

Shiso Sukbutter

Character Name

Cleric 4

CLASS

4 (3)

Character Level (CR)

6000 / 10000

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1		
DEX Dexterity	10	+0	10	+0		
CON Constitution	16	+3	16	+3		
INT Intelligence	14	+2	14	+2		
WIS Wisdom	18	+4	18	+4		
CHA Charisma	15	+2	15	+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+7	+4	+3	+0	+0	+0	
REFLEX (dexterity)	+1	+1	+0	+0	+0	+0	
WILL (wisdom)	+8	+4	+4	+0	+0	+0	

Conditional Save Modifiers:

+2 vs. poison, spells, and spell-like abilities

-2 vs. effects with the light descriptor

Conditional Combat Modifiers:

+1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

+4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+3	+1	+0	+0	+0	
RANGED attack bonus	+3	+3	+0	+0	+0	+0	
CMB attack bonus	+4	+3	+1	+0			

	GRAPPLE	TRIP	DISARM	SLUNDER	BULL RUSH	OVERRUN
CMB	+4	+4	+4	+4	+4	+4
CMD	14	18	14	14	18	14

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+1	20/x2	5 ft.

*Battleaxe				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	20/x3	5 ft.
	To Hit	Dam	To Hit	Dam				
1H-P	+4	1d8+1	2W-P-(OH)	-2	1d8+1			
1H-O	+0	1d8	2W-P-(OL)	+0	1d8+1			
2H	+4	1d8+1	2W-OH	-6	1d8			

*Shield, Heavy Steel				HAND	TYPE	SIZE	CRITICAL	REACH
				Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS				-10				
DAMAGE				1d4				

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	+3	+1	-1	-3	-5			
Dam	1d6	1d6	1d6	1d6	1d6			

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

*: weapon is equipped

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

ARMOR				TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Scale Mail				Medium	+5	+3	-4	25
*Shield, Heavy Steel				Heavy	+2		-2	15

Pat

Player Name

Dwarf (Deep Delver) / Humanoid

RACE

68

AGE

Male

GENDER

Sarenrae

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

4' 4" / 199 lbs.

HEIGHT / WEIGHT

Neutral Good

Alignment

Normal

VISION

Points

HP	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED							
35 Hit points																Walk 0 ft.							
AC armor class	17	17	10	10	5	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
INITIATIVE modifier	+0	+0	+0																				

Encumbrance	Overload
	(rules applied)

MISC	INSIGHT	SACRED	PROFANE	MISC
0	0	0	0	0

TOTAL SKILLPOINTS: 16	SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 4/4
✓	Acrobatics		DEX	-6	=	0	+ -6	
✓	Acrobatics (Jump)		DEX	-18	=	0	+ -18	
✓	Appraise		INT	6	=	2 + 1	+ 3	
✓	Appraise (Precious metals and gemstones)		INT	8	=	2 + 1	+ 5	
✓	Bluff		CHA	2	=	2		
✓	Climb		STR	-5	=	1	+ -6	
✓	Craft (Untrained)		INT	2	=	2		
✓	Diplomacy		CHA	2	=	2		
✓	Disguise		CHA	2	=	2		
✓	Escape Artist		DEX	-6	=	0	+ -6	
✓	Fly		DEX	-6	=	0	+ -6	
✓	Heal		WIS	11	=	4 + 4	+ 3	
✓	Intimidate		CHA	2	=	2		
	Knowledge (Religion)		INT	9	=	2 + 4	+ 3	
✓	Perception		WIS	5	=	4 + 1		
✓	Perception (Notice unusual stonework)		WIS	7	=	4 + 1	+ 2	
✓	Perform (Untrained)		CHA	2	=	2		
✓	Ride		DEX	-6	=	0	+ -6	
✓	Sense Motive		WIS	9	=	4 + 2	+ 3	
✓	Spellcraft		INT	9	=	2 + 4	+ 3	
✓	Stealth		DEX	-6	=	0	+ -6	
✓	Survival		WIS	5	=	4 + 1		
✓	Swim		STR	-5	=	1	+ -6	
					=			
					=			
					=			

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

Conditional Skill Modifiers:

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.

