

Oil (1 Pint Flask)				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped	F	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.			40 ft.		50 ft.
TH	+5	+3	+1			-1		-3
Dam	1d6	1d6	1d6			1d6		1d6

Special Properties: Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite

Sling				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped	B	M	20/x2	5 ft.
	Range: 30 ft.	To Hit: +5				Damage: 1d4+1		
	50 ft.	100 ft.	150 ft.			200 ft.		250 ft.
TH	+5	+3	+1			-1		-3
Dam	1d4+1	1d4+1	1d4+1			1d4+1		1d4+1
	300 ft.	350 ft.	400 ft.			450 ft.		500 ft.
TH	-5	-7	-9			-11		-13
Dam	1d4+1	1d4+1	1d4+1			1d4+1		1d4+1

Oil of Mass Dweomer				HAND	TYPE	SIZE	CRITICAL	REACH
				Equipped	F	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.			40 ft.		50 ft.
TH	+5	+3	+1			-1		-3
Dam	1d6	1d6	1d6			1d6		1d6

Special Properties: Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite, (Oil 1 Pint Flask/Mask Dweomer/Witch/1st)

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Battleaxe	Equipped	1	6 / 10	
Shield, Heavy Steel	Equipped	1	15 / 20	
Ring of Feather Falling	Equipped	1	0 / 2,200	
Acts as Feather Fall spell, activated immediately if the wearer falls more than 5 feet				
Outfit (Cold-Weather)	Equipped	1	0 / 0	
+5 circumstance bonus on Fortitude saves vs cold weather				
Scale Mail +1	Equipped	1	30 / 1,200	
Backpack, Common	Equipped	1	2 / 2	
35 lbs., 1 Bag of Holding (Type III)				
Bag of Holding (Type III)	Backpack, Common	1	35 / 7,400	
110.03 lbs., 1 Alchemist's Kit, 1 Pot (Iron), 5 Rations (Trail/Per Day), 1 Rope (Hemp/50 ft.), 1 Bear Trap (Magic), 1 Bedroll, 3 Oil of Mass Dweomer, 1 Cauldron of Brewing, 1 Masterwork Longsword, 1 Waterskin (Filled), 1 Pole (10 Ft.), 1 Candles (10), 1 Flint and Steel, 1 Mess Kit, 9 Oil (1 Pint Flask), 1 Soap (per lb.), 3 Scroll (Animate Dead), 10 Torch, 2 Sewing Needle, 1 Ink (1 oz. Vial), 1 Inkpen, 10 Parchment (Sheet), 1 Holy Text (Cheap), 1 Potion of Endure Elements, 1 Potion of Levitate, 10 Bullet, Sling, 1 Sealing Wax				
Alchemist's Kit	Bag of Holding (Type III)	1	24 / 40	
This kit includes an alchemy crafting kit, a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkpen, an iron pot, a mess kit, soap, torches (10), trail rations (5 days), and a waterskin.				
Pot (Iron)	Bag of Holding (Type III)	1	4 / 0.8	
Rations (Trail/Per Day)	Bag of Holding (Type III)	5	1 (5) / 0.5 (2.5)	
Rope (Hemp/50 ft.)	Bag of Holding (Type III)	1	10 / 1	
Bear Trap (Magic)	Bag of Holding (Type III)	1	10 / 2	
Bedroll	Bag of Holding (Type III)	1	5 / 0.1	
Cauldron of Brewing	Bag of Holding (Type III)	1	5 / 3,000	
Masterwork Longsword	Bag of Holding (Type III)	1	4 / 315	
Waterskin (Filled)	Bag of Holding (Type III)	1	4 / 1	
Pole (10 Ft.)	Bag of Holding (Type III)	1	8 / 0.1	
Candles (10)	Bag of Holding (Type III)	1	0 / 0.1	
Increases light level (5') for 1 hr. Duration: 1 hr., Increases light level by one step: 5 ft.				
Flint and Steel	Bag of Holding (Type III)	1	0 / 1	
Mess Kit	Bag of Holding (Type III)	1	1 / 0.2	
Oil (1 Pint Flask)	Bag of Holding (Type III)	9	1 (9) / 0.1 (0.9)	
Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite				
Oil (1 Pint Flask)	Belt Pouch	1	1 / 0.1	
Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite				
Soap (per lb.)	Bag of Holding (Type III)	1	1 / 0.5	
Scroll (Animate Dead)	Bag of Holding (Type III)	3	0 (0) / 375 (1,125)	
TOTAL WEIGHT CARRIED/VALUE		97 lbs.	15,748gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Torch	Bag of Holding (Type III)	10	1 (10) / 0 (0.1)	
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Sewing Needle	Bag of Holding (Type III)	2	0 (0) / 0.5 (1)	
Ink (1 oz. Vial)	Bag of Holding (Type III)	1	0 / 8	
Inkpen	Bag of Holding (Type III)	1	0 / 0.1	
Parchment (Sheet)	Bag of Holding (Type III)	10	0 (0) / 0.2 (2)	
Holy Text (Cheap)	Bag of Holding (Type III)	1	1 / 1	
A small, light book with no illustrations, printed or written on thin paper, and with a cover made of canvas or thin leather.				
Potion of Endure Elements	Bag of Holding (Type III)	1	0 / 50	
Grants protection from harm from being in a hot or cold environment for 24 hours				
Potion of Levitate	Bag of Holding (Type III)	1	0 / 300	
Levitate up or down for 3 minutes				
Bullet, Sling	Bag of Holding (Type III)	10	0.5 (5) / 0 (0.1)	
Bullet, Sling	Belt Pouch	10	0.5 (5) / 0 (0.1)	
Sealing Wax	Bag of Holding (Type III)	1	1 / 1	
Belt Pouch	Equipped	1	0.5 / 1	
6.5 lbs., 10 Bullet, Sling, 1 Mirror (Small/Steel), 1 Oil (1 Pint Flask), 1 Sling				
Mirror (Small/Steel)	Belt Pouch	1	0.5 / 10	
Sling	Belt Pouch	1	0 / 0	
Holy Symbol (Wooden)	Equipped	1	0 / 1	
Spell Component Pouch	Equipped	1	2 / 5	
Oil of Mass Dweomer	Bag of Holding (Type III)	3	1 (3) / 15.1 (45.3)	
Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite, (Oil 1 Pint Flask/Mask Dweomer/Witch/1st)				
TOTAL WEIGHT CARRIED/VALUE		97 lbs.	15,748gp	

WEIGHT ALLOWANCE			
Light	43	Medium	86
Lift over head	130	Lift off ground	260
		Heavy	130
		Push / Drag	650
MONEY			
Total= 0 gp [Unspent Funds = 482.28 gp]			
MAGIC			
Languages			
Common, Dwarven, Orc, Undercommon			
Other Companions			

Traits	
Sacred Conduit	[Paizo Publishing - Ultimate Campaign]
Your birth was particularly painful and difficult for your mother, who needed potent divine magic to ensure that you survived (your mother may or may not have survived). In any event, that magic infused you from an early age, and you now channel divine energy with greater ease than most. Whenever you channel energy, you gain a +1 trait bonus to the save DC of your channeled energy.	
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	
Channel Positive Energy (Su)	[Paizo Inc. - Core Rulebook, p.40]
You can unleash a wave of positive energy. You must choose to deal 4d6 points of positive energy damage to undead creatures or to heal living creatures of 4d6 points of damage. Creatures that take damage from channeled energy receive a DC 17 Will save to halve the damage. You can use this ability 7 times per day.	

Special Qualities	
Aura (Ex)	[Paizo Inc. - Core Rulebook, p.]
A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).	

Aura of Good (Ex)	[Paizo Inc. - Core Rulebook]	touched elects to apply the bonus to a roll. You can use this ability to grant the bonus 7 times per day.
You project a strong good aura.		
Bonus Cleric Domain Power Use (6x)	[Paizo Inc. - Advanced Race Guide]	Variant Channeling - Undeath [Paizo Inc. - Ultimate Magic, p.31]
Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.		Heal - This works like a standard channel (not halved). Harm - The healing effect is enhanced (see page 28) for undead creatures and those with negative energy affinity.
Deep Delver	[Paizo Inc. - Advanced Race Guide, p.]	Weapon Familiarity (Ex) [Paizo Inc. - Core Rulebook, p.21]
Dwarves living far below the earth have the minesight and deep warrior racial traits. Deep delver spellcasters may exchange stonecunning for the stonelsingering trait.		Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.
Deep Warrior (Ex)	[Paizo Inc. - Advanced Player's Guide, p.11]	
Dwarves with this racial trait grew up facing the abominations that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus to their CMB on attempts made to grapple such creatures (or to continue a grapple).		
Greed (Ex)	[Paizo Inc. - Core Rulebook, p.21]	
Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.		
Hardy (Ex)	[Paizo Inc. - Core Rulebook, p.21]	
Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.		
Hatred (Ex)	[Paizo Inc. - Core Rulebook, p.21]	
Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.		
Healer's Blessing (Su)	[Paizo Inc. - Core Rulebook, p.44]	
All of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.		
Humanoid Traits (Ex)	[Paizo Inc. - Core Rulebook, p.308]	
Humanoids breathe, eat, and sleep.		
Minesight (Ex)	[Paizo Inc. - Advanced Race Guide, p.12]	
Dwarves with this racial trait increase the range of their darkvision to 90 feet; however, they are automatically dazzled in bright light and take a - 2 penalty on saving throws against effects with the light descriptor.		
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.		
Rebuke Death (Sp)	[Paizo Inc. - Core Rulebook, p.44]	
You can touch a living creature as a standard action, healing it of 1d4+3 points of damage. You can only use this ability on a creature that is below 0 hit points. You can use this ability 7 times per day.		
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).		
Stability (Ex)	[Paizo Inc. - Core Rulebook, p.21]	
Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.		
Steady (Ex)	[Paizo Inc. - Core Rulebook, p.21]	
Dwarves never have their speed reduced by armor or encumbrance.		
Stonecunning (Ex)	[Paizo Inc. - Core Rulebook, p.21]	
Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.		
Touch of Glory (Sp)	[Paizo Inc. - Core Rulebook, p.44]	
You can cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a +7 bonus to a single Charisma-based skill check or Charisma ability check. This ability lasts for one hour or until the creature		

Feats	
Divine Protection	[Paizo Inc. - Advanced Class Guide, p.144]
Your deity protects you against deadly attacks.	
Once per day as an immediate action before rolling a saving throw, you can add your Charisma modifier on that saving throw. As usual, this does not stack if you already apply your Charisma modifier to that saving throw. If you possess the charmed life class feature, you can instead apply Divine Protection's bonus after rolling the saving throw but before the result is revealed.	
Extra Channel	[Paizo Inc. - Core Rulebook, p.123]
You can channel divine energy more often.	
You can channel energy two additional times per day.	
Iron Will	[Paizo Inc. - Core Rulebook, p.129]
You are more resistant to mental effects.	
You get a +2 bonus on all Will saving throws.	
Selective Channeling	[Paizo Inc. - Core Rulebook, p.132]
You can choose whom to affect when you channel energy.	
When you channel energy, you can choose 2 targets in the area. These targets are not affected by your channeled energy.	

Domains	
Glory	
You are infused with the glory of the divine, and are a true foe of the undead. In addition, when you channel positive energy to harm undead creatures, the save DC to halve the damage is increased by 2.	
Healing	
Your touch staves off pain and death, and your healing magic is particularly vital and potent.	

Proficiencies	
Battle Aspergillum, Battleaxe, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pick (Heavy), Pitchfork, Quarterstaff, Rock, Scimitar, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Warhammer	

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Feather Fall	Transmutation, AirSchool	1 immediate action	Until landing or 1 rounds	Close (25 ft.)	CR:p.281

[V] TARGET: 1 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; **EFFECT:** The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. **[SR:Yes (object); DC:10, Will negates (harmless) or Will negates (object);]**

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	5+1	4+1	3+1	2+1	—	—	—	—	—
Concentration	+11									

LEVEL 0 / Per Day:4 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□ Bleed	Necromancy	1 standard action	Instantaneous	Close (40 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. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage. **[SR:Yes; DC:14, Will negates]**

□□□□ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.262
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[V, S] TARGET: Up to 14 gallons of water; **EFFECT:** This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. **[SR:No]**

□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	CR:p.267
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[V, S] TARGET: Cone-shaped emanation; **EFFECT:** You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical auras, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura Faint | 1d6 rounds Moderate | 1d6 minutes Strong | 1d6 x 10 minutes Overwhelming | 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. **[SR:No]**

□□□□ Detect Poison	Divination	1 standard action	Instantaneous	Close (40 ft.)	CR:p.268
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[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. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. **[SR:No]**

□□□□ Guidance	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
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[V, S] TARGET: Creature touched; **EFFECT:** This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies. **[SR:Yes; DC:14, Will negates (harmless)]**

□□□□ Light	Evocation [Light, WoodSchool]	1 standard action	70 minutes	Touch	CR:p.304
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[V, M/DF] TARGET: Object touched; **EFFECT:** This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. **[SR:No]**

□□□□ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
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[V, S] TARGET: One object of up to 7 lb.; **EFFECT:** This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. **[SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]**

□□□□ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
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[V, S] TARGET: 7 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. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. **[SR:Yes (object); DC:14, Will negates (object)]**

□□□□ Read Magic	Divination	1 standard action	70 minutes	Personal	CR:p.330
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[V, S, F] TARGET: You; **EFFECT:** You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.

□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
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[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. Resistance can be made permanent with a permanency spell. **[SR:Yes (harmless); DC:14, Will negates (harmless)]**

□□□□ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (40 ft.)	APG:p.246
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[V or S] TARGET: One Fine object; **EFFECT:** You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object. **[SR:Yes (object); DC:14, Fortitude negates (object)]**

□□□□ Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (40 ft.)	CR:p.348
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[V, S] TARGET: One living creature; **EFFECT:** Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally. **[SR:Yes (harmless); DC:14, Will negates (harmless)]**

□□□□ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
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[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:7

Name	School	Time	Duration	Range	Source
□□□□ Abundant Ammunition	Conjuration (Summoning)	1 standard action	7 minutes		UC:p.222

[V, S, M/DF] TARGET: one container touched; **EFFECT:** When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken [including masterwork ammunition or shuriken], at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as align weapon or greater magic weapon, on the same container, all projectiles this spell conjures are affected by that spell. **[SR:No]**

□□□□ Air Bubble	Conjuration (Creation)	1 standard action	7 minutes	Touch	UC:p.222
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[S, M/DF] TARGET: one creature or one object no larger than a Large twohanded weapon; **EFFECT:** Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded—assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device—and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally. **[SR:Yes (harmless); DC:15, Will negates (harmless)]**

□□□□ Ant Haul	Transmutation	1 standard action	14 hours	Touch	APG:p.202
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[V, S, M/DF] TARGET: creature touched; **EFFECT:** The target's carrying capacity triples [see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook]. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry. **[SR:Yes (harmless); DC:15, Fortitude negates (harmless)]**

□□□□ Bane	Enchantment (Compulsion) [Fear, Mind-Aff]	1 standard action	7 minutes	50 ft.	CR:p.246
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[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; **EFFECT:** Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless. **[SR:Yes; DC:15, Will negates]**

□□□□ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 minutes	50 ft.	CR:p.249
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[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. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Bless counters and dispels bane. **[SR:Yes (harmless)]**

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Blessed Fist	Transmutation [Good]	1 standard action	7 minutes	Touch	ACG:p.175
[V, S] TARGET:	creature touched; EFFECT: The target is considered to be armed even when unarmed, so it doesn't provoke attacks of opportunity when it attacks foes with unarmed strikes. Its unarmed strikes can deal lethal or nonlethal damage [target's choice]. If the target already has this ability [such as from the monk unarmed strike ability or the Improved Unarmed Strike feat], its unarmed strikes gain a +1 enhancement bonus on attack rolls and damage rolls, and they count as good-aligned weapons for the purposes of overcoming damage reduction. [SR:Yes; DC:15, none]					
☐☐☐☐	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 [1 pint] of water with positive energy, turning it into holy water. [SR:Yes (object); DC:15, Will negates (object)]					
☐☐☐☐	Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	CR:p.252
[V, S] TARGET:	One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear. [SR:Yes; DC:15, Will partial]					
☐☐☐☐	Command	Enchantment (Compulsion) [Language-Dep]	1 standard action	1 round	Close (40 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. You may select from the following options. Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn. Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties. Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails. [SR:Yes; DC:15, Will negates]					
☐☐☐☐	Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	Personal	UC:p.226
[V, S, M] TARGET:	You; EFFECT: Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion. A summoner casting this spell can choose his eidolon as the target of the spell. [SR:see text; DC:15, see text]					
☐☐☐☐	Comprehend Languages	Divination	1 standard action	70 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET:	You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page [250 words] per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic [such as the secret page and illusory script spells]. It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell.					
☐☐☐☐	**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 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
☐☐☐☐	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 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
☐☐☐☐	Curse Water	Necromancy [Evil]	1 minute	Instantaneous	Touch	CR:p.263
[V, S, M] TARGET:	Flask of water touched; EFFECT: This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water [see Equipment]. Unholy water damages good outsiders the way holy water damages undead and evil outsiders. [SR:Yes (object); DC:15, Will negates (object)]					
☐☐☐☐	Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	7 hours [D]	Touch	APG:p.214
[V, S, F] TARGET:	Animates one lantern; EFFECT: You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell [CL 9th, 2,500 gp]. [SR:No]					
☐☐☐☐	Deadeye's Lore	Divination	1 round	7 hours	Personal	UC:p.227
[V, S] TARGET:	You; EFFECT: While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.					
☐☐☐☐	Deathwatch	Necromancy	1 standard action	70 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. You instantly know whether each creature within the area is dead, fragile [alive and wounded, with 3 or fewer hit points left], fighting off death [alive with 4 or more hit points], healthy, undead, or neither alive nor dead [such as a construct]. Deathwatch sees through any spell or ability that allows creatures to feign death. [SR:No]					
☐☐☐☐	Decompose Corpse	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
[V, S, M] TARGET:	One corpse or corporeal undead; EFFECT: Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a $\frac{1}{2}$ penalty on all rolls and to its Armor Class and CMD for 1 minute. [SR:Yes (object); DC:15, Fortitude negates (object)]					
☐☐☐☐	Detect Chaos	Divination	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET:	Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful. [SR:No]					
☐☐☐☐	Detect Evil	Divination	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET:	Cone-shaped emanation; EFFECT: You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
☐☐☐☐	Detect Good	Divination	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET:	Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. [SR:No]					
☐☐☐☐	Detect Law	Divination	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET:	Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic. [SR:No]					
☐☐☐☐	Detect Undead	Divination	1 standard action	Concentration, up to 70 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET:	Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of undead auras. 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming [see below], and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below. Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power, as given on the table below. HD Strength Lingering Aura Duration 1 or lower Faint 1d6 rounds 2-4 Moderate 1d6 minutes 5-10 Strong 1d6 x 10 minutes 11 or higher Overwhelming 1d6 days Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
☐☐☐☐	Diagnose Disease	Divination	1 standard action	Instantaneous	Close (40 ft.)	UM:p.216
[V, S] TARGET:	One creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area carries any sort of disease or infestation [including molds, slimes, and similar hazards], or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
☐☐☐☐	Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET:	You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have [at least +1, maximum +3]. The bonus doesn't apply to spell damage.					
☐☐☐☐	Doom	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	7 minutes	Medium (170 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]					
☐☐☐☐	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. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐	Entropic Shield	Abjuration	1 standard action	7 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. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance [similar to the effects of concealment]. Other attacks that simply work at a distance are not affected.					
☐☐☐☐	Forbid Action	Enchantment (Compulsion) [Language-Dep]	1 standard action	1 round	Close (40 ft.)	UM:p.220
[V] TARGET:	One creature; EFFECT: You forbid the target a single course of action, which it avoids to the best of its ability. You may demand the target not take actions that fall into one of the following options. Attack: The target cannot take any action that involves an attack roll, or uses a spell or ability that targets a foe or an area that includes a foe. Cast: Target cannot cast spells or use spell-like abilities. Communicate: The target cannot take any actions that allow it to communicate with anyone. This includes such acts as speaking, bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting. Draw: Target cannot ready or prepare any item, weapon, component, or equipment. Move: The target can take no act that would cause it to end up in a different location. The target does not resist being					

Cleric Spells

moved by others [and thus can be picked up or dragged, or can float along on a raft], but does not consciously attempt to move [including not directing a mount to move]. The target is free to take any actions not forbidden by the caster. For example, a target affected by this spell's demand to not move is still free to cast spells, make attacks, or shout for help. [SR:Yes; DC:15, Will negates]

☐☐☐☐Gorum's Armor **Transmutation** 1 standard action 70 minutes Touch ISWG:p.294
[V, S, M] TARGET: One suit of metal armor or one metal shield; **EFFECT:** Targeted object sprouts thousand of tiny iron spikes. These act as armor/shield spikes [enhanced at CL 5+], causing 1 point of piercing damage for each opponent's natural attack that hits. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]

☐☐☐☐Hide from Undead **Abjuration** 1 standard action 70 minutes [D] Touch CR:p.296
[V, S, DF] TARGET: 7 creatures touched; **EFFECT:** Undead cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures [such as skeletons or zombies] are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature [even with a spell], the spell ends for all recipients. [SR:Yes; DC:15, Will negates (harmless); see text]

☐☐☐☐Inflid 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 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it. [SR:Yes; DC:15, Will half]

☐☐☐☐Ironbeard **Transmutation** 1 standard action 7 minutes Touch ARG:p.19
[V, S] TARGET: One Creature; **EFFECT:** This spell causes a bushy beard of stiff iron to erupt from the face of a willing target. The ironbeard grants a +1 armor bonus to AC, and this bonus stacks with any armor worn by the creature. The ironbeard may also be used as a weapon equivalent to cold iron armor spikes. The ironbeard makes it difficult to speak, so any spellcasting with a verbal component has a 20% spell failure chance. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]

☐☐☐☐Know the Enemy **Divination** 1 minute Instantaneous Personal UM:p.226
[V, S, DF] TARGET: You; **EFFECT:** You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus. [SR:No]

☐☐☐☐Liberating Command **Transmutation** 1 immediate action instantaneous Close (40 ft.) UC:p.233
[V] TARGET: one creature; **EFFECT:** If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level 20. This spell has no effect if the target could not get free by using the Escape Artist skill [for example, if he were under the effects of a hold person spell or paralyzed by Strength damage]. [SR:Yes (harmless); DC:15, Will negates (harmless)]

☐☐☐☐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. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets [range increment 50 feet]. The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage [including the spell's enhancement bonus], or 2d6+2 points against undead. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]

☐☐☐☐Magic Weapon **Transmutation [MetalSchool]** 1 standard action 7 minutes Touch CR:p.310
[V, S, DF] TARGET: Weapon touched; **EFFECT:** Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike [instead, see magic fang]. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]

☐☐☐☐Moment of Greatness **Enchantment (Compulsion) [Mind-Affecting]** 1 standard action 7 minutes or until discharged 50 ft. UC:p.237
[V, S, M/DF] TARGET: The caster and allies within a 50-ft. burst centered on the caster; **EFFECT:** Each creature affected by this spell is given the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject. [SR:Yes (harmless)]

☐☐☐☐Murderous Command **Enchantment (Compulsion) [Mind-Affecting]** 1 standard action 1 round Close (40 ft.) UM:p.230
[V] TARGET: One living creature; **EFFECT:** You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally. [SR:Yes; DC:15, Will negates]

☐☐☐☐Obscuring Mist **Conjuration, WaterSchool (Creation)** 1 standard action 7 minutes [D] 20 ft. CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; **EFFECT:** A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11+ mph], such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind [21+ mph] disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater. [SR:No]

☐☐☐☐Protection from Chaos **Abjuration [Lawful]** 1 standard action 7 minutes [D] Touch CR:p.327
[V, S, M/DF] TARGET: Creature touched; **EFFECT:** This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against control by chaotic creatures and chaotic summoned creatures cannot touch the target. [SR:No; see text; DC:15, Will negates (harmless)]

☐☐☐☐Protection from Evil **Abjuration [Good]** 1 standard action 7 minutes [D] Touch CR:p.327
[V, S, M/DF] TARGET: Creature touched; **EFFECT:** This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw [if one was allowed to begin with] against any spells or effects that possess or exercise mental control over the creature [including enchantment [charm] effects and enchantment [compulsion] effects]. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force [such as a ghost or spellcaster using magic jar], but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion. Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature. [SR:No; see text; DC:15, Will negates (harmless)]

☐☐☐☐Protection from Good **Abjuration [Evil]** 1 standard action 7 minutes [D] Touch CR:p.328
[V, S, M/DF] TARGET: Creature touched; **EFFECT:** This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target. [SR:No; see text; DC:15, Will negates (harmless)]

☐☐☐☐Protection from Law **Abjuration [Chaotic]** 1 standard action 7 minutes [D] Touch CR:p.328
[V, S, M/DF] TARGET: Creature touched; **EFFECT:** This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by lawful creatures. The target receives a new saving throw against control by lawful creatures and lawful summoned creatures cannot touch the target. [SR:No; see text; DC:15, Will negates (harmless)]

☐☐☐☐Ray of Sickness **Necromancy** 1 standard action 7 minutes Close (40 ft.) UM:p.234
[V, S, M] TARGET: Ray; **EFFECT:** This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save. [SR:Yes; DC:15, Fortitude partial; see text]

☐☐☐☐Refine Improvised Weapon **Transmutation** 1 standard action 7 hours [D] Touch ACG:p.190
[V, S, DF] TARGET: One improvised weapon; **EFFECT:** You transform an improvised weapon into an equivalent simple or martial weapon of masterwork quality. This effect does not alter the weapon's shape or appearance in any way. For example, if this spell is cast on a chair leg, a butter knife, or a pitchfork, the items function as a masterwork club, a masterwork dagger, or a masterwork trident, respectively, but the items look no different than they did before the spell was cast. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]

☐☐☐☐Reinforce Armaments **Transmutation** 1 standard action 70 minutes Touch UC:p.241
[V, S, M/DF] TARGET: one armor suit or weapon touched; **EFFECT:** You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality [see page 146]. A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]

☐☐☐☐Remove Fear **Abjuration** 1 standard action 10 minutes; see text Close (40 ft.) CR:p.332
[V, S] TARGET: 2 creatures, no two of which can be more than 30 ft. apart; **EFFECT:** You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell. Remove fear counters and dispels cause fear. [SR:Yes (harmless); DC:15, Will negates (harmless)]

☐☐☐☐Remove Sickness **Conjuration (Healing)** 1 standard action 70 minutes; see text Close (40 ft.) UM:p.234
[V, S] TARGET: One creature; **EFFECT:** You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]

☐☐☐☐Restore Corpse **Necromancy** 1 standard action Instantaneous Touch UM:p.235
[V, S] TARGET: Corpse touched; **EFFECT:** You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating. [SR:No]

☐☐☐☐Sanctify Corpse **Evocation [Good]** 1 standard action 24 hours Touch UM:p.236
[V, S, DF, M] TARGET: Corpse touched; **EFFECT:** This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes [such as a shadow, vampire, or wraith], that effect is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day. Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp. [SR:No]

☐☐☐☐Sanctuary **Abjuration** 1 standard action 7 rounds Touch CR:p.336
[V, S, DF] TARGET: Creature touched; **EFFECT:** Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. [SR:No; DC:15, Will negates]

☐☐☐☐Shield of Faith** **Abjuration** 1 standard action 7 minutes Touch CR:p.342
[V, S, M] TARGET: Creature touched; **EFFECT:** This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have [maximum +5 deflection bonus at 18th level]. [SR:Yes (harmless); DC:15, Will negates (harmless)]

* =Domain/Specialty Spell

Cleric Spells

□□□□	Shield of Faith	Abjuration	1 standard action	7 minutes	Touch	CR:p.342
[V, S, M]	TARGET: Creature touched; EFFECT: This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have [maximum +5 deflection bonus at 18th level]. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□	Stunning Barrier	Abjuration	1 standard action	7 rounds or until discharged	Personal	ACG:p.194
[V, S]	TARGET: you; EFFECT: You are closely surrounded by a barely visible magical field. The field provides a +1 deflection bonus to AC and a +1 resistance bonus on saves. Any creature that strikes you with a melee attack is stunned for 1 round [Will negates]. Once the field has stunned an opponent, the spell is discharged. [SR:no and yes (see text); DC:15, none and Will negates (see text)]					
□□□□	Summon Minor Monster	Conjuration (Summoning)	1 round	7 rounds [D]	Close (40 ft.)	UM:p.241
[V, S, F/DF]	TARGET: 1d3 summoned creatures; EFFECT: This spell functions as summon monster I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with summon monster I, you may apply one alignment-appropriate template to these animals. [SR:No]					
□□□□	Summon Monster I	Conjuration (Summoning)	1 round	7 rounds [D]	Close (40 ft.)	CR:p.350
[V, S, F/DF]	TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-5. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components [such as wish]. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-5 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment. [Table Not Included] [SR:No]					
□□□□	Sun Metal	Transmutation [Fire]	1 standard action	7 rounds [see text]	Touch	UC:p.245
[V, S]	TARGET: one melee weapon; EFFECT: The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst magical special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the frost or icy burst weapon special ability or any other effect that grants a weapon extra cold damage. [SR:Yes (object); DC:15, Fortitude negates (object)]					
□□□□	Unbreakable Heart	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	Close (40 ft.)	ISWG:p.296
[V, S]	TARGET: One creature; EFFECT: Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Suppresses such effects already in place. [SR:Yes (harmless); DC:15, Will negates (harmless)]					

LEVEL 2 / Per Day:4+1 / Caster Level:7

Name	School	Time	Duration	Range	Source	
□□□□	Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 minutes	Touch	CR:p.239
[V, S, DF]	TARGET: Living creature touched; EFFECT: Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level [to a maximum of 1d8+10 temporary hit points at caster level 10th]. [SR:Yes (harmless)]					
□□□□	Air Step	Transmutation [Air]	1 standard action	7 minutes	Personal	ACG:p.173
[V, S, M]	TARGET: you; EFFECT: This spell functions as air walk, except you can rise no higher than 1 foot off the ground, you cannot pass over liquid, and the air you walk on is less stable than solid ground. When walking on air, you ignore difficult terrain that is less than 1 foot high, you do not trigger effects based on weight [such as a pressure plate], and any creature trying to track you through areas you crossed with this spell takes a -10 penalty on its Perception or Survival check to do so. However, because of the instability of the air you walk on, your speed is reduced by 10 feet [to a minimum of 5 feet] and you take a -4 penalty on Acrobatics, Climb, and Ride checks. If you have 1 rank in Fly, your speed is not reduced when using this spell, and you can cross over liquid at half speed. If you have 5 ranks in Fly, you can cross liquid at full speed and do not take the penalties to your skill checks.					
□□□□	Align Weapon	Transmutation	1 standard action	7 minutes	Touch	CR:p.240
[V, S, DF]	TARGET: Weapon touched or 50 projectiles [all of which must be together at the time of casting]; EFFECT: Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment. You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, align weapon is a chaotic, evil, good, or lawful spell, respectively. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
□□□□	Ant Haul (Communal)	Transmutation	1 standard action	14 hours	Touch	UC:p.223
[V, S, M/DF]	TARGET: creatures touched; EFFECT: This spell functions like ant haul [see page 202 of the Pathfinder RPG Advanced Player's Guide], except you may divide the duration in 2-hour intervals among the creatures touched. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
□□□□	Arrow of Law	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Close (40 ft.)	UM:p.207
[V, S, DF]	TARGET: Arrow-shaped projectile of lawful energy; EFFECT: You fire a shimmering arrow of pure order from your holy symbol at any one target in range as a ranged touch attack. A chaotic creature struck by an arrow of law takes 1d8 points of damage per two caster levels [maximum 5d8]. A chaotic outsider instead takes 1d6 points of damage per caster level [maximum 10d6] and is dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. This spell deals only half damage to creatures that are neither chaotic nor lawful, and they are not dazed. The arrow has no effect on lawful creatures. [SR:Yes; DC:16, Will partial (see text)]					
□□□□	Augury	Divination	1 minute	Instantaneous	Personal	CR:p.245
[V, S, M, F]	TARGET: You; EFFECT: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results: . Weal [if the action will probably bring good results]. . Woe [for bad results]. . Weal and woe [for both]. . Nothing [for actions that don't have especially good or bad results]. If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury. The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the longterm consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.					
□□□□	Bear's Endurance	Transmutation	1 standard action	7 minutes	Touch	CR:p.246
[V, S, M/DF]	TARGET: Creature touched; EFFECT: The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	Bestow Weapon Proficiency	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 minutes	Close (40 ft.)	UC:p.224
[V, S, M]	TARGET: one creature; EFFECT: You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be any type, including an exotic weapon, but the subject of the spell must be holding the weapon. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	Blessing of Courage and Life	Conjuration (Healing) [Emotion]	1 standard action	7 minutes [see below]	Close (40 ft.)	APG:p.205
[V, S, DF]	TARGET: one living creature; EFFECT: With this prayer you provide long-lasting succor to a wounded creature. For as long as the effect lasts, the target receives a +2 morale bonus on saving throws against fear and death effects. At any time while the spell is in effect, the target can choose to end the spell as a swift action for a burst of healing energy. The target loses the saving throw bonus, but is healed of 1d8 points of damage + 1 point per caster level 10. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	*Bless Weapon	Transmutation	1 standard action	7 minutes	Touch	CR:p.250
[V, S]	TARGET: Weapon touched; EFFECT: This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures [though the spell doesn't grant an actual enhancement bonus]. The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. [This effect overrides and suppresses any other alignment the weapon might have.] Individual arrows or bolts can be transmuted, but affected projectile weapons [such as bows] don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword. [SR:No]					
□□□□	Boiling Blood	Transmutation	1 standard action	Concentration + 7 rounds	Medium (170 ft.)	UM:p.209
[V, S]	TARGET: 2 creatures, no two of which may be more than 30 ft. apart; EFFECT: The blood of the targeted creatures begins to boil. If a target fails its save, it takes 1 point of fire damage per round. This spell has no effect on creatures that don't have blood. If a target has the orc subtype, it doesn't take fire damage and instead gains a +2 morale bonus to Strength. [SR:Yes; DC:16, Fortitude negates (see text)]					
□□□□	Bull's Strength	Transmutation	1 standard action	7 minutes	Touch	CR:p.251
[V, S, M/DF]	TARGET: Creature touched; EFFECT: The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	Calm Emotions	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration, up to 7 rounds [D]	Medium (170 ft.)	CR:p.252
[V, S, DF]	TARGET: Creatures in a 20-ft.-radius spread; EFFECT: This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions [although they can defend themselves] or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. This spell automatically suppresses [but does not dispel] any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime. [SR:Yes; DC:16, Will negates]					
□□□□	Compassionate Ally	Enchantment (Compulsion) [Emotion, Mind]	1 standard action	7 rounds	Close (40 ft.)	UM:p.211
[V, S]	TARGET: One creature; EFFECT: At the sight of an injured ally, the target immediately disengages from its current course of action and rushes to provide aid. If the target possesses curative spells or magic items, it utilizes them to help the injured ally. If not, the target provides aid by performing a Heal check. The target remains with the injured ally to assure her safety and refuses to leave the ally's side until her wounds are fully treated or the spell ends, but can otherwise defend itself and make attacks. [SR:Yes; DC:16, Will negates]					
□□□□	Consecrate	Evocation [Good]	1 standard action	14 hours	Close (40 ft.)	CR:p.258
[V, S, M, DF]	TARGET: 20-ft.-radius emanation; EFFECT: This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undeath cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled [+6 sacred bonus to positive channeled energy DCs, -2 penalties for undead in the area]. You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the consecrate spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above. Consecrate counters and dispels desecrate. [SR:No]					
□□□□	**Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S]	TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level [maximum +10]. [SR:Yes (harmless) or yes; see text; DC:16, Will half (harmless) or Will half; see text]					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S]	TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level [maximum +10]. [SR:Yes (harmless) or yes; see text; DC:16, Will half (harmless) or Will half; see text]					
☐☐☐☐	Darkness	Evocation [Darkness]	1 standard action	7 minutes [D]	Touch	CR:p.263
[V, M/DF]	TARGET: Object touched; EFFECT: This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment [20% miss chance] in dim light. All creatures gain total concealment [50% miss chance] in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level. [SR:No]					
☐☐☐☐	Delay Pain	Enchantment [Emotion]	1 standard action	7 hours	Close (40 ft.)	UM:p.216
[V, S]	TARGET: One creature; EFFECT: You override the target's ability to feel pain. Pain effects [such as pain strike** and symbol of pain] do not affect the target until this spell's duration has expired. This does not negate any physical damage, ability damage, or ability drain that a pain effect has already done, but it does negate ongoing penalties from pain while the spell lasts. [SR:Yes; DC:16, Will negates]					
☐☐☐☐	Delay Poison	Conjuration (Healing)	1 standard action	7 hours	Touch	CR:p.265
[V, S, DF]	TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐	Disfiguring Touch	Transmutation [Curse]	1 standard action	7 days	Touch	UM:p.217
[V, S]	TARGET: Creature touched; EFFECT: With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim [most demon worshippers choose deformities that reflect their Abyssal patron's shape or form]. The target takes one of the following penalties. ♦ ♦2 decrease to an ability score [minimum 1]. ♦ ♦2 penalty on attack rolls or saving throws. ♦ Land speed reduced by 5 feet. You may also invent other effects, but they should be no more powerful than those described above. [SR:Yes; DC:16, Will negates]					
☐☐☐☐	Eagle's Splendor	Transmutation	1 standard action	7 minutes	Touch	CR:p.275
[V, S, M/DF]	TARGET: Creature touched; EFFECT: The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charismabased skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers [and other spellcasters who rely on Charisma] affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase. [SR:Yes; DC:16, Will negates (harmless)]					
☐☐☐☐	Effortless Armor	Transmutation	1 standard action	7 minutes	Personal	UC:p.228
[V, S]	TARGET: You; EFFECT: Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels [maximum 5].					
☐☐☐☐	Endure Elements (Communal)	Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S]	TARGET: creatures touched; EFFECT: This spell functions like endure elements, except you divide the duration in 1-hour increments among the creatures touched. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐	Enthrall	Enchantment (Charm) [Language-Depende	1 round	1 hour or less	Medium (170 ft.)	CR:p.278
[V, S]	TARGET: Any number of creatures; EFFECT: If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends [but the 1d3-round delay still applies] if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile. [SR:Yes; DC:16, Will negates; see text]					
☐☐☐☐	Find Traps	Divination	1 standard action	7 minutes	Personal	CR:p.281
[V, S]	TARGET: You; EFFECT: You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level [maximum +10] on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that find traps grants no ability to disable the traps that you may find.					
☐☐☐☐	Gentle Repose	Necromancy	1 standard action	7 days	Touch	CR:p.289
[V, S, M/DF]	TARGET: Corpse touched; EFFECT: You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead [see raise dead]. Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain [and thus decaying] comrade less unpleasant. The spell also works on severed body parts and the like. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐	Ghostbane Dirge	Transmutation	1 standard action	7 rounds	Close (40 ft.)	APG:p.225
[V, S, M/DF]	TARGET: one incorporeal creature; EFFECT: The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage [50%] from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects. [SR:Yes; DC:16, Will negates]					
☐☐☐☐	Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V]	TARGET: You; EFFECT: Until the end of your turn, your movement does not provoke attacks of opportunity.					
☐☐☐☐	Groundswell	Transmutation [Earth]	1 standard action	7 minutes	Touch	ARG:p.19
[V, S]	TARGET: One Creature; EFFECT: This spell allows the target to cause the ground to rise up beneath him. As a swift action, the target can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes. The groundswell precludes flanking from creatures standing at lower elevations than the target. If the target moves after creating a groundswell, the ground returns to its normal elevation at the end of his turn; otherwise, it remains in place until the target moves or uses a swift action to return the ground to normal. A groundswell cannot increase elevation of the ground beyond 5 feet. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐	Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds [D]; see text	Medium (170 ft.)	CR:p.296
[V, S, F/DF]	TARGET: One humanoid creature; EFFECT: The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a 1-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. [SR:Yes; DC:16, Will negates; see text]					
☐☐☐☐	Holy Ice Weapon	Transmutation [Cold, Good, Water]	1 standard action	7 minutes [D]	0 Ft.	ACG:p.185
[V, S, M]	TARGET: one ice weapon; EFFECT: You create a masterwork weapon that has the qualities of ice and holy water. This weapon must be a simple weapon or your deity's favored weapon. The weapon deals normal damage for a weapon of that type, plus 1 point of cold damage per caster level [maximum 10]. In addition, any creature struck by the weapon is also hit by holy water, dealing 1d4 points of damage if the creature is susceptible to holy water. If the weapon leaves your hands for more than 1 round, it melts and the spell ends. At caster level 6th, the weapon gains the returning weapon special ability when thrown, melting away after an attack and re-forming in your hand just before your next turn. [SR:No; DC:16, none]					
☐☐☐☐	Imbue with Aura	Transmutation	1 standard action	7 minutes	Close (40 ft.)	UM:p.225
[V, S, DF]	TARGET: One creature; EFFECT: You infuse another creature with your divine aura, causing the target to radiate an aura identical to your own clerical aura. The target's actual alignment is not changed, but spells like detect evil or detect good detect only the aura, not the creature's actual alignment. For the duration of this spell, effects influenced by the target's alignment function according to the imposed aura, not the creature's actual aura. When the spell ends, the target's aura returns to normal, and alignment-affecting magic affects it according to its actual alignment. [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; EFFECT: This spell functions like inflict light wounds, except that you deal 2d8 points of damage + 1 point per caster level [maximum +10]. [SR:Yes; DC:16, Will half]					
☐☐☐☐	Instant Armor	Conjuration (Creation) [Force]	1 standard action	7 minutes [D]	Personal	APG:p.229
[V, S]	TARGET: You; EFFECT: You instantly wrap your body in a suit of armor made from opaque force. At your option, the armor can be decorated with your religion's holy symbol in a prominent place, such as upon the breastplate or helm. While it exists, this armor replaces any garments or other sort of armor worn, magical as well as mundane. You lose access to, and all benefits from, armor replaced by this spell until the spell ends and the instant armor disappears. Instant armor acts in all ways as armor typical of its type [armor bonus, maximum Dexterity bonus, arcane spell failure chance, and so on]. Since instant armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. The sort of armor you can create with this spell depends on your caster level: 5th or lower chainmail, 6th-8th banded mail, 9th-11th half-plate, 12th or higher full plate. If you choose to create lesser armor than your level allows you gain a +1 magical enhancement bonus to the armor you do create for every type of armor you pass over. For instance, if you have the capacity to create full plate instant armor you could instead choose to create +1 half-plate, +2 banded mail, or +3 chainmail. You cannot replace these bonuses with armor special properties.					
☐☐☐☐	Instrument of Agony	Transmutation	1 standard action	7 minutes	Touch	UC:p.232
[V, S]	TARGET: weapon touched; EFFECT: You cause a weapon to exude a palpable aura of divine fury. While wielding this weapon, a creature gains a +2 morale bonus on Intimidate checks. When an attack made using the targeted weapon hits, the wielder can spend a free action to discharge the effect to inflict agony on the creature the weapon hit. If that creature has spell resistance, it applies against this effect. If the creature fails a Will save, it is nauseated for 1d4+1 rounds. If it succeeds at the saving throw, the creature is instead sickened for 1 round. The sickened condition created by the instrument is a mind-affecting effect. [SR:Yes (harmless, object), see text; DC:16, Will negates (harmless, object), see text]					
☐☐☐☐	Life Pact	Necromancy	1 standard action	7 minutes	Close (40 ft.)	ACG:p.186
[V, S, DF/M]	TARGET: 7 willing living creatures, no two of which can be more than 30 ft. apart; EFFECT: You bind the life forces of the targets into a mystical pact. If any target is reduced to fewer than 0 hit points, that target automatically triggers the power of the pact. The triggering target drains 1 hit point from all other targets who have at least 1 hit point and are within 30 feet of the triggering target; these hit points are applied to the triggering target as magical healing. This healing can prevent the triggering creature from dying, if the attack would cause the target's to have an amount of negative hit points equal to its Constitution score. This healing cannot raise the triggering creature above 1 hit point; any excess hit points drained from other targets are wasted. The pact can be triggered once per round. It's not triggered by death effects or effects that do not deal hit point damage. [SR:Yes; DC:16, Will negates (harmless)]					
☐☐☐☐	Magic Siege Engine	Transmutation	1 standard action	7 minutes	Touch	UC:p.236
[V, S, DF]	TARGET: one siege engine touched; EFFECT: This spell permits an indirect fire siege engine to bombard its targets with greater accuracy, delivering more damage. The siege weapon receives a +1 enhancement bonus on targeting rolls and damage rolls. If used on a direct fire siege weapon, this spell acts a magic weapon. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐	Make Whole	Transmutation [MetalSchool]	10 minutes	Instantaneous	Close (40 ft.)	CR:p.311
[V, S]	TARGET: One object of up to 70 cu. ft. or one construct creature of any size; EFFECT: This spell functions as mending, except that it repairs 1d6 points of damage per level when cast on a construct creature [maximum 5d6]. Make whole can fix destroyed magic items [at 0 hit points or less], and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges [such as wands] and single-use items [such as potions and scrolls] cannot be repaired in this way. When make whole is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐	Marching Chant	Transmutation	1 minute	concentration	Close (40 ft.)	ACG:p.187
[V, S]	TARGET: 7 creatures; EFFECT: You invigorate your allies, who can hustle [Core Rulebook 170] as long as you continue to sing or chant [which requires your concentration]. This movement counts as a walk [not a hustle] for the purpose of accruing nonlethal damage and fatigue. You can concentrate on this spell and hustle at the same time. [SR:Yes (harmless); DC:16, Will negates (harmless)]					

* =Domain/Specialty Spell

Cleric Spells

□□□□	Masterwork Transformation	Transmutation	1 hour	Instantaneous	Touch	UM:p.228
<p>[V, S, M] TARGET: One weapon, suit of armor, tool, or skill kit touched; EFFECT: You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality. The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item [typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool]. If an object has multiple masterwork options [such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor], you choose one option of the object to affect [though you can cast the spell against to affect another option]. [SR:No]</p>						
□□□□	Muffle Sound	Illusion (Glamer)	1 round	7 minutes [D]	Close (40 ft.)	ACG:p.188
<p>[V, S] TARGET: 7 allies; EFFECT: You suppress sounds made by the targets, granting them a +4 bonus on Stealth checks. The targets have a 20% chance of spell failure when casting spells with verbal components or using abilities that have audible components [such as some bardic performances]. This spell does not hamper the targets' ability to hear other sounds and provides no protection against language-dependent or sonic spells and effects. [SR:yes; DC:16, Will negates]</p>						
□□□□	Owl's Wisdom	Transmutation	1 standard action	7 minutes	Touch	CR:p.318
<p>[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers [and other Wisdom-based spellcasters] who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase [SR:Yes; DC:16, Will negates (harmless)]</p>						
□□□□	Path of Glory	Conjuration (Healing)	1 standard action	7 rounds	Touch [see text]	ACG:p.189
<p>[V, S] TARGET: 28 5-ft. squares [see text]; EFFECT: You cause four 5-foot squares [one of which must be your space] to glow with dim illumination. Starting on your next turn, as a swift action you can extend the glowing area by an additional four 5-foot squares; each new square must be adjacent to a square that was previously glowing. Allies that end their turns on a glowing square [including one who falls unconscious in the square] are healed of 1 point of damage. [SR:no; DC:16, none]</p>						
□□□□	Pilfering Hand	Evocation [Force]	1 standard action	see text	Close (40 ft.)	UC:p.239
<p>[S] TARGET: one object; EFFECT: You create and control an invisible telekinetic force, manipulating it with either startling abruptness or careful deliberateness, allowing you to seize an object from an opponent or remotely manipulate an object. You can utilize this force to one of two ends. Abrupt Maneuver - You instantaneously attempt a disarm or steal combat maneuver against a target within range. Use your caster level as your Combat Maneuver Bonus, adding your Charisma modifier [bard, oracle, sorcerer], Intelligence modifier [magus, wizard], or Wisdom modifier [cleric] in place of your Strength or Dexterity modifier. This combat maneuver attempt does not provoke an attack of opportunity from its target, but casting this spell might. If you are successful, you pull the target object to you, and if you have enough hands free, you can catch it. Otherwise, the object lands in your square as if you dropped it. Careful Maneuver - You attempt a Disable Device check or a Sleight of Hand check to pick-pocket a target within range. This spell lasts as long as you need to accomplish the task, requiring your full concentration for that duration. Once you resolve the skill check, the spell ends. If you are successful on your Sleight of Hand check, you pull the target object to you as with an abrupt maneuver. The target gains a +2 bonus on its Perception check to notice the successful attempt. [SR:Yes (object)]</p>						
□□□□	Protection from Chaos (Communal)	Abjuration [Lawful]	1 standard action	7 minutes [D]	Touch	UC:p.240
<p>[V, S, M/DF] TARGET: creatures touched; EFFECT: This spell functions like protection from chaos, except you divide the duration in 1-minute intervals among the creatures touched. [SR:No; see text; DC:16, Will negates (harmless)]</p>						
□□□□	Protection from Evil (Communal)	Abjuration [Good]	1 standard action	7 minutes [D]	Touch	UC:p.240
<p>[V, S, M/DF] TARGET: creatures touched; EFFECT: This spell functions like protection from evil, except you divide the duration in 1-minute intervals among the creatures touched. [SR:No; see text; DC:16, Will negates (harmless)]</p>						
□□□□	Protection from Law (Communal)	Abjuration [Chaotic]	1 standard action	7 minutes [D]	Touch	UC:p.240
<p>[V, S, M/DF] TARGET: creatures touched; EFFECT: This spell functions like protection from law, except you divide the duration in 1-minute intervals among the creatures touched. [SR:No; see text; DC:16, Will negates (harmless)]</p>						
□□□□	Protective Penumbra	Evocation [Darkness]	1 standard action	70 minutes	Touch	UM:p.233
<p>[V, S] TARGET: Creature touched; EFFECT: This spell keeps the target slightly in shadow. A target with light blindness, light sensitivity, or vulnerability to sunlight [such as vampires and wraiths] may ignore penalties from those qualities. The spell gives the target a +2 bonus on saving throws against nonmagical hazards related to bright light, such as glare or sunburn. [SR:Yes; DC:16, Will negates (harmless)]</p>						
□□□□	Reinforce Armaments (Communal)	Transmutation	1 standard action	70 minutes	Touch	UC:p.241
<p>[V, S, M/DF] TARGET: armor suits or weapons touched; EFFECT: This spell functions like reinforce armaments, except you divide the duration in 10-minute intervals among the objects touched. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]</p>						
□□□□	Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (40 ft.)	CR:p.332
<p>[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: You can free one or more creatures from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the staggered condition. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus. The spell does not restore ability scores reduced by penalties, damage, or drain. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>						
□□□□	Resist Energy	Abjuration, AirSchool, EarthSchool, FireSch	1 standard action	70 minutes	Touch	CR:p.334
<p>[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Resist energy overlaps [and does not stack with] protection from energy. If a character is warding by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</p>						
□□□□	Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
<p>[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>						
□□□□	Returning Weapon	Conjuration (Teleportation)	1 standard action	7 minutes	Close (40 ft.)	UC:p.242
<p>[V, S] TARGET: one weapon that can be thrown; EFFECT: For the duration of the spell, the target weapon acts as if it had the returning weapon special ability [see page 471 of the Core Rulebook]. This spell can be used as the prerequisite for the returning weapon special ability. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]</p>						
□□□□	Shard of Chaos	Evocation [Chaos]	1 standard action	Instantaneous [1d6 rounds]	Close (40 ft.)	UM:p.237
<p>[V, S, DF] TARGET: Dart-shaped projectile of chaotic energy; EFFECT: You hurl a multicolored shard of congealed chaos from your holy symbol, affecting any one target in range as a ranged touch attack. A lawful creature struck by the shard takes 1d8 points of damage per two caster levels [maximum 5d8]. A lawful outsider instead takes 1d6 points of damage per caster level [maximum 10d6] and is slowed [as slow] for 1 round. A successful Will save reduces the damage to half and negates the slow effect. The bolt has no effect on chaotic creatures. This spell deals only half damage to creatures that are neither lawful nor chaotic, and they are not slowed. [SR:Yes; DC:16, Will partial (see text)]</p>						
□□□□	Share Language	Divination	1 standard action	24 hours	Touch	APG:p.243
<p>[V, S, M] TARGET: creature touched; EFFECT: You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language [whether written or spoken]. However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork. Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>						
□□□□	Shatter	Evocation, EarthSchool [Sonic, MetalSchool]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.341
<p>[V, S, M/DF] TARGET: Or Target 5-ft.-radius spread; or one solid object or one crystalline creature; EFFECT: Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered. Alternatively, you can target shatter against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature [of any weight], shatter deals 1d6 points of sonic damage per caster level [maximum 10d6], with a Fortitude save for half damage. [SR:Yes; DC:16, Will negates (object); Will negates (object) or Fortitude half; see text]</p>						
□□□□	Shield of Fortification	Abjuration	1 standard action	7 minutes	Touch	ACG:p.192
<p>[V, S, DF] TARGET: creature touched; EFFECT: You create a magical barrier that protects a target's vital areas. When the target is struck by a critical hit or a sneak attack, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This benefit does not stack with other effects that can turn critical hits or sneak attacks into normal attacks, such as the fortification armor special ability. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</p>						
□□□□	Shield Other	Abjuration	1 standard action	7 hours [D]	Close (40 ft.)	CR:p.342
<p>[V, S, F] TARGET: One creature; EFFECT: This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks [including those dealt by special abilities] that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>						
□□□□	Silence	Illusion (Glamer)	1 round	7 rounds [D]	Long (680 ft.)	CR:p.343
<p>[V, S] TARGET: 20-ft.-radius emanation centered on a creature, object, or point in space; EFFECT: Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects. [SR:Yes; see text or no (object); DC:16, Will negates; see text or none (object)]</p>						
□□□□	Silent Table	Illusion (Glamer)	1 round	7 minutes [D]	Close (40 ft.)	ACG:p.192
<p>[V] TARGET: 5-ft.-diameter emanation centered on an object or a point in space; EFFECT: You protect an area against casual eavesdropping. Sounds and sonic effects that originate inside the area are muffled for anyone outside the area; Perception DCs to hear or understand sounds leaving the area increase by 20, and any saving throw DCs of these effects decrease by 2. The spell does not affect sounds that enter the area or the Perception checks of creatures inside it. [SR:no (object); DC:16, none (object)]</p>						
□□□□	Sound Burst	Evocation [Sonic]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.346
<p>[V, S, F/DF] TARGET: 10-ft.-radius spread; EFFECT: You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged. [SR:Yes; DC:16, Fortitude partial]</p>						
□□□□	Spear of Purity	Evocation [Good]	1 standard action	Instantaneous [1 round]	Close (40 ft.)	UM:p.240
<p>[V, S, DF] TARGET: Spear-shaped projectile of good energy; EFFECT: You hurl a pure white or golden spear of light from your holy symbol, affecting any one target within range as a ranged touch attack. An evil creature struck by the spear takes 1d8 points of damage per two caster levels [maximum 5d8]. An evil outsider instead takes 1d6 points of damage per caster level [maximum 10d6] and is blinded for 1 round. A successful Will save reduces the damage to half and negates the blinded effect. This spell deals only half damage to creatures that are neither evil nor good, and they are not blinded. The spear has no effect on good creatures. [SR:Yes; DC:16, Will partial (see text)]</p>						

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Spiritual Weapon	Evocation [Force]	1 standard action	7 rounds [D]	Medium (170 ft.)	CR:p.348
[V, S, DF]	TARGET: Magic weapon of force; EFFECT: A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels [maximum +5 at 15th level]. The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you [see below] and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus [possibly allowing it multiple attacks per round in subsequent rounds] plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 [10 + size bonus for Tiny object]. If an attacked creature has spell resistance, you make a caster level check [1d20 + caster level] against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos [battleaxe], evil [light flail], good [warhammer], law [longsword]. [SR:Yes]					
☐☐☐☐	Status	Divination	1 standard action	7 hours	Touch	CR:p.349
[V, S]	TARGET: 2 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. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐	Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSc1	1 round	7 rounds [D]	Close (40 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]					
☐☐☐☐	Surmount Affliction	Abjuration	1 standard action	7 rounds	Personal	UM:p.241
[V, S]	TARGET: You; EFFECT: You temporarily overcome one harmful condition. This does not end the effect causing the condition; it just suspends that condition's effect for the duration of the spell. You can surmount any one of the following conditions: blinded, confused, dazed, dazzled, deafened, fatigued, frightened, paralyzed, shaken, or sickened.					
☐☐☐☐	Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (40 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)]					
☐☐☐☐	Unliving Rage	Necromancy	1 standard action	concentration + 7 rounds [D]	Medium (170 ft.)	ACG:p.198
[V, S]	TARGET: 2 willing undead creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions as rage, except it affects only undead creatures and bolsters them with necromantic energy rather than emotion. Each affected creature gains a +2 profane bonus to Strength and Charisma, a +1 profane bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical to a barbarian's rage. [SR:Yes; DC:16, none]					
☐☐☐☐	Water Walk (Communal)	Transmutation [Water]	1 standard action	70 minutes [D]	Touch	UC:p.249
[V, S, DF]	TARGET: creatures touched; EFFECT: This spell functions like water walk, except you divide the duration in 10-minute intervals among the creatures touched. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐	Weapon of Awe	Transmutation [Emotion]	1 standard action	7 minutes	Touch	APG:p.256
[V, S, DF]	TARGET: weapon touched; EFFECT: You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition. You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐	Web Shelter	Conjuration (Creation)	1 minute	7 hours [D]	Close (40 ft.)	UM:p.249
[V, S, DF]	TARGET: 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere; EFFECT: You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it. Only Fine creatures with negligible Strength can be caught in the webbing [including swarms]; all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears. [SR:No]					
☐☐☐☐	Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 minutes	Close (40 ft.)	CR:p.371
[V, S, DF]	TARGET: 20-ft.-radius emanation; EFFECT: Creatures within the emanation area [for those who enter it] can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose. [SR:Yes; DC:16, Will negates]					

LEVEL 3 / Per Day:3+1 / Caster Level:7

Name	School	Time	Duration	Range	Source	
☐☐☐☐	Align Weapon (Communal)	Transmutation [See Text]	1 standard action	7 minutes	Touch	ACG:p.173
[V, S, DF]	TARGET: weapons or projectiles touched; EFFECT: This spell functions as align weapon, except you divide the duration in 1-minute increments between any number of touched weapons. Every group of up to 50 projectiles [which must be together at the time of casting] counts as one weapon for the purpose of dividing the spell's duration. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
☐☐☐☐	Archon's Aura	Evocation [Good, Lawful]	1 standard action	7 minutes	20 ft.	UM:p.206
[V, S]	TARGET: 20-ft. radius centered on you; EFFECT: You gain a powerful aura, similar to an archon's aura of menace. Any hostile creature within a 20-foot radius of you must make a Will save to resist the effects of this aura. If the creature fails, it takes a ☐2 penalty on attack rolls and saving throws and to Armor Class for the duration of this spell, or until it successfully hits you with an attack. A creature that has resisted or broken the effect cannot be affected again by this particular casting of archon's aura. [SR:Yes; DC:17, Will negates]					
☐☐☐☐	Aura Sight	Divination	1 standard action	7 minutes [D]	Personal	ACG:p.174
[V, S, DF]	TARGET: you; EFFECT: This spell makes your eyes glow and allows you to see alignment auras within 120 feet of you. The effect is similar to that of a detect chaos/evil/good/law spell, but aura sight does not require concentration, and it discerns an aura's location and power more quickly. You know the location and power of all chaotic, evil, good, and lawful auras within your sight. An aura's power depends on a creature's Hit Dice or an item's caster level, as noted in the description of the detect evil spell. If an item or a creature bearing an aura is in line of sight, you can attempt a Knowledge [religion] check to determine the aura's strength [one check per aura; DC 15 + spell level, or 15 + 1/2 caster level for a non-spell effect]. Aura sight can be made permanent with a permanency spell by a caster of 11th level or higher at a cost of 7,500 gp.					
☐☐☐☐	Badger's Ferocity	Transmutation	1 standard action	Concentration	Close (40 ft.)	UM:p.207
[V, S]	TARGET: 2 weapons; EFFECT: This functions like keen edge, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐	Bestow Curse	Necromancy [Curse]	1 standard action	Permanent	Touch	CR:p.247
[V, S]	TARGET: Creature touched; EFFECT: You place a curse on the subject. Choose one of the following. . -6 decrease to an ability score [minimum 1]. . -4 penalty on attack rolls, saves, ability checks, and skill checks. . Each turn, the target has a 50% chance to act normally; otherwise, it takes no action. You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Bestow curse counters remove curse. [SR:Yes; DC:17, Will negates]					
☐☐☐☐	Blessing of the Mole	Transmutation	1 round	7 minutes	Close (40 ft.)	UM:p.208
[V, S]	TARGET: 7 creatures; EFFECT: The targets gain darkvision 30 feet and a +2 competence bonus on Stealth checks. [SR:Yes (harmless)]					
☐☐☐☐	Blindness/Deafness	Necromancy [Curse]	1 standard action	Permanent [D]	Medium (170 ft.)	CR:p.250
[V]	TARGET: One living creature; EFFECT: You call upon the powers of unlife 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]	TARGET: one creature's blood or one bloodstain; EFFECT: You learn the answers to a specific set of questions about a creature so long as you have access to at least one drop of its blood. You can cast this spell on the blood of the living or the dead, but living or undead creatures are entitled to a saving throw to resist the spell. You can cast the spell on dried or fresh blood. Once you cast the spell the answers to the following four questions appear on any flat surface you designate [a wall, a piece of paper, and so on]: Who are you? [The name by which the creature is most commonly known], What are you? [How was your blood shed? [Brief outline of the events that caused its wound, to the best of the victim's knowledge], When was your blood shed? These answers always appear in a language you can read even if the creature cannot speak that or any language. [SR:No; DC:17, Will negates (see text)]]					
☐☐☐☐	Chain of Perdition	Evocation [Force]	1 standard action	7 rounds [D]	Close (40 ft.)	UC:p.225
[V, S, M/DF]	TARGET: 10-ft. chain; EFFECT: A floating chain of force with hooks at each end appears within an unoccupied space of your choosing within range. This chain is a Medium object that has a 10-foot reach. Physical attacks cannot hit or harm the chain of perdition, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it normally. The chain's AC against touch attacks is 10 + your Charisma modifier [sorcerer], Intelligence modifier [wizard], or Wisdom modifier [cleric]. The chain can perform the dirty trick [blind or entangle], drag, reposition, and trip combat maneuvers, using your caster level in place of your Combat Maneuver Bonus, and your Charisma modifier [sorcerer], Intelligence modifier [wizard], or Wisdom modifier [cleric] in place of your Strength or Dexterity modifier. The chain does not provoke attacks of opportunity for making combat maneuvers. It suffers no penalty or miss chance due to darkness, invisibility, or other forms of concealment. As a move action, you can move the chain up to 30 feet. If the chain goes beyond the spell's range or out of your sight, it returns to you. If a creature that the chain attacks has spell resistance, you must make a caster level check [1d20 + caster level] against that spell resistance the first time the chain performs a successful maneuver against that creature. If the chain is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. [SR:Yes]					
☐☐☐☐	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. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level. [SR:No]					
☐☐☐☐	Create Food and Water	Conjuration (Creation)	10 minutes	24 hours; see text	Close (40 ft.)	CR:p.261
[V, S]	TARGET: Food and water to sustain 21 humans or 7 horses for 24 hours; EFFECT: The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does. [SR:No]					
☐☐☐☐	**Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (40 ft.)	CR:p.263
[V, S]	TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level [maximum +15]. [SR:Yes (harmless) or yes; see text; DC:17, Will half (harmless) or Will half; see text]					
☐☐☐☐	Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (40 ft.)	CR:p.263
[V, S]	TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level [maximum +15]. [SR:Yes (harmless) or yes; see text; DC:17, Will half (harmless) or Will half; see text]					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Daybreak Arrow	Evocation [light]	1 standard action	70 minutes	Touch	UC:p.226
<p>[V, S] TARGET: up to 50 pieces of ammunition, all of which must be together at the time of casting; EFFECT: You cause ammunition, including shuriken, to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles. This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance. Such a projectile sheds light as if it were a sunrod for 1 round after it is fired or thrown. [SR:Yes (harmless, object); DC:17, Fortitude negates (harmless, object)]</p>						
☐☐☐☐	Daylight	Evocation [Light]	1 standard action	70 minutes [D]	Touch	CR:p.264
<p>[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. This illumination increases the light level for an additional 60 feet by one step [darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light]. Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]</p>						
☐☐☐☐	Deadly Juggernaut	Necromancy [Death]	1 standard action	7 minutes	Personal	UC:p.226
<p>[V, S] TARGET: You; EFFECT: With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/- each time you reduce a qualifying opponent to 0 or few hit points [maximum +5 bonus and DR 10/-] with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice -4.</p>						
☐☐☐☐	Deeper Darkness	Evocation [Darkness]	1 standard action	7 minutes [D]	Touch	CR:p.265
<p>[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. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines. This spell does not stack with itself. Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level. [SR:No]</p>						
☐☐☐☐	Delay Poison (Communal)	Conjuration (Healing)	1 standard action	7 hours	Touch	UC:p.227
<p>[V, S, DF] TARGET: creatures touched; EFFECT: This spell functions like delay poison, except you divide the duration in 1-hour intervals among the creatures touched. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]</p>						
☐☐☐☐	Discovery Torch	Evocation [Light]	1 round	70 minutes	Touch	UC:p.228
<p>[V, S] TARGET: object touched; EFFECT: An object you touch emanates a 20-foot radius of bright light. The effect looks like a regular flame but creates no heat and uses no oxygen. Allies within the area of this light gain a +2 enhancement bonus on Perception and Sense Motive checks, as well as on Knowledge checks to identify monsters that are also within the area and their special powers and vulnerabilities. When an inquisitor casts this spell, the light emanation doubles 40 while that inquisitor has a judgment active. Light spells counter and dispel darkness spells of an equal or lower level. [SR:No]</p>						
☐☐☐☐	Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (170 ft.)	CR:p.272
<p>[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. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel [but not counter] spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell. Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check [1d20 + your caster level] and compare that to the spell with highest caster level [DC = 11 + the spell's caster level]. If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin [caster level 12th] and fly [caster level 6th]. The caster level check results in a 19. This check is not high enough to end the stoneskin [which would have required a 23 or higher], but it is high enough to end the fly [which only required a 17]. Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area [such as a wall of fire]. You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by summon monster], you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level [DC = 11 + the item's caster level]. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening [such as a bag of holding] is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. [SR:No]</p>						
☐☐☐☐	Elemental Speech	Divination, AirSchool, EarthSchool, FireSch	1 standard action	7 minutes	Personal	APG:p.218
<p>[V, S, M] TARGET: You; EFFECT: This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another. When cast as an air spell, you can converse in Auran and with any creature that has the air subtype or a fly speed. When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed. When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype. When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.</p>						
☐☐☐☐	Enter Image	Transmutation	1 standard action	concentration	350 ft.	APG:p.219
<p>[V, S, M/DF] TARGET: transfer consciousness to any object bearing your likeness; EFFECT: You gain a dim impression of the activities around any object bearing your face or form and can also project your consciousness into one such object at a time, allowing you to observe or even interact with nearby creatures. This spell allows you to leave your body and subconsciously monitor the immediate area around any depiction of your image whether one, hundreds, or even thousands. Each such image has the full range of your normal senses [sight, hearing, smell, etc.] and you can make a Perception check to notice anything occurring nearby. The DC of this check is always 10 greater than what it would be if you were actually present at that location, so even if you would normally notice something automatically [such as talking, normally a DC of 0], you would need to make a DC 10 Perception check to notice it. You may, at any time, choose to fill one specific image within range with your consciousness. While inside an image you lose the ability to monitor any other images within range but remain fully aware of your own body's surroundings. Your body is defenseless and helpless [always failing any saving throw] while your consciousness is filling an image, but you can return to it at any time as an immediate action. When you fill an image with your consciousness it gains a limited form of animation. Statues and similar three-dimensional representations can move their heads, make gestures, and talk, but cannot attack or leave their square without assistance. Portraits or similar two-dimensional representations bearing your likeness can also talk and your image can move anywhere within the picture or even temporarily alter it [such as by picking a flower in the painting]. You cannot use any spells or other abilities while within an image. You may leave the image at any time, returning you to your body. Once your consciousness departs from an object bearing your likeness, it immediately reverts to the appearance it had before you entered it. If someone destroys or damages the image you return to your body unharmed. The spell lasts until you cease concentrating, or until it is terminated by some outside means, such as a dispel magic cast upon either the image or your body, or if your body is killed. [SR:No]</p>						
☐☐☐☐	Glyph of Warding	Abjuration	10 minutes	Permanent until discharged [D]	Touch	CR:p.290
<p>[V, S, M] TARGET: Object touched or up to 35 sq. ft.; EFFECT: This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password [which you set when casting the spell] is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics [such as height or weight] or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection [and similar magical effects] can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Knowledge [arcana] check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph [version, type of damage caused, what spell is stored]. Note: Magic traps such as glyph of warding are hard to detect and disable. A rogue [only] can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for glyph of warding. Depending on the version selected, a glyph either blasts the intruder or activates a spell. Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels [maximum 5d8] to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic [caster's choice, made at time of casting]. Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect. Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph. [SR:No (object) and yes; see text; DC:17, See text]</p>						
☐☐☐☐	Guiding Star	Divination	1 minute	7 days [D]	Personal	APG:p.226
<p>[V, S, M] TARGET: You; EFFECT: You form a bond with your surroundings when you cast this spell. For the remaining duration of the spell you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it. You cannot determine the location of the area if you are on a different plane. The area counts as "very familiar" for the purposes of teleport or similar spells. You can only attune yourself to one location at a time. If you cast the spell at another spot you lose the ability to locate your original area.</p>						
☐☐☐☐	Helping Hand	Evocation	1 standard action	7 hours	5 miles	CR:p.295
<p>[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. The hand then beckons to that creature and leads it to you if the creature is willing to follow. When the spell is cast, you specify a person [or any creature] by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is done, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away he is, as detailed on the following table. Distance Time to Locate 100 ft. or less 1 round 1,000 ft. 1 minute 1 mile 10 minutes 2 miles 1 hour 3 miles 2 hours 4 miles 3 hours 5 miles 4 hours Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears. The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on its own devices to locate you. If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject. If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm [indicating that no such creature was found], and disappears. The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell. [SR:No]</p>						
☐☐☐☐	Inflict Serious Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.301
<p>[V, S] TARGET: Creature touched; EFFECT: This spell functions like inflict light wounds, except that you deal 3d8 points of damage + 1 point per caster level [maximum +15]. [SR:Yes; DC:17, Will half]</p>						
☐☐☐☐	Invisibility Purge	Evocation	1 standard action	7 minutes [D]	Personal	CR:p.302
<p>[V, S] TARGET: You; EFFECT: You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.</p>						
☐☐☐☐	Locate Object	Divination	1 standard action	7 minutes	Long (680 ft.)	CR:p.305
<p>[V, S, F/DF] TARGET: Circle, centered on you, with a radius of 680 ft.; EFFECT: You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand [not through divination]. The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object and nondetection foil it. [SR:No]</p>						
☐☐☐☐	Lover's Vengeance	Enchantment (Compulsion) [Mind-Affecting]	1 minute	Up to 7 days [D] or until fulfilled	Touch	ISWG:p.296
<p>[V, M] TARGET: Creature touched; EFFECT: Inspire self or recent lover to vengeful rage against enemy who has wronged you. When in combat with that enemy, gain benefit of rage spell against them for 7 rounds [double if enemy is an ex-lover]. [SR:Yes (harmless); DC:17, Will negates (harmless)]</p>						
☐☐☐☐	Magic Circle against Chaos	Abjuration [Lawful]	1 standard action	70 minutes	Touch	CR:p.308
<p>[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: This spell functions like magic circle against evil, except that it is similar to protection from chaos instead of protection from evil, and it can imprison a nonlawful called creature. [SR:No; see text; DC:17, Will negates (harmless)]</p>						

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Magic Circle against Evil	Abjuration [Good]	1 standard action	70 minutes	Touch	CR:p.308
<p>[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. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay [as in the third function of protection from evil], but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature [such as those called by the lesser planar binding, planar binding, and greater planar binding spells] for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel [astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities] can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks [ranged weapons, spells, magical abilities, and the like] can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram [a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils] to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap [see the lesser planar binding spell], the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with protection from evil and vice versa. [SR:No; see text; DC:17, Will negates (harmless)]</p>						
☐☐☐☐	Magic Circle against Law	Abjuration [Chaotic]	1 standard action	70 minutes	Touch	CR:p.308
<p>[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: This spell functions like magic circle against evil, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature. [SR:No; see text; DC:17, Will negates (harmless)]</p>						
☐☐☐☐	Magic Vestment	Transmutation	1 standard action	7 hours	Touch	CR:p.310
<p>[V, S, DF] TARGET: Armor or shield touched; EFFECT: You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels [maximum +5 at 20th level]. An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]</p>						
☐☐☐☐	Mantle of Calm	Enchantment (Compulsion) [Emotion, Mind]	1 standard action	7 rounds [D]	Personal	ACG:p.186
<p>[V, S, DF] TARGET: you; EFFECT: You surround yourself with a mantle of calm serenity. You take a -2 penalty on attack rolls, and opponents gain a +2 bonus on saving throws against spells you cast. Any creature affected by a rage effect [barbarian's rage, bloodrager's bloodrage, blood rage monster ability, rage spell, skald's inspired rage raging song, and so on] that strikes you with a melee attack must attempt at a Will saving throw, without the rage effect's bonus to Will; failure means the rage effect ends [as if it were dispelled or the creature voluntarily ended it, as appropriate]. If you become affected by a rage effect while this spell is active, this spell immediately ends. If your rage effect comes from a skald's raging song, then it ends only for you, and you cannot re-accept the effects of the song. [SR:no and yes (see text); DC:17, none and Will negates (see text)]</p>						
☐☐☐☐	Mark of Obvious Ethics	Divination [Curse]	1 standard action	7 days	Touch	ACG:p.187
<p>[V, S] TARGET: creature touched; EFFECT: You mark one creature with a glowing sigil. The target's alignment must be opposite yours on at least one alignment axis—if you are neutral with no other alignment components, the target must have an alignment with no neutral component. Any creature that sees the target can attempt a DC 15 Knowledge [religion] check to discern the target's alignment, even if the mark is covered. You are aware of the direction and distance to the target as long as it remains within 100 miles of you and on the same plane. [SR:yes; DC:17, Will negates]</p>						
☐☐☐☐	Meld into Stone	Transmutation [Earth]	1 standard action	70 minutes	Personal	CR:p.312
<p>[V, S, DF] TARGET: You; EFFECT: Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted. While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction [to the extent that you no longer fit within it] expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage. Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage. The following spells harm you if cast upon the stone that you are occupying. Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.</p>						
☐☐☐☐	Nap Stack	Necromancy	1 minute	8 hours	30 ft.	APG:p.233
<p>[V, S, M] TARGET: 30-ft.-radius emanation; EFFECT: You reduce the amount of uninterrupted sleep or rest creatures within the spell's area need in order to recover from injuries, regain spells, or other special abilities to 2 hours instead of the normal eight. In addition, if creatures continue to sleep or rest beyond the initial 2 hours, every additional 2 hours counts as a day of rest for the purpose of recovering hit points, ability damage, as well as for enduring diseases, poisons, or other afflictions. This means 8 total hours of sleep counts as 4 days for natural healing and for saving throws as diseases or similar afflictions run their course. When suffering from diseases, poison, or other afflictions, sleepers experience vivid dreams that help them track their recovery. If things go poorly they can, at any time, wake themselves up in order to seek a better alternative. If awoken or otherwise disturbed during this 8-hour period, creatures may return to sleep but they no longer enjoy the benefits of the accelerated recovery time. Creatures can only enjoy the benefits of this spell once in any 1-week period. [SR:Yes (harmless); DC:17, Will negates (harmless)]</p>						
☐☐☐☐	Obscure Object	Abjuration	1 standard action	8 hours [D]	Touch	CR:p.317
<p>[V, S, M/DF] TARGET: One object touched of up to 700 lbs.; EFFECT: This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails [if the divination is targeted on the object] or fails to perceive the object [if the divination is targeted on a nearby location, object, or person]. [SR:Yes (object); DC:17, Will negates (object)]</p>						
☐☐☐☐	Prayer	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	40 ft.	CR:p.324
<p>[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. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls. [SR:Yes]</p>						
☐☐☐☐	Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSch1	1 standard action	70 minutes or until discharged	Touch	CR:p.327
<p>[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 12 points per caster level of energy damage [to a maximum of 120 points at 10th level], it is discharged. Protection from energy overlaps [and does not stack with] resist energy. If a character is warding by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]</p>						
☐☐☐☐	Remove Blindness/Deafness	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
<p>[V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindness or deafness [your choice], whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged. Remove blindness/deafness counters and dispels blindness/deafness. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]</p>						
☐☐☐☐	Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
<p>[V, S] TARGET: Creature or object touched; EFFECT: Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it. Remove curse counters and dispels bestow curse. [SR:Yes (harmless); DC:17, Will negates (harmless)]</p>						
☐☐☐☐	Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
<p>[V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check [1d20 + caster level] against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]</p>						
☐☐☐☐	Resist Energy (Communal)	Abjuration	1 standard action	70 minutes	Touch	UC:p.242
<p>[V, S, DF] TARGET: creatures touched; EFFECT: This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]</p>						
☐☐☐☐	Returning Weapon (Communal)	Conjuration (Teleportation)	1 standard action	7 minutes	Close (40 ft.)	UC:p.243
<p>[V, S] TARGET: weapons that can be thrown; EFFECT: This spell functions like returning weapon, except you divide the duration in 1-minute intervals among the targeted weapons. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]</p>						
☐☐☐☐	Sacred Bond	Conjuration (Healing)	1 round	70 minutes [D]	Touch; see text	APG:p.240
<p>[V, S, F] TARGET: creature touched; EFFECT: To use this spell, you first touch the intended recipient, creating a sympathetic field of healing energies between you. Once the spell has been cast, you and the target may cast conjuration [healing] spells with a range of touch upon each other so long as you are within close range 0. Should either you or the target remove your bracelet, the spell immediately ends. [SR:Yes (harmless); DC:17, Will negates (harmless)]</p>						
☐☐☐☐	Sands of Time	Necromancy	1 standard action	70 minutes or instantaneous [See text]	Touch	UM:p.236
<p>[V, S] TARGET: Touched creature or object; EFFECT: You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category. A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell. If you cast this on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level 15 as time weathers and corrodes it. This version of the spell has an instantaneous duration. [SR:Yes]</p>						
☐☐☐☐	**Searing Light	Evocation	1 standard action	Instantaneous	Medium (170 ft.)	CR:p.338
<p>[V, S] TARGET: Ray; EFFECT: Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels [maximum 5d8]. An undead creature takes 1d6 points of damage per caster level [maximum 10d6], and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level [maximum 10d8]. A construct or inanimate object takes only 1d6 points of damage per two caster levels [maximum 5d6]. [SR:Yes]</p>						
☐☐☐☐	Searing Light	Evocation	1 standard action	Instantaneous	Medium (170 ft.)	CR:p.338
<p>[V, S] TARGET: Ray; EFFECT: Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels [maximum 5d8]. An undead creature takes 1d6 points of damage per caster level [maximum 10d6], and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level [maximum 10d8]. A construct or inanimate object takes only 1d6 points of damage per two caster levels [maximum 5d6]. [SR:Yes]</p>						
☐☐☐☐	Share Language (Communal)	Divination	1 standard action	24 hours	Touch	UC:p.243
<p>[V, S, M] TARGET: creatures touched; EFFECT: This spell functions like share language [Advanced Player's Guide 243], except you divide the duration in 1-hour increments among the creatures touched. [SR:Yes (harmless); DC:17, Will negates (harmless)]</p>						
☐☐☐☐	Speak with Dead	Necromancy [Language-Dependent]	10 minutes	7 minutes	10 ft.	CR:p.346
<p>[V, S, DF] TARGET: One dead creature; EFFECT: You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death. * = Domain/Specialty Spell</p>						

Cleric Spells

death. If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature. [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 17 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. [SR:No]						
☐☐☐☐	Stunning Barrier (Greater)	Abjuration	1 standard action	7 rounds or until discharged	Personal	ACG:p.195
[V, S] TARGET: you; EFFECT: This spell functions as stunning barrier, except as noted above, and it provides a +2 bonus to AC and on saving throws. It is not discharged until it has stunned a number of creatures equal to your caster level. [SR:no and yes (see text); DC:17, none and Will negates (see text)]						
☐☐☐☐	Summon Monster III	Conjuration (Summoning)	1 round	7 rounds [D]	Close (40 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]						
☐☐☐☐	Symbol of Healing	Conjuration (Healing)	10 minutes	See text	0 ft.; see text	UM:p.241
[V, S, M] TARGET: One symbol; EFFECT: This spell functions as symbol of death, except all creatures within 60 feet of the symbol of healing instead are bathed in positive energy and heal 2d8 points and heal 2d8 points per caster level 15. Undead and other creatures harmed by positive energy instead take 2d8 points of damage + 1 point per caster level 15; a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level. Symbol of healing can be made permanent with a permanency spell by a caster of 10th level or higher for the cost of 10,000 gp. [SR:Yes (harmless); DC:17, Will half (harmless)]						
☐☐☐☐	Water Breathing	Transmutation, WaterSchool	1 standard action	14 hours; see text	Touch	CR:p.368
[V, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air. [SR:Yes (harmless); DC:17, Will negates (harmless)]						
☐☐☐☐	Waters of Lamashtu	Conjuration (Creation)	1 standard action	Instantaneous	Close (40 ft.)	ISWG:p.297
[V, S, M] TARGET: Up to 3 drafts of the waters of Lamashtu; EFFECT: Generate one dose of apparent clear, pure water that is foul secretion that functions as unholy water. In addition, affected creatures are sickened for 1d4 rounds and [on failed save] take 1d6 Intelligence and 1d6 Dexterity damage. [SR:No; DC:17, Fortitude partial]						
☐☐☐☐	Water Walk	Transmutation [Water]	1 standard action	70 minutes [D]	Touch	CR:p.368
[V, S, DF] TARGET: 7 touched creatures; EFFECT: The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the spell is cast underwater [or while the subjects are partially or wholly submerged in whatever liquid they are in], the subjects are borne toward the surface at 60 feet per round until they can stand on it. [SR:Yes (harmless); DC:17, Will negates (harmless)]						
☐☐☐☐	Wind Wall	Evocation, AirSchool [Air, WoodSchool]	1 standard action	7 rounds	Medium (170 ft.)	CR:p.370
[V, S, M/DF] TARGET: Wall up to 70 ft. long and 35 ft. high [S]; EFFECT: An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. [A Reflex save allows a creature to maintain its grasp on an object.] Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. [A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.] Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall [although it is no barrier to incorporeal creatures]. While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points. [SR:Yes; DC:17, None; see text]						
☐☐☐☐	Wrathful Mantle	Evocation [Force, Light]	1 standard action	7 minutes	Touch or 5 ft.; see text	APG:p.257
[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; EFFECT: A shimmering mantle of light shrouds the subject, casting light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels [maximum +5 at 20th level]. The subject can end the wrathful mantle at any time as a swift action to deal 2d8 points of force damage to all creatures within 5 feet. [SR:Yes (harmless); DC:17, Will negates (harmless)]						

LEVEL 4 / Per Day:2+1 / Caster Level:7

Name	School	Time	Duration	Range	Source	
☐☐☐☐	Air Walk	Transmutation [Air]	1 standard action	70 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind [21+ miles per hour] can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk [counts as a trick; see Handle Animal skill] with 1 week of work and a DC 25 Handle Animal check. [SR:Yes (harmless)]						
☐☐☐☐	Anti-Incorporeal Shell	Abjuration	1 round	7 minutes [D]	10 Ft.	ACG:p.174
[V, S, DF] TARGET: 10-ft.-radius emanation centered on you; EFFECT: You bring into being a mobile, hemispherical energy field that incorporeal creatures cannot enter. This spell can be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier. [SR:yes; DC:18, none]						
☐☐☐☐	Aura of Doom	Necromancy [Emotion, Fear, Mind-Affecting]	1 standard action	70 minutes	Personal	UM:p.207
[V, S, DF] TARGET: 20-ft. radius emanation centered on you; EFFECT: You emanate an almost palpable aura of horror. All non-allies within this spell's area, or that later enter the area, must make a Will save to avoid becoming shaken. A successful save suppresses the effect. Creatures that leave the area and come back must save again to avoid being affected by the effect. [SR:Yes; DC:18, Will negates]						
☐☐☐☐	Blessing of Favor	Transmutation	1 standard action	7 rounds	Close (40 ft.)	APG:p.205
[V, S, DF] TARGET: 7 creatures, no two of which can be more than 30 ft. apart; EFFECT: With this blessing, you call your allies to move forth and empower them to conquer and become victorious. Each round for the duration of this spell, each of your allies can choose one of the following bonuses for that round at the beginning of its turn [their choice]: Increase its speed by 30 feet, Stand up as a swift action without provoking an attack of opportunity, Make one extra attack as part of a full attack action, using its highest base attack bonus, Gain a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves, Cast a single spell of 2nd level or lower as if it were an enlarged, extended, silent, or still spell. These effects are not cumulative with similar effects, such as those provided by haste or a speed weapon, nor do they actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round. Blessing of favor does not stack with haste. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]						
☐☐☐☐	Bloatbomb	Necromancy [Acid, Death]	1 standard action	instantaneous and 7 minutes [see text]	Touch	ACG:p.175
[V, S] TARGET: living creature touched; EFFECT: The target creature dies if it fails a Fortitude saving throw and its Hit Dice are no more than half your caster level. If it dies, its corpse rapidly putrefies. The next creature to touch the corpse within 1 minute per level of the target's death causes the corpse to explode in a 10-foot-radius burst, dealing 3d6 points of acid damage [Reflex half]. [SR:yes; DC:18, Fortitude negates or Reflex half (see text);]						
☐☐☐☐	Blood Crow Strike	Evocation [Fire]	1 round	Instantaneous	Medium (170 ft.)	UM:p.208
[V, S] TARGET: One creature; EFFECT: Your unarmed strikes release blasts of energy in the form of bolts of fire or glowing red crows, which fly instantaneously to strike your target. You can make unarmed strike or flurry of blows attacks against the target as if it were in your threatened area; each successful attack deals damage as if you had hit it with your unarmed strike, except half the damage is fire and half is negative energy [this negative energy does not heal undead]. For example, if you are a 14th-level monk, you can use a flurry of blows to attack five times, creating one energy crow for each successful attack against the target, and dealing 2d6 points of damage [plus appropriate unarmed strike modifiers] with each crow. [SR:Yes]						
☐☐☐☐	Chaos Hammer	Evocation [Chaotic]	1 standard action	Instantaneous [1d6 rounds]; see text	Medium (170 ft.)	CR:p.254
[V, S] TARGET: 20-ft.-radius burst; EFFECT: You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral [not chaotic] creatures are harmed by the spell. The spell deals 1d8 points of damage per two caster levels [maximum 5d8] to lawful creatures [or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders] and slows them for 1d6 rounds [see the slow spell]. A successful Will save reduces the damage by half and negates the slow effect. The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again [down to one-quarter] with a successful Will save. [SR:Yes; DC:18, Will partial; see text]						
☐☐☐☐	Control Summoned Creature	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	Close (40 ft.)	UM:p.212
[V, S] TARGET: One summoned creature; EFFECT: You seize control of a summoned creature by disrupting the bond between it and the caster who summoned it. If the creature fails its save, you may command it as if you had summoned it. The original caster can attempt to regain control of the creature as a standard action by making an opposed Spellcraft check against you. When your spell ends, control reverts to the original summoner. If the summoning spell ends before this spell ends, the remaining duration of this spell is lost. [SR:Yes; DC:18, Will negates]						
☐☐☐☐	Control Water	Transmutation [Water]	1 standard action	70 minutes [D]	Long (680 ft.)	CR:p.260
[V, S, M/DF] TARGET: Water in a volume of 70 ft. by 70 ft. by 14 ft. [S]; EFFECT: This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas. Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level [to a minimum depth of 1 inch]. The water is lowered within a squarish depression whose sides are up to caster level ? 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elements and other waterbased creatures, this spell acts as a slow spell [Will negates]. The spell has no effect on other creatures. Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land. With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect. [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; EFFECT: This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level [maximum +20]. [SR:Yes (harmless); see text; DC:18, Will half (harmless); see text]						
☐☐☐☐	Cure Critical Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.262
[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level [maximum +20]. [SR:Yes (harmless); see text; DC:18, Will half (harmless); see text]						
☐☐☐☐	Death Ward	Necromancy	1 standard action	7 minutes	Touch	CR:p.264
[V, S, DF] TARGET: Living creature touched; EFFECT: The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy. This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect. Death ward does not protect against other sorts of attacks, even if those attacks might be lethal. [SR:Yes (harmless); DC:18, Will negates (harmless)]						

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Debilitating Portent	Enchantment (Compulsion)	1 standard action	7 rounds [D] see text	Medium (170 ft.)	UC:p.227
<p>[V, S, DF] TARGET: one creature; EFFECT: The target is surrounded by a glowing green aura of ill fate. Each time the spell's subject makes an attack or casts a spell, it must succeed at a Will saving throw with a DC = 10 + 1/2 caster level + Charisma [in the case of oracles], Intelligence [in the case of witches], or Wisdom [in the case of clerics]. If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell as an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage. [SR:Yes]</p>						
☐☐☐☐	Dimensional Anchor	Abjuration	1 standard action	7 minutes	Medium (170 ft.)	CR:p.270
<p>[V, S] TARGET: Ray; EFFECT: A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell. [SR:Yes (object)]</p>						
☐☐☐☐	Discern Lies	Divination	1 standard action	Concentration, up to 7 rounds	Close (40 ft.)	CR:p.270
<p>[V, S, DF] TARGET: 7 creatures, no two of which can be more than 30 ft. apart; EFFECT: Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different target. [SR:No; DC:18, Will negates]</p>						
☐☐☐☐	Dismissal	Abjuration	1 standard action	Instantaneous	Close (40 ft.)	CR:p.271
<p>[V, S, DF] TARGET: One extraplanar creature; EFFECT: This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own. [SR:Yes; DC:18, Will negates; see text]</p>						
☐☐☐☐	Divination	Divination	10 minutes	Instantaneous	Personal	CR:p.273
<p>[V, S, M] TARGET: You; EFFECT: Similar to augury but more powerful, 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. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding information is at work. As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.</p>						
☐☐☐☐	Divine Power	Evocation	1 standard action	7 rounds	Personal	CR:p.273
<p>[V, S, DF] TARGET: You; EFFECT: Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have [maximum +6]. You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as haste or weapons with the speed special ability.</p>						
☐☐☐☐	Enchantment Foil	Abjuration	1 standard action	7 hours [see text]	Personal	ACG:p.180
<p>[V, S] TARGET: you; EFFECT: You gain a +4 bonus on saving throws against enchantment effects. If you succeed at a save against an enchantment effect, you identify the effect as if you had succeeded at a Spellcraft check to do so. Furthermore, you can choose to act as if you had failed your saving throw. If you do so, you gain a +20 bonus on Bluff checks to convince others that you failed your save and are under the enchantment's effects. A creature that attempts to use magic to detect this ruse or to make you speak truthfully about it must succeed at a caster level check [DC 15 + your caster level] to do so.</p>						
☐☐☐☐	Freedom of Movement	Abjuration	1 standard action	70 minutes	Personal or touch	CR:p.287
<p>[V, S, M, DF] TARGET: You or creature touched; EFFECT: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing. [SR:Yes (harmless); DC:18, Will negates (harmless)]</p>						
☐☐☐☐	Giant Vermin	Transmutation	1 standard action	7 minutes	Close (40 ft.)	CR:p.290
<p>[V, S, DF] TARGET: 1 or more vermin, no two of which can be more than 30 ft. apart; EFFECT: You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. Only one type of vermin can be transmuted [so a single casting cannot affect both a centipede and a spider]. The number of vermin which can be affected by this spell depends on your caster level, as noted on the table below. Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ["Attack," "Defend," "Stop," and so forth]. Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whomever or whatever is near them. Caster Level Centipedes Scorpions Spiders 9th or lower 3 1 2 10th-13th 4 2 3 14th-17th 6 3 4 18th-19th 8 4 5 20th or higher 12 6 8 [SR:Yes]</p>						
☐☐☐☐	Guardian of Faith	Abjuration [See Text]	1 standard action	7 minutes	Close (40 ft.)	ACG:p.183
<p>[V, S, M] TARGET: one ally; EFFECT: The target gains the benefit of shield of faith and your choice of protection from chaos, evil, good, or law. As a move action, the target can transfer this spell to a touched ally, who becomes the new target of the spell. The alignment descriptor of this spell matches the alignment descriptor of the protection spell you chose when casting it. For example, granting the target protection from evil gives this spell the good descriptor. [SR:No; DC:18, Will negates (harmless)]</p>						
☐☐☐☐	**Holy Smite	Evocation [Good]	1 standard action	Instantaneous [1 round]; see text	Medium (170 ft.)	CR:p.297
<p>[V, S] TARGET: 20-ft.-radius burst; EFFECT: You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell deals 1d8 points of damage per two caster levels [maximum 5d8] to each evil creature in the area [or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider] and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect. The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half [down to one-quarter of the roll] with a successful Will save. [SR:Yes; DC:18, Will partial; see text]</p>						
☐☐☐☐	Holy Smite	Evocation [Good]	1 standard action	Instantaneous [1 round]; see text	Medium (170 ft.)	CR:p.297
<p>[V, S] TARGET: 20-ft.-radius burst; EFFECT: You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell deals 1d8 points of damage per two caster levels [maximum 5d8] to each evil creature in the area [or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider] and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect. The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half [down to one-quarter of the roll] with a successful Will save. [SR:Yes; DC:18, Will partial; see text]</p>						
☐☐☐☐	Imbue with Spell Ability	Evocation	10 minutes	Permanent until discharged [D]	Touch	CR:p.299
<p>[V, S, DF] TARGET: Creature touched; see text; EFFECT: You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this boon. Only cleric spells from the schools of abjuration, divination, and conjuration [healing] can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of imbue with spell ability can't exceed this limit. HD of Recipient Spells Imbued 2 or lower One 1st-level spell 3-4 One or two 1st-level spells 5 or higher One or two 1st-level spells and one 2nd-level spell The transferred spell's variable characteristics [range, duration, area, and the like] function according to your level, not the level of the recipient. Once you cast imbue with spell ability, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the imbue with spell ability spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled. To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must be able to move freely. To cast a spell with a material component or focus, it must have the materials or focus. [SR:Yes (harmless); DC:18, Will negates (harmless)]</p>						
☐☐☐☐	Inflict Critical Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
<p>[V, S] TARGET: Creature touched; EFFECT: This spell functions like inflict light wounds, except that you deal 4d8 points of damage + 1 point per caster level [maximum +20]. [SR:Yes; DC:18, Will half]</p>						
☐☐☐☐	Magic Weapon (Greater)	Transmutation [MetalSchool]	1 standard action	7 hours	Close (40 ft.)	CR:p.310
<p>[V, S, M/DF] TARGET: One weapon or 50 projectiles [all of which must be together at the time of casting]; EFFECT: This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels [maximum +5]. This bonus does not allow a weapon to bypass damage reduction aside from magic. Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together [in the same quiver or other container]. Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]</p>						
☐☐☐☐	Neutralize Poison	Conjuration (Healing)	1 standard action	Instantaneous or 70 minutes; see text	Touch	CR:p.316
<p>[V, S, M/DF] TARGET: Creature or object of up to 7 cu. ft. touched; EFFECT: You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]</p>						
☐☐☐☐	Order's Wrath	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Medium (170 ft.)	CR:p.317
<p>[V, S] TARGET: Nonlawful creatures within a burst that fills a 30-ft. cube; EFFECT: You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral [not lawful] creatures are harmed by the spell. The spell deals 1d8 points of damage per two caster levels [maximum 5d8] to chaotic creatures [or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders] and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again [down to one-quarter of the roll] with a successful Will save. [SR:Yes; DC:18, Will partial; see text]</p>						
☐☐☐☐	Path of Glory (Greater)	Conjuration (Healing)	1 standard action	7 rounds	Touch [see text]	ACG:p.189
<p>[V, S] TARGET: 28 5-ft. squares [see text]; EFFECT: This spell functions as path of glory, except as noted above, and a square provides 5 points of healing instead of 1. [SR:No; DC:18, none]</p>						
☐☐☐☐	Persistent Vigor	Transmutation	1 standard action	7 rounds [D]	Personal	ACG:p.190
<p>[V, S, M/DF] TARGET: you; EFFECT: You are filled with a persistent vigor. You gain fast healing 2 and are immune to bleed effects as well as the sickened and nauseated conditions. When you succeed at a saving throw against a disease or poison effect, that disease or poison effect ends [as if you had succeeded at enough saving throws to cure that effect]. If you fail a saving throw against a disease or poison effect, you can instantly dismiss this spell to reroll that saving throw with a +4 bonus; you must take the result of this reroll, even if it is lower.</p>						
☐☐☐☐	Planar Adaptation	Transmutation, AirSchool, EarthSchool, Fire1	1 standard action	7 hours [D]	Personal	APG:p.236
<p>[V] TARGET: You; EFFECT: Planar adaptation grants you immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane [choose one if more than one type is equally prevalent]. Planar adaptation has no effect when cast upon your native plane.</p>						
☐☐☐☐	Planar Ally (Lesser)	Conjuration (Calling)	10 minutes	Instantaneous	Close (40 ft.)	CR:p.320
<p>[V, S, M, DF] TARGET: One called outsider of 6 HD or less; EFFECT: By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell [though you might get a different creature anyway]. You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services. The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD. A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal [remember, a called creature actually dies when it is killed, unlike a summoned creature]. However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment. At the end of its task, or when the duration bargained</p>						

* =Domain/Specialty Spell

Cleric Spells

for expires, the creature returns to its home plane [after reporting back to you, if appropriate and possible]. Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. [SR:No]

☐☐☐☐☐	Poison	Necromancy [Poison]	1 standard action	Instantaneous; see text	Touch	CR:p.323
[V, S, DF]	TARGET: Living creature touched; EFFECT: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. [SR:Yes; DC:18, Fortitude negates; see text]					
☐☐☐☐☐	Protection from Energy (Communal)	Abjuration	1 standard action	70 minutes or until discharged	Touch	UC:p.240
[V, S, DF]	TARGET: creatures touched; EFFECT: This spell functions like protection from energy, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level [maximum 120 points] for a subject, the spell's effects end for that subject. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]					
☐☐☐☐☐	Repel Vermin	Abjuration [Pain]	1 standard action	70 minutes [D]	10 ft.	CR:p.333
[V, S, DF]	TARGET: 10-ft.-radius emanation centered on you; EFFECT: An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier. A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin. [SR:Yes; DC:18, None or Will negates; see text]					
☐☐☐☐☐	Rest Eternal	Necromancy [Curse]	1 round	permanent	Touch	APG:p.238
[V, S, M/DF]	TARGET: one dead creature touched; EFFECT: You place a curse upon a dead creature that bars its spirit from returning. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level. Rest eternal cannot be dispelled, but it can be negated with remove curse or break enchantment. [SR:No]					
☐☐☐☐☐	Restoration	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 also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period. Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score [your choice if more than one is drained]. It also eliminates any fatigue or exhaustion suffered by the target. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐	Ride the Waves	Transmutation [Water]	1 standard action	7 hours [D]	Touch	UM:p.235
[V, S]	TARGET: Creature touched; EFFECT: The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐	Sending	Evocation [WoodSchool]	10 minutes	1 round; see text	See text	CR:p.339
[V, S, M/DF]	TARGET: One creature; EFFECT: You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. [Local conditions on other planes may worsen this chance considerably.] [SR:No]					
☐☐☐☐☐	Shield of Fortification (Greater)	Abjuration	1 standard action	7 minutes	Touch	ACG:p.192
[V, S, DF]	TARGET: creature touched; EFFECT: This spell functions as shield of fortification, except there is a 50% chance that the critical hit or sneak attack is negated and damage is instead be rolled normally, rather than 25%. [SR:yes (harmless); DC:18, Fortitude negates (harmless)]					
☐☐☐☐☐	Shield of the Dawnflower	Evocation [Fire, Good, Light]	1 standard action	7 rounds	Personal	ISWG:p.296
[V, S, DF]	TARGET: You; EFFECT: Create disk of sunlight on one arm that provides illumination as a torch. Melee attackers suffer 1d6 + 7 points of fire damage on striking you.					
☐☐☐☐☐	Soothe Construct	Abjuration [MetalSchool]	1 round	Instantaneous	Close (40 ft.)	UM:p.240
[V, S]	TARGET: One construct; EFFECT: You soothe the elemental spirit of a targeted construct, reducing its chance of going berserk by 1d4% per four caster levels [maximum 5d4%]. If cast on a construct that has already gone berserk and you are its master, you may immediately roll d% to end the construct's berserk state, it returns to normal functioning, and its berserk chance returns to 0%. [SR:No]					
☐☐☐☐☐	Speak with Haunt	Necromancy [Language-Dependent]	10 minutes	7 minutes	10 Ft. [see text]	ACG:p.193
[V, S, DF]	TARGET: one haunt; EFFECT: You stir a haunt [Pathfinder RPG GameMastery Guide 242] to a limited sense of awareness and consciousness, allowing it to answer questions. The spell's range must reach any square within 10 feet of the haunt's area. You must be aware of the haunt prior to casting the spell, and casting the spell does not trigger the haunt. You can ask one question per 2 caster levels. The haunt's knowledge is limited to what its original creature knew during life, including the languages it spoke. A haunt often remembers the circumstance that led to its existence [though this recollection might be from the original victim's perspective and therefore not objective], what triggers it, and how it can be laid to rest [destroyed]. Answers are brief, cryptic, or repetitive, especially if the haunt is angry and vindictive. If the haunt's alignment is more than one step away from yours, the haunt can attempt a Will save to resist the spell. A haunt's Will save modifier is equal to 3 + the haunt's CR. If the save is successful, the haunt can refuse to answer your questions or attempt to deceive you [using Bluff]. A haunt's Bluff modifier equals its CR [minimum +0] or might be determined by the GM based upon the original victim. The haunt can speak only about what it knew in life and the circumstances by which it became a haunt. It cannot answer any questions that pertain to events that occurred after it was created. A neutral or good haunt might cooperate with similarly aligned creatures in order to end its suffering. If a haunt has been subject to this spell within the past week, a new casting of this spell on it fails. You can cast this on a haunt that has been deceased for any amount of time. Unlike a corpse affected by speak with dead, a haunt wants to express itself, if only to share its pain or to cause mischief. [SR:No; DC:18, Will negates [see text]]					
☐☐☐☐☐	Spellcrash (Lesser)	Abjuration	1 standard action	7 rounds	Medium (170 ft.)	ACG:p.194
[V, S]	TARGET: one creature; EFFECT: You create a discordant blast of energy that disrupts the target's available magic. If the target prepares spells, it must choose one of its prepared 3rd-level spells, which is immediately lost; if the target has no 3rd-level spells prepared, it must lose a 2nd-level spell it has prepared [progressing down to 1st-level spell if it has no 2nd-level spells prepared] each round at the start of its turn. If the target is a spontaneous spellcaster, it loses one of its available 3rd-level spell slots; if the target has no available 3rd-level spell slots, it must lose a 2nd-level spell slot [progressing down to 1st-level spell if it has no 2nd-level spell slots available]. If the target has more than one spellcasting class, choose one at random to be affected. This spell has no effect on spell-like abilities. Any spell or spell slot lost because of this spell is treated as if the caster had failed a concentration check while trying to cast it-the spell or spell slot is wasted and has no effect, but is recovered normally the next time the character prepares spells or regains spell slots. There is no initial saving throw for this spell, but the target can attempt a Will saving throw each round at the end of its turn. [SR:yes; DC:18, Will negates [see text]]					
☐☐☐☐☐	Spell Immunity	Abjuration	1 standard action	70 minutes	Touch	CR:p.346
[V, S, DF]	TARGET: Creature touched; EFFECT: The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐	Spiritual Ally	Evocation [Force]	1 standard action	7 rounds [D]	Medium (170 ft.)	APG:p.246
[V, S, DF]	TARGET: spiritual ally of force; EFFECT: An ally made of pure force appears in a single 5-foot square within range. The ally takes the form of a servant of your god. The spiritual ally occupies its space, though you and your allies can move through it, since it is your ally. The spiritual ally carries a single weapon, one favored by your deity [as for spiritual weapon], which has the same threat range and critical modifiers as a real weapon of its form. Each round on your turn, starting with the turn that you cast this spell, your spiritual ally can make an attack against a foe within its reach that you designate. The spiritual ally threatens adjacent squares and can flank and make attacks of opportunity as if it were a normal creature. The spiritual ally uses your base attack bonus [gaining extra attacks if your base attack bonus is high enough] plus your Wisdom bonus when it makes a melee attack. When the spiritual ally hits, it deals 1d10 points of force damage + 1 point of damage per 3 caster levels [maximum +5 at 15th level]. It strikes as a spell, not a weapon, so it bypasses DR and can affect incorporeal creatures. Each round after the first, you can move the spiritual ally as a swift action. It has a speed of 30 feet, and a fly speed of 30 feet [perfect maneuverability]. Being a construct of force, the spiritual ally cannot be harmed by any physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual ally's AC against touch attacks is 10. If an attacked creature has spell resistance, you make a caster level check [1d20 + caster level] against that spell resistance the first time the spiritual ally strikes it. If the ally is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. [SR:Yes]					
☐☐☐☐☐	Spit Venom	Transmutation [Poison]	1 standard action	Instantaneous; see text	Close (40 ft.)	UM:p.240
[V]	TARGET: One stream of venom; EFFECT: You spit a stream of venom at a target using a ranged touch attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by black adder venom; the DC in successive rounds of the poison is equal to the spell's DC. [SR:No; DC:18, Fortitude partial]					
☐☐☐☐☐	Summoner Conduit	Necromancy	1 standard action	7 minutes	Close (40 ft.)	UC:p.245
[V, S, M]	TARGET: one summoned creature or eidolon; EFFECT: You exploit the invisible, mystic connection between the target creature and its summoner to harm that summoner. Whenever the target's summoned creature is the target of a spell that deals damage, the target's summoner is also considered to be a target of that spell. Such a summoner gains his normal defenses against the spell, such as a saving throw and spell resistance, and cannot be affected if he is on another plane of existence. [SR:Yes; DC:18, Will negates]					
☐☐☐☐☐	Summon Monster IV	Conjuration, AirSchool, EarthSchool, FireSc1	1 round	7 rounds [D]	Close (40 ft.)	CR:p.352
[V, S, F/DF]	TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					
☐☐☐☐☐	Symbol of Revelation	Divination	10 minutes	See text	0 ft.; see text	UM:p.241
[V, S, M]	TARGET: One symbol; EFFECT: This spell functions as symbol of death, except it is only activated by invisible creatures, creatures affected by an illusion [glamer] effect, creatures with the shapechanger subtype, or creatures that have magically changed their shape. These creatures are outlined by a pale light that functions like faerie fire, except it lasts for 10 minutes per caster level; the symbol does not otherwise reveal their true form. Once triggered, a symbol of revelation remains active for 10 minutes per caster level. Symbol of revelation can be made permanent with a permanency spell by a caster of 12th level or higher for the cost of 10,000 gp. [SR:Yes]					
☐☐☐☐☐	Symbol of Slowing	Transmutation	10 minutes	See text	0 ft.; see text	UM:p.242
[V, S, M]	TARGET: One symbol; EFFECT: This spell functions as symbol of death, except all creatures within 60 feet of a symbol of slowing are slowed [as the slow spell] for 1 round per caster level. Symbol of slowing can be made permanent with a permanency spell by a caster of 11th level or higher for the cost of 10,000 gp. [SR:Yes; DC:18, Will negates]					
☐☐☐☐☐	Terrible Remorse	Enchantment (Compulsion) [Emotion, Mind]	1 standard action	7 rounds	Close (40 ft.)	UM:p.243
[V, S]	TARGET: 1 living creature; EFFECT: You fill a target with such profound remorse that it begins to harm itself. Each round, the target must save or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it is instead frozen with sorrow, can take no actions, and takes a \ominus 2 penalty to Armor Class. [SR:Yes; DC:18, Will partial [see text]]					
☐☐☐☐☐	Tongues	Divination [WoodSchool]	1 standard action	70 minutes	Touch	CR:p.360
[V, M/DF]	TARGET: Creature touched; EFFECT: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way. Tongues can be made permanent with a permanency spell. [SR:No; DC:18, Will negates (harmless)]					

* =Domain/Speciality Spell

Magic Item Spell-like Abilities

At Will Feather Fall (DC:10)

Shiso Sukbutter

Dwarf (Deep Delver)

RACE

68

AGE

Male

GENDER

VISION

Neutral Good

ALIGNMENT

Left

DOMINANT HAND

4' 4"

HEIGHT

199 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Sarenrae

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: