				T	00 . 050
Bless Weapon		1 standard action	1 minutes	Touch	CR:p.250
[V, S] TARGET: Weapon touched; EFFECT: This transmutation makes a weapon st		4 16 1		-	
□□□□ <u>Bowstaff</u>	Transmutation		1 rounds [D]	Personal	UC:p.224
[V] TARGET: one weapon [bow]; EFFECT: A shortbow may double as a club, or a lo				01 (05.41)	400 - 046
Challenge Evil	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes [D]	Close (25 ft.)	APG:p.210
[V, DF] TARGET: one evil creature; EFFECT: Sickens creature if it refuses to fight y		A store less transfers		D	110 . 000
Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]	i standard action	1 rounds	Personal	UC:p.226
[V, S, M] TARGET: You; EFFECT: Compels opponents to attack you instead of you		1 standard action	Instantaneous	Close (25 ft.)	CR:p.262
Create Water			Instantaneous	Close (25 It.)	CR:p.262
[V, S] TARGET: Up to 2 gallons of water; EFFECT: This spell generates wholesome			lastastas a su	Touch	CD:- 000
Cure Light Wounds	Conjuration (Healing)		Instantaneous		CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living c					CD 000
DDDDetect Poison	Divination	1 standard action	Instantaneous	Close (25 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You det				00.4	00 . 60
Detect Undead	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura	, ,	A standard collect	Instantono	Cl (05 # )	LIM CO
Diagnose Disease	Divination	1 standard action	Instantaneous	Close (25 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect and iden		4 stander to cit	A series sta	DI	00.00
DDDDivine Favor	Evocation		1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of a deity			241	T	00.
<u> </u>	Abjuration		24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elements				01 (07.6)	
Ghostbane Dirge	Transmutation		1 rounds	Close (25 ft.)	APG:p.225
[V, S, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal creature take			-		
Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; EFFECT: Movement doesn't provoke attacks of opportunity.					
□□□□ <u>Hero's Defiance</u>	Conjuration (Healing)	1 immediate action	Instantaneous	Personal	APG:p.226
[V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unconscious					
□□□□ Honeyed Tongue	Transmutation	1 standard action	10 minutes	Personal	APG:p.228
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher n					
	oll.  Evocation [Sonic]	1 standard action	1 round	Personal	UM:p.223
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher r	Evocation [Sonic] t:No]				
[V, M/DF] TARGET: You: EFFECT: Roll 2 dice when using Diplomacy, take higher r	Evocation [Sonic]		1 round	Personal Close (25 ft.)	
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher r    Horn of Pursuit   S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR	Evocation [Sonic] t:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates]	1 standard action	1 round	Close (25 ft.)	APG:p.230
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher rack through the property of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR	Evocation [Sonic] t:No] Enchantment (Compulsion) [Mind-Affecting]	1 standard action			APG:p.230
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher roll of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR Child of the content of the	Evocation [Sonic] ::No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No]	1 standard action 1 minute	1 round Instantaneous	Close (25 ft.) Personal	APG:p.230
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR ] [S	Evocation [Sonic] ::No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No]	1 standard action 1 minute	1 round	Close (25 ft.)	APG:p.230
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher recommendation of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR Calling V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle when the Commendation of the Commen	Evocation [Sonic]  t:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes: DC:14, Will negates] Divination  No] Transmutation nmediate action and gains a bonus on it. [SR:Yes	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will	1 round Instantaneous instantaneous Inegates (harmless)]	Close (25 ft.) Personal Close (25 ft.)	APG:p.230 UM:p.226 UC:p.233
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher r	Evocation [Sonic] ::No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes: DC:14, Will negates] Divination No] Transmutation	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will	1 round Instantaneous instantaneous	Close (25 ft.) Personal	APG:p.230 UM:p.226 UC:p.233
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle  [V, S, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR:  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in  [V] TARGET: one creature; EFFECT: Slight target cannot make attacks of one creature; EFFECT: Single target cannot make attacks of one	Evocation [Sonic]  t:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination  No] Transmutation nmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depe	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action	1 round Instantaneous instantaneous Inegates (harmless)] 1 round	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)	UM:p.226 UC:p.238
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling W, DF] TARGET: one creature; EFFECT: Forces target to move toward you and fight where the creature; EFFECT: Gain +10 on a monster Knowledge check. [SR: Command W] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in Litany of Sloth  [V] S, DF] TARGET: one creature; EFFECT: Single target cannot make attacks of one compand where the content of the command with the content of the cont	Evocation [Sonic]  Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination  No] Transmutation mediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depe	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action	1 round Instantaneous instantaneous Inegates (harmless)]	Close (25 ft.) Personal Close (25 ft.)	UM:p.226
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher recommendation of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [N, DF] TARGET: one creature: EFFECT: Forces target to move toward you and fight with the second of the second	Evocation [Sonic]  Enchantment (Compulsion) [Mind-Affecting] In you. [SR:Yes; DC:14, Will negates]  Divination  No]  Transmutation  mediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper portunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation  ent for any ranged weapon fired.	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action tes] 1 standard action	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal	UC:p.236
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher report of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle.  [V, S, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR:  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in  [V] TARGET: one creature; EFFECT: Single target cannot make attacks of or  [V, S, DF] TARGET: You; EFFECT: Grants a +10 foot bonus to the range incremental Magic Weapon	Evocation [Sonic]  1:No] Enchantment (Compulsion) [Mind-Affecting] In you. [SR:Yes; DC:14, Will negates] Divination  No] Transmutation Interest action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depei Poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation  ent for any ranged weapon fired. Transmutation [MetalSchool]	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action tes] 1 standard action 1 standard action	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch	UC:p.236
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher recommendation of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [N, DF] TARGET: one creature: EFFECT: Forces target to move toward you and fight with the second of the second	Evocation [Sonic]  t:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes: DC:14, Will negates] Divination No] Transmutation Interest action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] et enhancement bonus on attack and damage rolls	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action tes] 1 standard action 1 standard action s. [SR:Yes (harmless, c	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, obje	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch	APG:p.230 UM:p.226 UC:p.233 UC:p.236 CR:p.310
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher report of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle.  [V, S, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR:  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in  [V] TARGET: one creature; EFFECT: Single target cannot make attacks of or  [V, S, DF] TARGET: You; EFFECT: Grants a +10 foot bonus to the range incremental Magic Weapon	Evocation [Sonic]  1:No] Enchantment (Compulsion) [Mind-Affecting] In you. [SR:Yes; DC:14, Will negates] Divination  No] Transmutation Interest action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depei Poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation  ent for any ranged weapon fired. Transmutation [MetalSchool]	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action tes] 1 standard action 1 standard action s. [SR:Yes (harmless, c	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch	APG:p.230 UM:p.226 UC:p.233 UC:p.236 CR:p.310
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in the property of	Evocation [Sonic]  Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates]  Divination  No]  Transmutation nmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depei poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired.  Transmutation [MetalSchool]  4 enhancement bonus on attack and damage rolls Abjuration [Lawful] n attacks by chaotic creatures, from mental control	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action tes] 1 standard action 1 standard action 1 standard action 5 igR:Yes (harmless, c 1 standard action 1, and from summoned of	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes 1 minutes bipict); DC:14, Will negates (harmless, obje 1 minutes [D] creatures. [SR:No; see text; DC:14, Will negates)	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  (ctt)  Touch  gates (harmless)]	APG:p.236 UM:p.226 UC:p.236 UC:p.236 CR:p.316
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle with the second of the common of the second of the	Evocation [Sonic]  through [Sonic] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes: DC:14, Will negates] Divination No] Transmutation Interdiate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation Interdiate and your population of the compulsion of the computation of t	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action tes] 1 standard action 1 standard action 1 standard action 5 igR:Yes (harmless, c 1 standard action 1, and from summoned of	1 round Instantaneous instantaneous I negates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, objet 1 minutes [D]	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  ctt)]  Touch	APG:p.236 UM:p.226 UC:p.236 UC:p.236 CR:p.316
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling W, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle with the context of the co	Evocation [Sonic]  Ethol Enchantment (Compulsion) [Mind-Affecting] In you. [SR:Yes; DC:14, Will negates] Divination  No] Transmutation Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Transmutation Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 round. [SR:Yes; DC:14, Will negates] Interest of the portunity for 1 ro	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action tes] 1 standard action	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, objet ninutes [D] 1 minutes [D] tures. [SR:No; see text; DC:14, Will negate	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch (ctt)  Touch gates (harmless)] Touch tes (harmless)]	APG:p.236 UM:p.226 UC:p.236 UC:p.236 CR:p.310 CR:p.327
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle in the context of the cont	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation Inmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] -1 enhancement bonus on attack and damage rolls Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good]	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action tes] 1 standard action	1 round  Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes 1 minutes bipect); DC:14, Will negates (harmless, obje 1 minutes [D] creatures. [SR:No; see text; DC:14, Will neg 1 minutes [D]	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  tot)  Touch  gates (harmless)]  Touch	APG:p.236 UM:p.226 UC:p.236 UC:p.236 CR:p.310 CR:p.327
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in the content of t	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation nmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depe poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] 1-1 enhancement bonus on attack and damage roll: Abjuration [Lawful] n attacks by chaotic creatures, from mental control Abjuration [Good] n Enchantment (Compulsion) [Good, Mind-Affects. [SR:Yes (harmless); DC:14, Will negates (hances.)	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action less 1 standard action 1 standard action s. [SR:Yes (harmless, c 1 standard action l, and from summoned of standard action d from summoned created standard action mless)]	1 round  Instantaneous instantaneous I negates (harmless)] 1 round  1 minutes  1 minutes biject); DC:14, Will negates (harmless, obje 1 minutes [D] creatures. [SR:No; see text; DC:14, Will negate 1 minutes [D] tures. [SR:No; see text; DC:14, Will negate 1 minutes [D]	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch (ctt)  Touch gates (harmless)] Touch tes (harmless)]	APG:p.230 UM:p.226 UC:p.233 UC:p.236 CR:p.310 CR:p.327 APG:p.237
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and fight with the second of the	Evocation [Sonic]  Ethol Enchantment (Compulsion) [Mind-Affecting] In you. [SR:Yes; DC:14, Will negates] Divination  No] Transmutation Interest action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depei portunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation Interest for any ranged weapon fired. Transmutation [MetalSchool] Interest and damage roll: Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affe	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action less 1 standard action 1 standard action s. [SR:Yes (harmless, c 1 standard action l, and from summoned of standard action d from summoned created standard action mless)]	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, objet ninutes [D] 1 minutes [D] tures. [SR:No; see text; DC:14, Will negate	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch (ctt)  Touch gates (harmless)] Touch tes (harmless)]	APG:p.236  UM:p.226  UC:p.233  UC:p.236  CR:p.316  CR:p.327  APG:p.237
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: No. 1] Araget: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: No. 2] Araget: 3 peals of a horn; EFFECT: Forces target to move toward you and figle. [S. 2] Araget: one creature; EFFECT: Gain +10 on a monster Knowledge check. [SR: 1] Liberating Command  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in [S] Litany of Sloth  [V, S, DF] TARGET: one creature; EFFECT: Single target cannot make attacks of one common of the	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation Inmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] -1 enhancement bonus on attack and damage rolls Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affe tes: [SR:Yes (harmless); DC:14, Will negates (har Divinationbooks, scrolls, weapons, and the likethat would	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will 1 switt action les] 1 standard action 1 standard action 1 standard action 1, and from summoned of 1 standard action Id from summoned crea 1 standard action Id from summoned crea 1 standard action Id otherwise be unintellig	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, obje 1 minutes [D] creatures. [SR:No; see text; DC:14, Will negate 1 minutes [D] tures. [SR:No; see text; DC:14, Will negate 1 minutes [D] 10 minutes	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch cttl]  Touch gates (harmless)]  Touch is (harmless)]  5 ft.  Personal	APG:p.236 UM:p.226 UC:p.236 UC:p.236 CR:p.317 CR:p.327 CR:p.327
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle in the context of the con	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation nmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depei poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] 4 ohancement bonus on attack and damage rolls Abjuration [Lawful] n attacks by chaotic creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affeetes. [SR:Yes (harmless); DC:14, Will negates (hard Divination)	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will 1 swift action les] 1 standard action 1 standard action 1 standard action 1, and from summoned of 1 standard action ind from summoned crea 1 standard action miless)] 1 standard action ind from summoned crea 1 standard action ind standard action indess) 1 standard action indess) 1 standard action indess) 1 standard action indess) 1 otherwise be unintellig	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, obje 1 minutes [D] creatures. [SR:No; see text; DC:14, Will negate 1 minutes [D] tures. [SR:No; see text; DC:14, Will negate 1 minutes [D] 10 minutes	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  ctt)]  Touch  pates (harmless)]  Touch  so (harmless)]  5 ft.	APG:p.236 UM:p.226 UC:p.236 UC:p.236 CR:p.317 CR:p.327 CR:p.327
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling W, DF] TARGET: one creature; EFFECT: Forces target to move toward you and fight which is the context of t	Evocation [Sonic]  Etho] Enchantment (Compulsion) [Mind-Affecting] In you. [SR:Yes; DC:14, Will negates] Divination  No] Transmutation Inmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depei portunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation Interport of the state of t	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will 1 swift action tes] 1 standard action 1 standard action s. [SR:Yes (harmless, c 1 standard action d, and from summoned d 1 standard action ind from summoned crea 1 standard action d from summoned crea 1 standard action d from summoned crea 1 standard action d standard action	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes bipect); DC:14, Will negates (harmless, objet 1 minutes [D] treatures. [SR:No; see text; DC:14, Will negate 1 minutes [D] tutures. [SR:No; see text; DC:14, Will negate 1 minutes [D] 10 minutes ibile. 1 minute in saves. [SR:Yes (harmless); DC:14, Will regate 1 minutes	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  toth  gates (harmless)]  Touch  is (harmless)]  5 ft.  Personal  Touch  megates (harmless)]	APG:p.236 UM:p.226 UC:p.236 UC:p.236 CR:p.317 CR:p.327 CR:p.327 CR:p.330
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling   White State   White State	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation Immediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] -1 enhancement bonus on attack and damage rolls Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affe ess. [SR:Yes (harmless); DC:14, Will negates (han Divinationbooks, scrolls, weapons, and the likethat would Abjuration	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will 1 swift action tes] 1 standard action 1 standard action s. [SR:Yes (harmless, c 1 standard action d, and from summoned d 1 standard action ind from summoned crea 1 standard action d from summoned crea 1 standard action d from summoned crea 1 standard action d standard action	1 round  Instantaneous  instantaneous  Inegates (harmless)] 1 round  1 minutes  1 minutes  1 minutes  1 minutes (D) 1 minutes (D)  tures. [SR:No; see text; DC:14, Will negate 1 minutes (D)  tures. [SR:No; see text; DC:14, Will negate 1 minutes (D)  1 minutes (D)  10 minutes (D)  10 minutes (D)  11 minutes (D)  12 minutes (D)  13 minutes (D)	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  cttl]  Touch  gates (harmless)]  Touch  is (harmless)]  5 ft.  Personal  Touch	APG:p.236 UM:p.226 UC:p.236 UC:p.236 CR:p.317 CR:p.327 CR:p.327 CR:p.330
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and fight of the content of the con	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation mediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depe poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] 11 enhancement bonus on attack and damage roll: Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affects. [SR:Yes (harmless); DC:14, Will negates (han Divinationbooks, scrolls, weapons, and the likethat would Abjuration gical energy that protects it from harm, granting it a Conjuration (Healing)	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action less 1 standard action 1 standard action s. [SR:Yes (harmless, c 1 standard action d, and from summoned of 1 standard action d from summoned orea e1 standard action d otherwise be unintellig 1 standard action d otherwise be unintellig 1 standard action d otherwise be unintellig 1 standard action 3 rounds	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, obje 1 minutes [D] creatures. [SR:No; see text; DC:14, Will negate 1 minutes [D] 10 minutes ible. 1 minute in saves. [SR:Yes (harmless); DC:14, Will relations of the property of	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  tot)  Touch  gates (harmless)]  Touch  is (harmless)]  5 ft.  Personal  Touch  degree (harmless)]  Touch  regates (harmless)]	APG:p.230 UM:p.226 UC:p.233 UC:p.236 CR:p.316 CR:p.327 CR:p.327 CR:p.334 CR:p.334
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle to the common of the comm	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation Immediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper portunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] -1 enhancement bonus on attack and damage rolls Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affe Esc. [SR:Yes (harmless); DC:14, Will negates (han Divinationbooks, scrolls, weapons, and the likethat would Abjuration gical energy that protects it from harm, granting it a Conjuration (Healing)	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will 1 swift action tes] 1 standard action 2 standard action 3 rounds 3 rounds 5 or cures 1d4 points of	Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes 1 minutes 1 minutes (D) 1 tures. [SR:No; see text; DC:14, Will negate 1 minutes (D) 10 minutes (D) 10 minutes 1 minutes (D) 11 minutes (D) 12 minutes (D) 13 minutes (D) 14 minutes (D) 15 minutes (D) 16 minutes 17 minutes 18 minutes 18 minutes 18 minutes 19 minutes 10 minute	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch (tot) Touch (gates (harmless)) Touch (st (harmless)) 5 ft.  Personal  Touch (segulates (harmless))	APG:p.236 UM:p.226 UC:p.236 UC:p.236 CR:p.310 CR:p.327 CR:p.327 CR:p.334 CR:p.334
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle.  [V, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR: ]  [V] TARGET: one creature; EFFECT: Gain +10 on a monster Knowledge check. [SR: ]  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in ]  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in ]  [V] TARGET: one creature; EFFECT: Single target cannot make attacks of on ]  [V, S, M/DF] TARGET: You; EFFECT: Grants a +10 foot bonus to the range incremental Longshot  [V, S, M/DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +10 protection from Chaos  [V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from 10 protection from Chaos  [V, S, M/DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus 10 protection from Evil    [V, S, M/DF] TARGET: One 5-ft. square; EFFECT: Square gives good creatures bonus 10 protection from Evil    [V, S, M/DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus 10 protection from Evil    [V, S, M/DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus 10 protection from Evil    [V, S, M/DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus 10 protection from Evil    [V, S, M/DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus 10 protection from Evil    [V, S, M/DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus 10 protection from Evil    [V, S, M/DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus 10 protection from Evil    [V, S, M/DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus 10 protection from Evil    [V, S, M/DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus 10 protection from Evil    [V, S	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] In you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation Immediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper portunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] -1 enhancement bonus on attack and damage roll: Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by civil creatures, from mental control Abjuration [Good] In attacks so scrolls, weapons, and the likethat would Abjurationbooks, scrolls, weapons, and the likethat would Abjuration pical energy that protects it from harm, granting it a Conjuration (Healing) Leffects reducing one of the subject's ability scores Evocation [Good]	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will 1 swift action tes] 1 standard action 2 standard action 3 rounds 3 rounds 5 or cures 1d4 points of	1 round Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, obje 1 minutes [D] creatures. [SR:No; see text; DC:14, Will negate 1 minutes [D] 10 minutes ible. 1 minute in saves. [SR:Yes (harmless); DC:14, Will relations of the property of	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  tot)  Touch  gates (harmless)]  Touch  is (harmless)]  5 ft.  Personal  Touch  degree (harmless)]  Touch  regates (harmless)]	APG:p.236  UC:p.236  UC:p.236  CR:p.316  CR:p.327  CR:p.336  CR:p.336  CR:p.336
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Angle: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Angle: 4 horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Forces target to move toward you and fight of the property of t	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation nmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depei poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] 14 enhancement bonus on attack and damage rolls Abjuration [Lawful] n attacks by chaotic creatures, from mental control Abjuration [Good] n attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affe ess. [SR:Yes (harmless); DC:14, Will negates (han Divinationbooks, scrolls, weapons, and the likethat would Abjuration [gical energy that protects it from harm, granting it a Conjuration (Healing)  I effects reducing one of the subject's ability scores Evocation [Good] gain undead creature. [SR:No]	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action less 1 standard action 1 standard action s. [SR:Yes (harmless, c 1 standard action d, and from summoned of 1 standard action d from summoned crease 1 standard action d otherwise be unintellig 1 standard action d otherwise be unintellig 1 standard action 3 rounds s or cures 1d4 points of 1 standard action	Instantaneous instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, obje 1 minutes [D] creatures. [SR:No; see text; DC:14, Will negate 1 minutes [D] 10 minutes ible. 1 minute in saves. [SR:Yes (harmless); DC:14, Will relations aves. [SR:Yes (harmless)]	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  tot)  Touch  gates (harmless)]  Touch  is (harmless)]  5 ft.  Personal  Touch  degates (harmless)]  Touch  rouch  segates (harmless)]  Touch  regates (harmless)]  Touch  regates (harmless)]  Touch  Touch  Touch  Touch  Touch  Touch	APG:p.236  UC:p.236  UC:p.236  UC:p.236  CR:p.327  CR:p.327  CR:p.336  CR:p.336  CR:p.336  UC:p.236
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle with the content of the c	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation nmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depei poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] 4 enhancement bonus on attack and damage rolls Abjuration [Lawful] n attacks by chaotic creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affe es. [SR:Yes (harmless); DC:14, Will negates (hard Divination —books, scrolls, weapons, and the likethat would Abjuration joical energy that protects it from harm, granting it a Conjuration (Healing)  I effects reducing one of the subject's ability scores Evocation [Good] gan undead creature. [SR:No] Abjuration	1 standard action  1 minute  1 immediate action (harmless); DC:14, Will r1 swift action less 1 standard action  1 standard action  1 standard action  1 standard action I, and from summoned of a standard action Id from summoned orea 1 standard action I standard action	Instantaneous instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, obje 1 minutes [D] creatures. [SR:No; see text; DC:14, Will negate 1 minutes [D] 10 minutes ible. 1 minute n saves. [SR:Yes (harmless); DC:14, Will r Instantaneous temporary ability damage to one of the sub 24 hours 1 minutes	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch (tot) Touch (gates (harmless)) Touch (st (harmless)) 5 ft.  Personal  Touch (segulates (harmless))	APG:p.236  UC:p.236  UC:p.236  UC:p.236  CR:p.327  CR:p.327  CR:p.336  CR:p.336  CR:p.336  UC:p.236
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and fight of the content of the con	Evocation [Sonic]  ENCIDER CONTROLL STATES (SENCE)  ENCHARTMENT (COMPULSION) [Mind-Affecting] httpout [SR:Yes; DC:14, Will negates]  Divination  No]  Transmutation  Inmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deperoportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation  ent for any ranged weapon fired.  Transmutation [MetalSchool]  1 enhancement bonus on attack and damage rolls Abjuration [Lawful]  In attacks by chaotic creatures, from mental control Abjuration [Good]  In attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affe esc. [SR:Yes (harmless); DC:14, Will negates (har Divination)  -books, scrolls, weapons, and the likethat would Abjuration gical energy that protects it from harm, granting it a Conjuration (Healing)  Leffects reducing one of the subject's ability scores Evocation [Good]  an undead creature. [SR:No]  Abjuration  tt critical hits and sneak attacks as normal hits. [SR:	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action les] 1 standard action 1 standard action 1 standard action 1 standard action 1, and from summoned or 1 standard action Id from summoned crea 1 standard action Id standard action Id standard action Id standard action I standard action 1 standard action	1 round  Instantaneous  Inegates (harmless)] 1 round  1 minutes  1 minutes  1 minutes (D) 1 tures. [SR:No; see text; DC:14, Will negate 1 minutes (D) 1 minutes (D) 1 minutes 1 minute 1 minute 1 minute 1 minute 1 minute 24 hours 1 minutes 4, Fortitude negates (harmless)]	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  touch  touch  gates (harmless)]  Touch  ss (harmless)]  5 ft.  Personal  Touch  hegates (harmless)]  Touch  rouch  touch	APG:p.23( UM:p.226 UC:p.233 UC:p.236 CR:p.310 CR:p.327 CR:p.330 CR:p.334 CR:p.334 CR:p.334 ACG:p.192
[V, MDF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and fight of the Enemy. [V, S, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR: Command V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in Liberating Command. [V] TARGET: one creature; EFFECT: Single target cannot make attacks of one command V] TARGET: You; EFFECT: Grants a +10 foot bonus to the range incremed V, S, MDF] TARGET: You; EFFECT: Grants a +10 foot bonus to the range incremed V, S, MDF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +10 Protection from Chaos  [V, S, MDF] TARGET: Creature touched; EFFECT: This spell wards a creature from Protection from Evil  [V, S, MDF] TARGET: creature touched; EFFECT: This spell wards a creature from Rally Point  [V, S, DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical incriptions on objects  [V, S, MDF] TARGET: Creature touched; EFFECT: You imbue the subject with magical incriptions on objects  [V, S, MDF] TARGET: Creature touched; EFFECT: You imbue the subject with magical incriptions on objects  [V, S, MDF] TARGET: Creature touched; EFFECT: Prevent a corpse from becoming Shield of Fortification  [V, S, DF] M TARGET: creature touched; EFFECT: Prevent a corpse from becoming Shield of Fortification  [V, S, DF] M TARGET: creature touched; EFFECT: Target gains a 25% chance to treature Data Stunning Barrier	Evocation [Sonic]  Enchantment (Compulsion) [Mind-Affecting] htt you. [SR:Yes; DC:14, Will negates]  Divination  No]  Transmutation  mediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deperoportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation  ent for any ranged weapon fired.  Transmutation [MetalSchool]  -1 enhancement bonus on attack and damage rolls Abjuration [Lawful]  an attacks by chaotic creatures, from mental control. Abjuration [Good]  an attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affe tes. [SR:Yes (harmless); DC:14, Will negates (har books, scrolls, weapons, and the like—that would Abjuration  gical energy that protects it from harm, granting it a Conjuration (Healing)  It effects reducing one of the subject's ability scores  Evocation [Good]  an undead creature. [SR:No]  Abjuration  It critical hits and sneak attacks as normal hits. [SRAbjuration]	1 standard action 1 minute 1 immediate action (harmless): DC:14, Will 1 swift action les] 1 standard action 2 of the standard action 3 rounds 3 rounds 4 or cures 1d4 points of 1 standard action	Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes 1 minutes (D) 1 minutes 1 minute 2 may be a minute 2 may be a minute 2 may be a minute 3 minute 4 minutes 4 minutes 5 minutes 6 minutes 6 minutes 6 minutes 7 minutes 7 minutes 7 minutes 8 minutes 9	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  tot)  Touch  gates (harmless)]  Touch  is (harmless)]  5 ft.  Personal  Touch  degates (harmless)]  Touch  rouch  segates (harmless)]  Touch  regates (harmless)]  Touch  regates (harmless)]  Touch  Touch  Touch  Touch  Touch  Touch	APG:p.23( UM:p.226 UC:p.233 UC:p.236 CR:p.310 CR:p.327 CR:p.330 CR:p.334 CR:p.334 CR:p.334 ACG:p.192
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR]  [V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle. [SR]  [V, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR: ]  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in ]  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in ]  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in ]  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in ]  [V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in ]  [V] TARGET: one creature; EFFECT: Single target cannot make attacks of on ]  [V, S, M/DF] TARGET: You; EFFECT: Grants a +10 foot bonus to the range incremental process. [Selection of the composition of the process	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] In you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation Immediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper portunity for 1 round. [SR:Yes; DC:14, Will negate Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] In enhancement bonus on attack and damage rolls Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by chaotic creatures, from mental control Abjuration (Good] In attacks by chaotic creatures, from mental control Abjuration (Good) In attacks by chaotic creatures, from mental control Abjuration (Good) In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control, and Enchantment (Compulsion) (Good, Mind-Affection) In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attacks by chaotic creatures, from mental control Abjuration In attac	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will 1 swift action tes] 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 3 form summoned created standard action 4 standard action 5 standard action 6 form summoned created standard action 7 standard action 8 standard action 8 at 1 resistance bonus of 8 rounds 8 or cures 1d4 points of 1 standard action 2 standard action 3 rounds 3 rounds 4 rounds 5 rounds 6 rounds 7 rounds 7 rounds 8 roun	Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes 1 minutes biject); DC:14, Will negates (harmless, objet minutes [D] 1 minutes [D] 1 tures. [SR:No; see text; DC:14, Will negate 1 minutes [D] 10 minutes 1 minutes 10 minutes 11 minute 12 may 12 minutes 14 minutes 15 minutes 14 minutes 15 minutes 16 minutes 17 minutes 18 minutes 19 minutes 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes 11 minutes 12 minutes 12 minutes 13 minutes 14 minutes 15 minutes 16 minutes 17 minutes 18 minutes 19 minutes 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes 11 minutes 12 minutes 12 minutes 13 minutes 14 minutes 15 minutes 16 minutes 17 minutes 18 minutes 18 minutes 18 minutes 18 minutes 18 minutes 18 minutes 19 minutes 10 minu	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch (ctt)  Touch (st (harmless))  Touch (st (harmless))	APG:p.23( UM:p.22( UC:p.23( UC:p.23( CR:p.31( CR:p.32( CR:p.32( CR:p.33( CR
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Analysis of Pursuit (S) TARGET: 3 peals of a horn; EFFECT: Forces target to move toward you and fight (S) TARGET: one creature; EFFECT: Forces target to move toward you and fight (S) TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR: Command (S) TARGET: one creature; EFFECT: Target makes an Escape Artist check as an in Liberating Command (V), S, DF] TARGET: one creature; EFFECT: Single target cannot make attacks of one command (V), S, DF] TARGET: You; EFFECT: Grants a +10 foot bonus to the range incremend (V), S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +10 (V), S, DF] TARGET: Weapon touched; EFFECT: This spell wards a creature from Chaos  [V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from Chaos  [V, S, M/DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus (V), S, DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus (V), S, DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus (V), S, DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus (V), S, DF] TARGET: Creature touched; EFFECT: Square gives good creatures bonus (V), S, DF] TARGET: Creature touched; EFFECT: Prevent a corpse from becoming (V), S, DF, M] TARGET: Creature touched; EFFECT: Prevent a corpse from becoming (V), S, DF, M] TARGET: Creature touched; EFFECT: Target gains a 25% chance to treature (V), S, DF, M] TARGET: Creature touched; EFFECT: Target gains a 25% chance to treature (V), S, DF, M] TARGET: Creature touched; EFFECT: Target gains a 25% chance to treature (V), S, DF, M] TARGET: Creature touched; EFFECT: Target gains a 25% chance to treature (V), S, DF, M] TARGET: Creature touched; EFFECT: Target gains a 25% chance to treature (V), S, DF, M] TARGET: Creature touched; EFFECT: Target gains a 25% chance to treature (V), S, DF, M]	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation mmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depe poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] 11 enhancement bonus on attack and damage roll: Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affects. [SR:Yes (harmless); DC:14, Will negates (hard Divination) Less [SR:Yes (	1 standard action 1 minute 1 immediate action ((harmless); DC:14, Will 1 swift action tes] 1 standard action 1 standard action 1 standard action 3, and from summoned of a standard action and from summoned created standard action and from summoned created standard action and from summoned created standard action and standard action at 1 standard action a +1 resistance bonus of 3 rounds a or cures 1d4 points of 1 standard action	Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes 1 minutes (D) 1 minutes 1 minute 2 may be a minute 2 may be a minute 2 may be a minute 3 minute 4 minutes 4 minutes 5 minutes 6 minutes 6 minutes 6 minutes 7 minutes 7 minutes 7 minutes 8 minutes 9	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch  touch  touch  gates (harmless)]  Touch  ss (harmless)]  5 ft.  Personal  Touch  hegates (harmless)]  Touch  rouch  touch	APG:p.236 UC:p.236 UC:p.236 UC:p.236 CR:p.310 CR:p.327 CR:p.327 CR:p.330 CR:p.334 CR:p.334 CR:p.334 ACG:p.194
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle with the content of the c	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation nmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Depei poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] 4 enhancement bonus on attack and damage roll: Abjuration [Lawful] n attacks by chaotic creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affe ess. [SR:Yes (harmless); DC:14, Will negates (han Divinationbooks, scrolls, weapons, and the likethat would Abjuration gical energy that protects it from harm, granting it a Conjuration (Healing)  I effects reducing one of the subject's ability scores Evocation [Good] an undead creature. [SR:No] Abjuration t critical hits and sneak attacks as normal hits. [SF Abjuration Transmutation [Fire] [SR:Yes (object); DC:14, Fortitude negates (object) EV:Yes (object); DC:14, Fortitude negates (object)	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will r1 swift action les] 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 4 standard action 1 standard action 2 standard action 2 standard action 3 standard action 4 totherwise be unintellig 1 standard action 2 standard action 3 rounds 3 or cures 4 or cures 1d4 points of 1 standard action 1 standard action 2 standard action 3 rounds 3 or cures 4 or cures 1d4 points of 1 standard action 4 standard action 4 standard action 5 standard action 6 dyes (see text); DC:14, 1 standard action 6 dyes (see text); DC:14, 1 standard action 6 standard action 6 standard action 6 standard action 7 standard action 8 standard action 9 standard action 1 standard action	Instantaneous instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes biject); DC:14, Will negates (harmless, obje 1 minutes [D] creatures. [SR:No; see text; DC:14, Will negate 1 minutes [D] 10 minutes ible. 1 minute n saves. [SR:Yes (harmless); DC:14, Will refunction in the substantial in the saves. [SR:Yes (harmless); DC:14, Will refunction in the substantial in the s	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch (ctt)]  Touch (pates (harmless)]  Touch (s (harmless)]  5 ft.  Personal  Touch (pegates (harmless))  Touch (pegates (harmless))  Touch (pegates (harmless))  Touch (personal  Touch  Touch  Touch  Personal	APG:p.236  UC:p.236  UC:p.236  UC:p.236  CR:p.327  CR:p.327  CR:p.327  APG:p.237  CR:p.334  CR:p.334  CR:p.334  CR:p.334  CR:p.345  UC:p.246
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and fight of the time of time	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation Inmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] et enhancement bonus on attack and damage rolls Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affectes, [SR:Yes (harmless); DC:14, Will negates (han Divinationbooks, scrolls, weapons, and the likethat would Abjuration gical energy that protects it from harm, granting it a Conjuration (Healing) I effects reducing one of the subject's ability scores Evocation [Good] ga nundead creature. [SR:No] Abjuration tt critical hits and sneak attacks as normal hits. [SR Abjuration transmutation [Fire] [SR:Yes (object); DC:14, Fortitude negates (object Enchantment (Compulsion) [Mind-Affecting]	1 standard action 1 minute 1 immediate action (harmless); DC:14, Will 1 swift action les] 1 standard action 1 standard action 1 standard action 1 standard action 1, and from summoned of a standard action ind from summoned created standard action ind from summoned created standard action ind from summoned created standard action action summoned created standard action to therwise be unintelliged standard action at 1 standard action 1 standard action 1 standard action 1 standard action 2 syes (harmless); DC:14 1 standard action d yes (see text); DC:14 1 standard action 2 syes (see text); DC:14 1 standard action 2 standard action 3 standard action 3 standard action 3 standard action 3 standard action 4 standard action 5 standard action 6 standard action 7 standard action 7 standard action 8 standard action	Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes 1 minutes (D) 1 roreatures. [SR:No; see text; DC:14, Will negate 1 minutes (D) 1 tures. [SR:No; see text; DC:14, Will negate 1 minutes (D) 1 tures. [SR:No; see text; DC:14, Will negate 1 minutes (D) 10 minutes 1 minute 10 minutes 10 minutes 10 minute 11 minute 12 minute 12 minute 13 minute 14 minute 15 minute 16 minute 17 minute 18 minute 19 minute 19 minute 10 minute 10 minute 11 minute 12 minute 11 minute 12 minutes 12 minutes 12 minutes 13 minutes 14 minutes 15 minutes 16 minutes 17 minutes 18 minutes 19 minutes 19 minutes 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes 11 minutes 12 minutes 11 minutes 12 minutes 12 minutes 13 minutes 14 minutes 15 minutes 16 minutes 17 minutes 18 minutes 19 minutes 10 minu	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch (ct)]  Touch (pates (harmless)]  Touch (st (harmless)]  5 ft.  Personal  Touch (hegates (harmless)]  Touch  Touch  Touch  Touch  Personal  Touch  Only (harmless)	UM:p.236 ACG:p.192 ACG:p.194 UC:p.245
[V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher in Horn of Pursuit  [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR: Calling V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and figle with the content of the c	Evocation [Sonic] E:No] Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates] Divination No] Transmutation Inmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Deper poportunity for 1 round. [SR:Yes; DC:14, Will negat Transmutation ent for any ranged weapon fired. Transmutation [MetalSchool] et enhancement bonus on attack and damage rolls Abjuration [Lawful] In attacks by chaotic creatures, from mental control Abjuration [Good] In attacks by evil creatures, from mental control, an Enchantment (Compulsion) [Good, Mind-Affectes, [SR:Yes (harmless); DC:14, Will negates (han Divinationbooks, scrolls, weapons, and the likethat would Abjuration gical energy that protects it from harm, granting it a Conjuration (Healing) I effects reducing one of the subject's ability scores Evocation [Good] ga nundead creature. [SR:No] Abjuration tt critical hits and sneak attacks as normal hits. [SR Abjuration transmutation [Fire] [SR:Yes (object); DC:14, Fortitude negates (object Enchantment (Compulsion) [Mind-Affecting]	1 standard action 1 minute 1 immediate action (harmless): DC:14, Will 1 swift action less 1 standard action 2 standard action 1 on attack rolls or to Al	Instantaneous instantaneous Inegates (harmless)] 1 round 1 minutes 1 minutes 1 minutes (D) 1 roreatures. [SR:No; see text; DC:14, Will negate 1 minutes (D) 1 tures. [SR:No; see text; DC:14, Will negate 1 minutes (D) 1 tures. [SR:No; see text; DC:14, Will negate 1 minutes (D) 10 minutes 1 minute 10 minutes 10 minutes 10 minute 11 minute 12 minute 12 minute 13 minute 14 minute 15 minute 16 minute 17 minute 18 minute 19 minute 19 minute 10 minute 10 minute 11 minute 12 minute 11 minute 12 minutes 12 minutes 12 minutes 13 minutes 14 minutes 15 minutes 16 minutes 17 minutes 18 minutes 19 minutes 19 minutes 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes 11 minutes 12 minutes 11 minutes 12 minutes 12 minutes 13 minutes 14 minutes 15 minutes 16 minutes 17 minutes 18 minutes 19 minutes 10 minu	Close (25 ft.)  Personal  Close (25 ft.)  Close (25 ft.)  Personal  Touch (ct)]  Touch (pates (harmless)]  Touch (st (harmless)]  5 ft.  Personal  Touch (hegates (harmless)]  Touch  Touch  Touch  Touch  Personal  Touch  Only (harmless)	APG:p.236 UC:p.236 UC:p.236 UC:p.236 CR:p.327 CR:p.327 CR:p.336 CR:p.336 CR:p.336 CR:p.336 CR:p.336 UM:p.236 ACG:p.196 UC:p.246 UC:p.246

<sup>\* =</sup>Domain/Speciality Spell

# Paladin Spells

□□□□□Veil of Positive Energy	Abjuration [Good]	1 standard action	10 minutes [D]	Personal or 5 ft.; see te	APG:p.254					
[V, S, DF] TARGET: You or all creatures within 5 ft.; see text; EFFECT: +2 AC, +2 on saves vs. undead.										
□□□□ <u>Virtue</u>	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)]										
□□□□ Wartrain Mount	Enchantment (Compulsion) [Mind-Affecti	ing] 1 minute	1 hours	Close (25 ft.)	UM:p.248					
[V, S, M] TARGET: One indifferent or friendly animal; EFFECT: Animal gains combat training. [SR:Yes]										
□□□□ Word of Resolve	Abjuration	1 immediate action	Instantaneous	Close (25 ft.)	UM:p.249					

[V, DF] TARGET: One ally; EFFECT: Ally rerolls a save against charm or fear. [SR:Yes (harmless); DC:14, Will negates (harmless)]

\* =Domain/Speciality Spell

Class Spell-like Abilities

At Will Detect Evil

# Mahatmaji Half-Elf (Elf-Raised) RACE 52 AGE Male GENDER Low-Light Vision Lawful Good ALIGNMENT Right DOMINANT HAND 6' 6" HEIGHT 175 lbs. WEIGHT **Brown** EYE COLOUR Light Brown SKIN COLOUR Light Brown, Short HAIR / HAIR STYLE Swamps & Bogs PHOBIAS Will worship Iomedae each day regardless of the consequences!!, PERSONALITY TRAITS INTERESTS Be the defender of good and finder of lost children SPOKEN STYLE / CATCH PHRASE RESIDENCE



None

REGION

Iomedae

LOCATION

DEITY

Humanoid Race Type

касе тур

Race Sub Type

# Description: Biography:

Born out of wedlock (mother an elven noble, father an adherer to the Krishnnan faith) ... Shunned by many ... Rasied in the elven fortress of Monogahela in the north of Avistan ... At an early age exposed to the holy text Acts of lomedae ... A disciple of the 11 miracles that lomedae performed during her mortal life ... Member of the Knights of Ozem, the military order devoted to spreading lomedae's word ... Vigilant in rooting out and destroying evil ... Performer of daily obedience rituals in order to receive a divine blessing from lomedae ... A beacon for allies within the chaos of battle

#### Code of Mahatmaji

I am a servant of lomedae and channel her strength through my body.

I will shine in her legion, and I will not tarnish her glory through baseless actions.

My mission is to right wrongs and eliminate evil from the world.

I live for the joy of righteous battle. I am the first into battle, and the last to leave it.

I will not be taken prisoner by my free will. I will not surrender those under my command.

I will never abandon a companion, though I will honor sacrifice freely given.

I will guard the honor of my fellows, both in thought and deed, and I will have faith in them.

When in doubt, I may force my enemies to surrender, but I am responsible for their lives.

I will never refuse a challenge from an equal. I will give honor to worthy enemies, and contempt to the rest.

I will protect the weak and innocent by eliminating sources of oppression.

I will never associate with evil beings.

I will suffer death before dishonor.

I will be temperate in my actions and moderate in my behavior. I will strive to emulate lomedae's perfection.