Channel Positive EnergyUses per day **Channel Positive Energy (Su):**You can unleash a wave of positive energy. You must choose to deal 2d6 points of positive energy damage to undead creatures or to heal living creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. You can use this ability 7 times per day. [Paizo Inc. - Core Rulebook, p.40]**Rebuke Death**Uses per Day **Rebuke Death (Sp):**You can touch a living creature as a standard action, healing it of 1d4+2 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. [Paizo Inc. - Core Rulebook, p.44]**Touch of Glory**Uses per Day **Touch of Glory (Sp):**You can cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a +4 bonus to a single Charisma-based skill check or Charisma ability check. This ability lasts for one hour or until the creature touched elects to apply the bonus to a roll. You can use this ability to grant the bonus 7 times per day. [Paizo Inc. - Core Rulebook, p.44]

Sling		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 30 ft.		Equipped	B	M	20/x2	5 ft.
50 ft.	To Hit: +3	Damage: 1d4+1				250 ft.
100 ft.		150 ft.		200 ft.		
TH	+3	+1	-1	-3		-5
Dam	1d4+1	1d4+1	1d4+1	1d4+1		1d4+1
300 ft.		350 ft.		400 ft.		500 ft.
TH	-7	-9	-11	-13		-15
Dam	1d4+1	1d4+1	1d4+1	1d4+1		1d4+1

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Battleaxe	Equipped	1	6 / 10	
Shield, Heavy Steel	Equipped	1	15 / 20	
Scale Mail	Equipped	1	30 / 50	
Outfit (Cold-Weather)	Equipped	1	0 / 0	
+5 circumstance bonus on Fortitude saves vs cold weather				
Backpack, Common	Equipped	1	2 / 2	
55.03 lbs., 1 Bedroll, 1 Candles (10), 1 Flint and Steel, 1 Mess Kit, 9 Oil (1 Pint Flask), 1 Pot (Iron), 5 Rations (Trail/Per Day), 1 Rope (Hemp/50 ft.), 1 Soap (per lb.), 10 Torch, 3 Scroll (Animate Dead), 1 Potion of Levitate, 1 Bear Trap (Magic)				
Bedroll	Backpack, Common	1	5 / 0.1	
Candles (10)	Backpack, Common	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	Backpack, Common	1	0 / 1	
Mess Kit	Backpack, Common	1	1 / 0.2	
Oil (1 Pint Flask)	Backpack, Common	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				
Pot (Iron)	Backpack, Common	1	4 / 0.8	
Rations (Trail/Per Day)	Backpack, Common	5	1 (5) / 0.5 (2.5)	
□□□□□				
Rope (Hemp/50 ft.)	Backpack, Common	1	10 / 1	
Soap (per lb.)	Backpack, Common	1	1 / 0.5	
Torch	Backpack, Common	10	1 (10) / 0 (0.1)	
□□□□□ □□□□□				
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Scroll (Animate Dead)	Backpack, Common	3	0 (0) / 375 (1,125)	
□□□				
Potion of Levitate	Backpack, Common	1	0 / 300	
□				
Levitate up or down for 3 minutes				
Bear Trap (Magic)	Backpack, Common	1	10 / 2	
Belt Pouch	Equipped	1	0.5 / 1	
13.5 lbs., 20 Bullet, Sling, 1 Holy Text (Cheap), 1 Mirror (Small/Steel), 1 Oil (1 Pint Flask), 1 Sealing Wax, 2 Sewing Needle, 1 Sling, 1 Ink (1 oz. Vial), 1 Inkpen, 10 Parchment (Sheet)				
Bullet, Sling	Belt Pouch	20	0.5 (10) / 0 (0.2)	
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Holy Text (Cheap)	Belt Pouch	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.				
Mirror (Small/Steel)	Belt Pouch	1	0.5 / 10	
Sealing Wax	Belt Pouch	1	1 / 1	
Sewing Needle	Belt Pouch	2	0 (0) / 0.5 (1)	
Sling	Belt Pouch	1	0 / 0	
Ink (1 oz. Vial)	Belt Pouch	1	0 / 8	
Inkpen	Belt Pouch	1	0 / 0.1	
Parchment (Sheet)	Belt Pouch	10	0 (0) / 0.2 (2)	
Holy Symbol (Wooden)	Equipped	1	0 / 1	
Spell Component Pouch	Equipped	1	2 / 5	
Waterskin (Filled)	Equipped	1	4 / 1	
Pole (10 Ft.)	Equipped	1	8 / 0.1	
TOTAL WEIGHT CARRIED/VALUE		136.03 lbs.	1,547.6gp	

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

MONEY
Total= 0 gp [Unspent Funds = 0.15 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 2d6 points of positive energy damage to undead creatures or to heal living creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 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]
You project a moderate good aura.	
Bonus Cleric Domain Power Use (3x)	[Paizo Inc. - Advanced Race Guide]
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.	
Deep Delver	[Paizo Inc. - Advanced Race Guide, p.]
Dwarves living far below the earth have the minesight and deep warrior racial traits. Deep delver spellcasters may exchange stonemasonry for the stonemason trait.	
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.	
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+2 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 +4 bonus to a single Charisma-based skill check or Charisma ability check. This ability lasts for one hour or until the creature touched elects to apply the bonus to a roll. You can use this ability to grant the bonus 7 times per day.	
Variant Channeling - Undeath	[Paizo Inc. - Ultimate Magic, p.31]
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.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.	

Feats

Extra Channel	[Paizo Inc. - Core Rulebook, p.123]
You can channel divine energy more often. You can channel energy two additional times per day.	
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
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Cleric Spells

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

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

Name	School	Time	Duration	Range	Source
Bleed	Necromancy	1 standard action	Instantaneous	Close (35 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 (35 ft.)	CR:p.262
[V, S] TARGET: Up to 8 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 4 minutes [D]	60 ft.	CR:p.267
[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 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 (35 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. 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
[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	40 minutes	Touch	CR:p.304
[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
[V, S] TARGET: One object of up to 4 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
[V, S] TARGET: 4 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	40 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. 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
[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 (35 ft.)	APG:p.246
[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 (35 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a living creature that has -1 or fewer hit points. 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
[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:4+1 / Caster Level:4

Name	School	Time	Duration	Range	Source
Abundant Ammunition	Conjuration (Summoning)	1 standard action	4 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	4 minutes	Touch	UC:p.222
[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	8 hours	Touch	APG:p.202
[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	4 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; EFFECT: Bane fills your enemies with fear and doubt. 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	4 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: Bless fills your allies with courage. 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)]					
Blessed Fist	Transmutation [Good]	1 standard action	4 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 (35 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]					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Command	Enchantment (Compulsion) [Language-Dep]1 standard action	1 round	Close (35 ft.)	CR:p.256
<p>[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]</p>					
☐☐☐☐	Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]1 standard action	4 rounds	Personal	UC:p.226
<p>[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]</p>					
☐☐☐☐	Comprehend Languages	Divination	1 standard action	40 minutes	Personal CR:p.258
<p>[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 fooled 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.</p>					
☐☐☐☐	**Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch CR:p.263
<p>[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]</p>					
☐☐☐☐	Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch CR:p.263
<p>[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]</p>					
☐☐☐☐	Curse Water	Necromancy (Evil)	1 minute	Instantaneous	Touch CR:p.263
<p>[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)]</p>					
☐☐☐☐	Dancing Lantern	Transmutation, Fire School [Fire, Light]	1 standard action	4 hours [D]	Touch APG:p.214
<p>[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]</p>					
☐☐☐☐	Deadeye's Lore	Divination	1 round	4 hours	Personal UC:p.227
<p>[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.</p>					
☐☐☐☐	Deathwatch	Necromancy	1 standard action	40 minutes	30 ft. CR:p.265
<p>[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]</p>					
☐☐☐☐	Decompose Corpse	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch UM:p.216
<p>[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)]</p>					
☐☐☐☐	Detect Chaos	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft. CR:p.266
<p>[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]</p>					
☐☐☐☐	Detect Evil	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft. CR:p.266
<p>[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]</p>					
☐☐☐☐	Detect Good	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft. CR:p.267
<p>[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]</p>					
☐☐☐☐	Detect Law	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft. CR:p.267
<p>[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]</p>					
☐☐☐☐	Detect Undead	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft. CR:p.269
<p>[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]</p>					
☐☐☐☐	Diagnose Disease	Divination	1 standard action	Instantaneous	Close (35 ft.) UM:p.216
<p>[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]</p>					
☐☐☐☐	Divine Favor	Evocation	1 standard action	1 minute	Personal CR:p.273
<p>[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.</p>					
☐☐☐☐	Doom	Necromancy [Fear, Mind-Affecting, Emotion] 1 standard action	4 minutes	Medium (140 ft.)	CR:p.274
<p>[V, S] 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]</p>					
☐☐☐☐	Endure Elements	Abjuration	1 standard action	24 hours	Touch CR:p.277
<p>[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)]</p>					
☐☐☐☐	Entropic Shield	Abjuration	1 standard action	4 minutes [D]	Personal CR:p.278
<p>[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.</p>					
☐☐☐☐	Forbid Action	Enchantment (Compulsion) [Language-Dep]1 standard action	1 round	Close (35 ft.)	UM:p.220
<p>[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 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 $\frac{1}{2}$ demand to not move is still free to cast spells, make attacks, or shout for help. [SR:Yes; DC:15, Will negates]</p>					
☐☐☐☐	Gorum's Armor	Transmutation	1 standard action	40 minutes	Touch ISWG:p.294
<p>[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)]</p>					
☐☐☐☐	Hide from Undead	Abjuration	1 standard action	40 minutes [D]	Touch CR:p.296
<p>[V, S, DF] TARGET: 4 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]</p>					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Inflit 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	4 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 (35 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. 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	4 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	4 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 (35 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	4 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	4 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	4 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 [harm] 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	4 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	4 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	4 minutes	Close (35 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	4 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	40 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 (35 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	40 minutes; see text	Close (35 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	4 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	4 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)]					
☐☐☐☐	Shield of Faith	Abjuration	1 standard action	4 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	4 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	4 rounds [D]	Close (35 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	4 rounds [D]	Close (35 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					

* =Domain/Specialty Spell

Cleric Spells

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	4 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 this 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 weapon 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	4 rounds	Close (35 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:3+1 / Caster Level:4

Name	School	Time	Duration	Range	Source
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☐☐☐☐☐	Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	4 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	4 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	4 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	8 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 (35 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	4 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	4 minutes	Close (35 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	4 minutes [see below]	Close (35 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	4 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 + 4 rounds	Medium (140 ft.)	UM:p.209
[V, S] TARGET:	1 creature, 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	4 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 4 rounds [D]	Medium (140 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	4 rounds	Close (35 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	8 hours	Close (35 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]					

☐☐☐☐☐	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	4 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	4 hours	Close (35 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]					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Delay Poison	Conjuration (Healing)	1 standard action	4 hours	Touch	CR:p.265
<p>[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)]</p>						
☐☐☐☐☐	Disfiguring Touch	Transmutation [Curse]	1 standard action	4 days	Touch	UM:p.217
<p>[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]</p>						
☐☐☐☐☐	Eagle's Splendor	Transmutation	1 standard action	4 minutes	Touch	CR:p.275
<p>[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)]</p>						
☐☐☐☐☐	Effortless Armor	Transmutation	1 standard action	4 minutes	Personal	UC:p.228
<p>[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].</p>						
☐☐☐☐☐	Endure Elements (Communal)	Abjuration	1 standard action	24 hours	Touch	UC:p.228
<p>[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)]</p>						
☐☐☐☐☐	Enthral	Enchantment (Charm) [Language-Depende	1 round	1 hour or less	Medium (140 ft.)	CR:p.278
<p>[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]</p>						
☐☐☐☐☐	Find Traps	Divination	1 standard action	4 minutes	Personal	CR:p.281
<p>[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.</p>						
☐☐☐☐☐	Gentle Repose	Necromancy	1 standard action	4 days	Touch	CR:p.289
<p>[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)]</p>						
☐☐☐☐☐	Ghostbane Dirge	Transmutation	1 standard action	4 rounds	Close (35 ft.)	APG:p.225
<p>[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]</p>						
☐☐☐☐☐	Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
<p>[V] TARGET: You; EFFECT: Until the end of your turn, your movement does not provoke attacks of opportunity.</p>						
☐☐☐☐☐	Groundswell	Transmutation [Earth]	1 standard action	4 minutes	Touch	ARG:p.19
<p>[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)]</p>						
☐☐☐☐☐	Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	4 rounds [D]; see text	Medium (140 ft.)	CR:p.296
<p>[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 full-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]</p>						
☐☐☐☐☐	Holy Ice Weapon	Transmutation [Cold, Good, Water]	1 standard action	4 minutes [D]	0 Ft.	ACG:p.185
<p>[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]</p>						
☐☐☐☐☐	Imbue with Aura	Transmutation	1 standard action	4 minutes	Close (35 ft.)	UM:p.225
<p>[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)]</p>						
☐☐☐☐☐	Inflict Moderate 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 2d8 points of damage + 1 point per caster level [maximum +10]. [SR:Yes; DC:16, Will half]</p>						
☐☐☐☐☐	Instant Armor	Conjuration (Creation) [Force]	1 standard action	4 minutes [D]	Personal	APG:p.229
<p>[V, S, DF] 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.</p>						
☐☐☐☐☐	Instrument of Agony	Transmutation	1 standard action	4 minutes	Touch	UC:p.232
<p>[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]</p>						
☐☐☐☐☐	Life Pact	Necromancy	1 standard action	4 minutes	Close (35 ft.)	ACG:p.186
<p>[V, S, DF/M] TARGET: 4 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)]</p>						
☐☐☐☐☐	Magic Siege Engine	Transmutation	1 standard action	4 minutes	Touch	UC:p.236
<p>[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)]</p>						
☐☐☐☐☐	Make Whole	Transmutation [MetalSchool]	10 minutes	Instantaneous	Close (35 ft.)	CR:p.311
<p>[V, S] TARGET: One object of up to 40 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)]</p>						
☐☐☐☐☐	Marching Chant	Transmutation	1 minute	concentration	Close (35 ft.)	ACG:p.187
<p>[V, S] TARGET: 4 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)]</p>						
☐☐☐☐☐	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 again to affect another option]. [SR:No]</p>						
☐☐☐☐☐	Muffle Sound	Illusion (Glamer)	1 round	4 minutes [D]	Close (35 ft.)	ACG:p.188
<p>[V, S] TARGET: 4 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	4 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>						

* =Domain/Specialty Spell

Cleric Spells

□□□□	Path of Glory	Conjuration (Healing)	1 standard action	4 rounds	Touch [see text]	ACG:p.189
<p>[V, S] TARGET: 16 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 (35 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	4 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	4 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	4 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	40 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	40 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 (35 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, FireSch1	1 standard action	40 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 warded 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	4 minutes	Close (35 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 (35 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 (35 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	4 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	4 hours [D]	Close (35 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	4 rounds [D]	Long (560 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	4 minutes [D]	Close (35 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 (35 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 (35 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>						
□□□□	Spiritual Weapon	Evocation [Force]	1 standard action	4 rounds [D]	Medium (140 ft.)	CR:p.348
<p>[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]</p>						

* =Domain/Specialty Spell

Cleric Spells

□□□□	Status	Divination	1 standard action	4 hours	Touch	CR:p.349
[V, S] TARGET: 1 living creature; 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, diseased, 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, FireSchool	1 round	4 rounds [D]	Close (35 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	4 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 (35 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 + 4 rounds [D]	Medium (140 ft.)	ACG:p.198
[V, S] TARGET: 1 willing undead creature, 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	40 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	4 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	4 hours [D]	Close (35 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	4 minutes	Close (35 ft.)	CR:p.371
[V, S, DF] TARGET: 20-ft.-radius emanation; EFFECT: Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. 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]						

* =Domain/Specialty Spell

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: