

Thug Stonefist

Character Name: **Cleric 14**
 CLASS: **14 (13)** EXP/NEXT LEVEL: **300000 / 425000**
 Character Level (CR): **14** AGE: **64** GENDER: **Female**

Carole

Player Name: **Dwarf / Humanoid**
 RACE: **Dwarf**
 AGE: **64** GENDER: **Female**

Torag

Deity: **Medium / 5 ft.**
 SIZE / FACE: **Medium / 5 ft.**

None

Region: **4' 4" / 199 lbs.**
 HEIGHT / WEIGHT: **4' 4" / 199 lbs.**

Lawful Good

Alignment: **Darkvision (60 ft.)**
 ALIGNMENT: **Lawful Good** VISION: **Darkvision (60 ft.)**

ABILITY NAME BASE SCORE BASE MOD ABILITY SCORE ABILITY MOD TEMP SCORE TEMP MOD

STR Strength	12	+1	14	+2		
DEX Dexterity	11	+0	11	+0		
CON Constitution	18	+4	18	+4		
INT Intelligence	8	-1	8	-1		
WIS Wisdom	22	+6	28	+9		
CHA Charisma	14	+2	14	+2		

WOUNDS/CURRENT HP: **HP 154** SUBDUAL DAMAGE: **0** DAMAGE REDUCTION: **0** SPEED: **Walk 20 ft.**

AC 25: **25** FLAT **10** TOUCH **10** BASE **10** ARMOR BONUS **10** SHIELD BONUS **5** STAT **0** SIZE **0** NATURAL ARMOR **0** DEFLECTION **0** DODGE **0** Morale **0** Insight **0** Sacred **0** Profane **0** MISC **0**

INITIATIVE **+0** = **+0** (DEX MODIFIER) + **+0** (MISC MODIFIER)

Encumbrance **Medium (rules applied)**

EYES: **40** -3 MISS CHANCE: **0** Arcane Spell Failure PENALTY: **0** ARMOR CHECK FAILURE: **0** SPELL RESIST: **20** ACID RESIST: **0** COLD RESIST: **0** ELECT. RESIST: **0** FIRE RESIST: **0**

SAVING THROWS TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP

FORTITUDE (constitution)	+15	=	+9	+4	+2	+0	+0	
REFLEX (dexterity)	+6	=	+4	+0	+2	+0	+0	
WILL (wisdom)	+20	=	+9	+9	+2	+0	+0	

Conditional Save Modifiers: +2 vs. poison, spells, and spell-like abilities

Conditional Combat Modifiers: +4 dodge bonus to AC against humanoid creatures of the giant subtype. +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.

MELEE attack bonus: **+12/+7** = **+10/+5** (BASE ATTACK BONUS) + **+2** (STAT) + **+0** (SIZE) + **+0** (MISC) + **+0** (EPIC) + **+0** (TEMP)

RANGED attack bonus: **+10/+5** = **+10/+5** (BASE ATTACK BONUS) + **+0** (STAT) + **+0** (SIZE) + **+0** (MISC) + **+0** (EPIC) + **+0** (TEMP)

CMB attack bonus: **+12/+7** = **+10/+5** (BASE ATTACK BONUS) + **+2** (STAT) + **+0** (SIZE) + **+0** (MISC) + **+0** (EPIC) + **+0** (TEMP)

CMB: GRAPPLE **+12/+7** TRIP **+12/+7** DISARM **+12/+7** SUNDER **+12/+7** BULL RUSH **+12** OVERRUN **+12**

CMD: **22** **26** **22** **22** **26** **22**

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d3+2	20/x2	5 ft.

*+1 Warhammer					
	HAND	TYPE	SIZE	CRITICAL	
	Primary	B	M	20/x3	
	To Hit	Dam	To Hit	Dam	
1H-P	+13/+8	1d8+3	2W-P(OH)	+7/+2	1d8+3
1H-O	+9/+4	1d8+2	2W-P(OL)	+9/+4	1d8+3
2H	+13/+8	1d8+4	2W-OH	+3	1d8+2

*Shield, Heavy Steel +3				
	HAND	TYPE	SIZE	CRITICAL
	Off-hand	M	M	20/x2
	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	-2	1d4+1		5 ft.

Gauntlet					
	HAND	TYPE	SIZE	CRITICAL	
	Equipped	B	M	20/x2	
	To Hit	Dam	To Hit	Dam	
1H-P	+12/+7	1d3+2	2W-P(OH)	+6/+1	1d3+2
1H-O	+8/+3	1d3+1	2W-P(OL)	+8/+3	1d3+2
2H	+12/+7	1d3+2	2W-OH	+4	1d3+1

*: 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
*+4 Breastplate	Medium	+10	+3	-3	25
*Shield, Heavy Steel +3	Heavy	+5	-1	15	

TOTAL SKILLPOINTS: 14 MAX RANKS: 14/14

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-3	=	0	+ -3
✓ Acrobatics (Jump)	DEX	-7	=	0	+ -7
✓ Appraise	INT	-1	=	-1	
✓ Appraise (Precious metals and gemstones)	INT	1	=	-1	+ 2
✓ Bluff	CHA	2	=	2	
✓ Climb	STR	-1	=	2	+ -3
✓ Craft (Untrained)	INT	-1	=	-1	
✓ Diplomacy	CHA	2	=	2	
✓ Disguise	CHA	2	=	2	
✓ Escape Artist	DEX	-3	=	0	+ -3
✓ Fly	DEX	-3	=	0	+ -3
✓ Heal	WIS	16	=	9	+ 4 + 3
✓ Intimidate	CHA	2	=	2	
✓ Perception	WIS	15	=	9	+ 6
✓ Perception (Notice unusual stonework)	WIS	17	=	9	+ 6 + 2
✓ Perform (Untrained)	CHA	2	=	2	
✓ Ride	DEX	-3	=	0	+ -3
✓ Sense Motive	WIS	16	=	9	+ 4 + 3
✓ Stealth	DEX	-3	=	0	+ -3
✓ Survival	WIS	10	=	9	+ 1
✓ Swim	STR	9	=	2	+ 7

✓: 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.

Acid Dart

Uses per Day:

Acid Dart (Sp):As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. This acid dart deals 1d6+7 points of acid damage. You can use this ability 12 times per day. [Paizo Inc. - Core Rulebook, p.43]

Artificer's Touch

Uses per Day:

Artificer's Touch (Sp):You can cast Mending at will (CL 14) to repair damaged objects. In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6+7 points of damage. This attack bypasses up to 14 points of damage reduction and hardness. You can use this ability 12 times per day. [Paizo Inc. - Core Rulebook, p.41]

Channel Positive Energy

Uses per day:

Channel Positive Energy (Su):You can unleash a wave of positive energy. You must choose to deal 7d6 points of positive energy damage to undead creatures or to heal living creatures of 7d6 points of damage. Creatures that take damage from channeled energy receive a DC 21 Will save to halve the damage. You can use this ability 7 times per day. [Paizo Inc. - Core Rulebook, p.40]

Dancing Weapons

Uses per Day:

Dancing Weapons (Su):You can give a weapon touched the Dancing special weapon quality for 4 rounds. You can use this ability 2 times per day. [Paizo Inc. - Core Rulebook, p.42]

Crossbow (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 30 ft.		Equipped	P	M	19-20/x2	5 ft.
80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3	
Dam	1d8	1d8	1d8	1d8	1d8	
480 ft.	560 ft.	640 ft.	720 ft.	800 ft.		
TH	+0/-5	-2/-7	-4/-9	-6/-11	-8/-13	
Dam	1d8	1d8	1d8	1d8	1d8	

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
To Hit		Equipped	PS	M	19-20/x2	5 ft.
1H-P	+12/+7	1d4+2	2W-P-(OH)	+6/+1	1d4+2	
1H-O	+8/+3	1d4+1	2W-P-(OL)	+8/+3	1d4+2	
2H	+12/+7	1d4+2	2W-OH	+4	1d4+1	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3	
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Equipped	B/B	M	20/x2	5 ft.
+12/+7				DAMAGE		
				1d6+3		

Warhammer		HAND	TYPE	SIZE	CRITICAL	REACH
To Hit		Equipped	B	M	20/x3	5 ft.
1H-P	+12/+7	1d8+2	2W-P-(OH)	+6/+1	1d8+2	
1H-O	+8/+3	1d8+1	2W-P-(OL)	+8/+3	1d8+2	
2H	+12/+7	1d8+3	2W-OH	+2	1d8+1	

Battleaxe		HAND	TYPE	SIZE	CRITICAL	REACH
To Hit		Equipped	S	M	20/x3	5 ft.
1H-P	+12/+7	1d8+2	2W-P-(OH)	+6/+1	1d8+2	
1H-O	+8/+3	1d8+1	2W-P-(OL)	+8/+3	1d8+2	
2H	+12/+7	1d8+3	2W-OH	+2	1d8+1	

Holy Water (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
To Hit		Equipped		M	20/x2	5 ft.
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3	
Dam	2d4	2d4	2d4	2d4	2d4	

Special Properties: Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Rod (Python)		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Carried	B/B	M	20/x2	5 ft.
+13/+8				DAMAGE		
				1d6+4		

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Headband of Inspired Wisdom +6	Equipped	1	1 / 36,000	
Amulet of Positive Channeling	Equipped	1	0 / 17,000	
Aquil'ya	Equipped	1	0 / 0	
-2 Save against all fire effects, Speech (all languages the wearer knows), Telepathy (wearer only), Read all languages, Read Magic, Elemental Protection, Elemental Swarm (water)				
+1 Warhammer	Equipped	1	5 / 2,312	
Ring of Feather Falling	Equipped	1	0 / 2,200	
Acts as Feather Fall spell, activated immediately if the wearer falls more than 5 feet				
Shield, Heavy Steel +3	Equipped	1	15 / 9,170	
Vestments (Cleric's)	Equipped	1	6 / 0	
Belt of Giant Strength +2	Equipped	1	1 / 4,000	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
+4 Breastplate	Equipped	1	30 / 16,350	
Shoes of the Firewalker	Equipped	1	1 / 21,000	
Fire resistance 10				
Handy Haversack	Equipped	1	5 / 2,000	
78.61 lbs., 1 Gauntlet, 64 Bolt (Crossbow), 1 Crossbow (Light), 1 Crowbar, 1 Dagger, 1 Flint and Steel, 1 Grappling Hook, Common, 1 Hammer, 1 Healer's Kit, 1 Pearl of Power (3rd Level), 1 Pick (Miner's), 2 Potion of Cure Moderate Wounds, 1 Potion of Fly, 1 Potion of Jump, 1 Quarterstaff, 2 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 1 Scroll (Bless), 1 Scroll (Command), 2 Scroll (Cure Light Wounds), 2 Scroll (Cure Moderate Wounds), 1 Scroll (Flame Arrow), 1 Scroll (Hold Person), 1 Scroll (Protection from Good), 1 Scroll (Stone Shape), 1 Scroll (Tongues), 1 Shovel, Common, 1 Spyglass, 1 Warhammer, 1 Potion of Shield of Faith +4, 1 Battleaxe, 5 Diamond Dust (1000 gp), 1 Incense of Meditation, 2 Coin (Gold Piece), 1 Trade Gem (10), 2 Trade Gem (100), 1 Trade Gem (50), 1 Wand of Restoration (Lesser), 1 Golem Manual (Clay), 1 Scroll (Planar Ally), 1 Kinsight Goggles, 1 Trade Gem (500), 6 Holy Water (Flask), 6 Trade Gem (1000)				
Gauntlet	Handy	1	0 / 2	
Bolt (Crossbow)	Handy	64	0.1 (6.4) /	
	Haversack		0.1 (6.4)	
TOTAL WEIGHT CARRIED/VALUE				
		75.02 lbs.	176,415.9gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Crossbow (Light)	Handy	1	4 / 35	
Crowbar	Handy	1	5 / 2	
+2 circumstance bonus to Strength checks to force open a door or chest				
Dagger	Handy	1	1 / 2	
Flint and Steel	Handy	1	0 / 1	
Grappling Hook, Common	Handy	1	4 / 1	
Hammer	Handy	1	2 / 0.5	
Healer's Kit	Handy	1	1 / 50	
Pearl of Power (3rd Level)	Handy	1	0 / 9,000	
Pick (Miner's)	Handy	1	10 / 3	
Potion of Cure Moderate Wounds	Handy	2	0 (0) / 300 (600)	
Cures 2d8+3 points of damage				
Potion of Fly	Handy	1	0 / 750	
Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly checks for 3 minutes				
Potion of Jump	Handy	1	0 / 50	
+10 enhancement bonus on Acrobatics checks made to jump for 1 minute				
Quarterstaff	Handy	1	4 / 0	
Rations (Trail/Per Day)	Handy	2	1 (2) / 0.5 (1)	
Rope (Silk/50 ft.)	Handy	1	5 / 10	
4 hp, DC 24 Strength check to burst				
Scroll (Bless)	Handy	1	0 / 25	
Scroll (Command)	Handy	1	0 / 25	
Scroll (Cure Light Wounds)	Handy	2	0 (0) / 25 (50)	
Scroll (Cure Moderate Wounds)	Handy	2	0 (0) / 150 (300)	
Scroll (Flame Arrow)	Handy	1	0 / 375	
Scroll (Hold Person)	Handy	1	0 / 150	
Scroll (Protection from Good)	Handy	1	0 / 25	
Scroll (Stone Shape)	Handy	1	0 / 375	
Scroll (Tongues)	Handy	1	0 / 700	
Shovel, Common	Handy	1	8 / 2	
Spyglass	Handy	1	1 / 1,000	
Warhammer	Handy	1	5 / 12	
Potion of Shield of Faith +4	Handy	1	0 / 600	
+4 deflection bonus to AC for 12 minutes				
Battleaxe	Handy	1	6 / 10	
Diamond Dust (1000 gp)	Handy	5	0 (0) / 1,000 (5,000)	
Material Component for Restoration				
Incense of Meditation	Handy	1	1 / 4,900	
Golem Manual (Clay)	Handy	1	5 / 12,000	
Scroll (Planar Ally)	Handy	1	0 / 1,800	
(Scroll (Planar Ally)/Cleric/12th/Divine/Major)				
Kinsight Goggles	Handy	1	1 / 7,500	
Wand of Restoration (Lesser)	Handy	1	0.1 / 3,870	
TOTAL WEIGHT CARRIED/VALUE				
		75.02 lbs.	176,415.9gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
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.			
Holy Water (Flask)	Handy Haversack	6	1 (6) / 25 (150)
Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.			
Holy Symbol (Wooden)	Equipped	1	0 / 1
Rod (Python)	Carried	1	10 / 13,000
TOTAL WEIGHT CARRIED/VALUE		75.02 lbs.	176,415.9gp

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

MONEY	
Coin (Gold Piece): 2	[Handy Haversack]
6 x Trade Gem (1000) (1000)	[Handy Haversack]
1 x Trade Gem (500) (500)	[Handy Haversack]
2 x Trade Gem (100) (100)	[Handy Haversack]
1 x Trade Gem (50) (50)	[Handy Haversack]
1 x Trade Gem (10) (10)	[Handy Haversack]
Total= 6,762 gp	

MAGIC

Languages	
Common, Dwarven	

Other Companions

Traits

Armor Expert [Paizo Inc. - Advanced Player's Guide, p.327]

You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Sacred Touch [Paizo Publishing - Ultimate Campaign]

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.

Special Attacks

Acid Dart (Sp) [Paizo Inc. - Core Rulebook, p.43]

As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. This acid dart deals 1d6+7 points of acid damage. You can use this ability 12 times per day.

Artificer's Touch (Sp) [Paizo Inc. - Core Rulebook, p.41]

You can cast Mending at will (CL 14) to repair damaged objects. In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6+7 points of damage. This attack bypasses up to 14 points of damage reduction and hardness. You can use this ability 12 times per day.

Channel Positive Energy (Su) [Paizo Inc. - Core Rulebook, p.40]

You can unleash a wave of positive energy. You must choose to deal 7d6 points of positive energy damage to undead creatures or to heal living creatures of 7d6 points of damage. Creatures that take damage from channeled energy receive a DC 21 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 an overwhelming good aura.

Aura of Law (Ex) [Paizo Inc. - Core Rulebook]

You project an overwhelming lawful aura.

Dancing Weapons (Su) [Paizo Inc. - Core Rulebook, p.42]

You can give a weapon toched the Dancing special weapon quality for 4 rounds. You can use this ability 2 times per day.

Darkvision (Ex) [Paizo Inc. - Bestiary]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) [Paizo Inc. - Core Rulebook, p.21]

Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

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.

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.

Resistance to Acid (Ex) [Paizo Inc. - Bestiary, p.303]

You may ignore 20 points of Acid damage each time you take acid damage.

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.

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

Alignment Channel (Evil) [Paizo Inc. - Core Rulebook, p.117]

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

Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of the chosen alignment subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of the chosen alignment subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

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

You can channel your divine energy through your weapon.

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

Elemental Channel (Fire) [Paizo Inc. - Core Rulebook, p.122]

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

Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of your chosen elemental subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of your elemental subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

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

You can channel divine energy more often.

You can channel energy two additional times per day.

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

Your channeled energy is harder to resist.

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

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

You are swift of foot.

When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

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

Artifice

You can repair damage to objects, animate objects with life, and create objects from nothing.

Earth

You have mastery over earth, metal, and stone, can fire darts of acid, and command earth creatures.

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), Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Warhammer

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Control Water	Transmutation [Water]	1 standard action	150 minutes [D]	Long (1000 ft.)	CR:p.260
[V, S, M/DF] TARGET: Water in a volume of 150 ft. by 150 ft. by 30 ft. [S]; EFFECT: This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas. Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level ? 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell [Will negates]. The spell has no effect on other creatures. Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land. With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect. [SR:No; DC:10, None; see text]					
At Will Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (60 ft.)	CR:p.262
[V, S] TARGET: Up to 30 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]					
At Will Detect Magic	Divination	1 standard action	Concentration, up to 15 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 areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
<input type="checkbox"/> Dismissal	Abjuration	1 standard action	Instantaneous	Close (60 ft.)	CR:p.271
[V, S, DF] TARGET: One extraplanar creature; EFFECT: This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own. [SR:Yes; DC:10, Will negates; see text]					
At Will Feather Fall	Transmutation, AirSchool	1 immediate action	Until landing or 1 rounds	Close (25 ft.)	CR:p.281
[V] TARGET: 1 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:10, Will negates (harmless) or Will negates (object);]					
<input type="checkbox"/> Horrid Wilting	Necromancy, WaterSchool	1 standard action	Instantaneous	Long (1000 ft.)	CR:p.298
[V, S, M/DF] TARGET: Living creatures, no two of which can be more than 60 ft. apart; EFFECT: This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level [maximum 20d6]. This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level [maximum 20d8]. [SR:Yes; DC:10, Fortitude half]					
<input type="checkbox"/> Ice Storm	Evocation, WaterSchool [Cold]	1 standard action	15 rounds [D]	Long (1000 ft.)	CR:p.298
[V, S, M/DF] TARGET: Cylinder 20'; EFFECT: Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects [other than the damage dealt]. [SR:Yes]					
<input type="checkbox"/> Quench	Transmutation	1 standard action	Instantaneous	Medium (250 ft.)	CR:p.329
[V, S, DF] TARGET: 15 20-ft. cubes [S] or one fire-based magic item; EFFECT: Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check [1d20 +1 per caster level, maximum +15] against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Each creature with the fire subtype within the area of a quench spell takes 1d6 points of damage per caster level [maximum 10d6, no save allowed]. Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. Artifacts are immune to this effect. [SR:No or yes (object); DC:10, None or Will negates (object)]					
<input type="checkbox"/> Wall of Ice	Evocation, WaterSchool [Cold]	1 standard action	15 minutes	Medium (250 ft.)	CR:p.366
[V, S, M] TARGET: Anchored plane of ice, up to 15 10-ft. squares, or hemisphere of ice with a radius of up to 18 ft.; EFFECT: This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall [instead of the normal half damage taken by objects]. Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes. Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level [so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet]. The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it [including the one who broke through the wall] takes 1d6 points of cold damage + 1 point per caster level [no save]. Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach. [SR:Yes; DC:10, Reflex negates; see text]					
At Will Water Breathing	Transmutation, WaterSchool	1 standard action	30 hours; see text	Touch	CR:p.368
[V, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air. [SR:Yes (harmless); DC:10, Will negates (harmless)]					
At Will Water Walk	Transmutation [Water]	1 standard action	150 minutes [D]	Touch	CR:p.368
[V, S, DF] TARGET: 15 touched creatures; EFFECT: The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the spell is cast underwater [or while the subjects are partially or wholly submerged in whatever liquid they are in], the subjects are borne toward the surface at 60 feet per round until they can stand on it. [SR:Yes (harmless); DC:10, Will negates (harmless)]					

* =Domain/Specialty Spell

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	7+1	6+1	6+1	6+1	5+1	4+1	3+1	—	—
Concentration	+23									

LEVEL 0 / Per Day:4 / Caster Level:14

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bleed	Necromancy	1 standard action	Instantaneous	Close (60 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:19, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (60 ft.)	CR:p.262
[V, S] TARGET: Up to 28 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 14 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 areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Poison	Divination	1 standard action	Instantaneous	Close (60 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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:19, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light	Evocation [Light, WoodSchool]	1 standard action	140 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					

* =Domain/Specialty Spell

Cleric Spells

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 14 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:19, Will negates (harmless, object)]					
□□□□	Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft. CR:p.328
[V, S] TARGET: 14 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:19, Will negates (object)]					
□□□□	Read Magic	Divination	1 standard action	140 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, MDF] 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:19, Will negates (harmless)]					
□□□□	Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (60 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:19, Fortitude negates (object)]					
□□□□	Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (60 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:19, 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:7+1 / Caster Level:14

Name	School	Time	Duration	Range	Source
□□□□	Abundant Ammunition	Conjuration (Summoning)	1 standard action	14 minutes	UC:p.222
[V, S, MDF] 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	14 minutes	Touch UC:p.222
[S, MDF] 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:20, Will negates (harmless)]					
□□□□	*Animate Rope	Transmutation [WoodSchool]	1 standard action	14 rounds	Medium (240 ft.) CR:p.242
[V, S] TARGET: One rope-like object, length up to 120ft.; see text; EFFECT: You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" [form a neat, coiled stack], "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ["uncoil," and so forth]. You can give one command each round as a move action, as if directing an active spell. The rope can entrap only a creature or an object within 1 foot of it-it does not snake outward-so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll [range increment 10 feet]. A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check. The rope itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature. [SR:No]					
□□□□	Ant Haul	Transmutation	1 standard action	28 hours	Touch APG:p.202
[V, S, MDF] 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:20, Fortitude negates (harmless)]					
□□□□	Bane	Enchantment (Compulsion) [Fear, Mind-Affect]	1 standard action	14 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:20, Will negates]					
□□□□	Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 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	14 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:20, 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:20, Will negates (object)]					
□□□□	Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (60 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:20, Will partial]					
□□□□	Command	Enchantment (Compulsion) [Language-Deper]	1 standard action	1 round	Close (60 ft.) CR:p.256
[V] TARGET: One living creature; EFFECT: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options. Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn. Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties. Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails. [SR:Yes; DC:20, Will negates]					
□□□□	Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 rounds	Personal UC:p.226
[V, S, M] TARGET: You; EFFECT: Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion. A summoner casting this spell can choose his eidolon as the target of the spell. [SR:see text; DC:20, see text]					
□□□□	Comprehend Languages	Divination	1 standard action	140 minutes	Personal CR:p.258
[V, S, MDF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page [250 words] per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic [such as the secret page and illusory script spells]. It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell.					
□□□□	Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:20, Will half (harmless); see text]					
□□□□	Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	14 hours [D]	Touch APG:p.214
[V, S, F] TARGET: Animates one lantern; EFFECT: You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell [CL 9th, 2,500 gp]. [SR:No]					
□□□□	Deadeye's Lore	Divination	1 round	14 hours	Personal UC:p.227
[V, S] TARGET: You; EFFECT: While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.					
□□□□	Deathwatch	Necromancy	1 standard action	140 minutes	30 ft. CR:p.265
[V, S] TARGET: Cone-shaped emanation; EFFECT: Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile [alive and wounded, with 3 or fewer hit points left], fighting off death [alive with 4 or more hit points], healthy, undead, or neither alive nor dead [such as a construct]. Deathwatch sees through any spell or ability that allows creatures to feign death. [SR:No]					
□□□□	Decompose Corpse	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch UM:p.216
[V, S, M] TARGET: One corpse or corporeal undead; EFFECT: Turn corpse into clean skeleton. [SR:Yes (object); DC:20, Fortitude negates (object)]					

* =Domain/Specialty Spell

Cleric Spells

□□□□	Detect Chaos	Divination	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	CR:p.266
[V, S, DF]	TARGET: Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful. [SR:No]					
□□□□	Detect Evil	Divination	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	CR:p.266
[V, S, DF]	TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
□□□□	Detect Good	Divination	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	CR:p.267
[V, S, DF]	TARGET: Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. [SR:No]					
□□□□	Detect Law	Divination	1 standard action	Concentration, up to 140 minutes [D]	60 ft.	CR:p.267
[V, S, DF]	TARGET: Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic. [SR:No]					
□□□□	Detect Undead	Divination	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	CR:p.269
[V, S, MDF]	TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of undead auras. 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming [see below], and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below. Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power, as given on the table below. HD Strength Lingering Aura Duration 1 or lower Faint 1d6 rounds 2-4 Moderate 1d6 minutes 5-10 Strong 1d6 x 10 minutes 11 or higher Overwhelming 1d6 days Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
□□□□	Diagnose Disease	Divination	1 standard action	Instantaneous	Close (60 ft.)	UM:p.216
[V, S]	TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect and identify diseases. [SR:No]					
□□□□	Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF]	TARGET: You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have [at least +1, maximum +3]. The bonus doesn't apply to spell damage.					
□□□□	Doom	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	14 minutes	Medium (240 ft.)	CR:p.274
[V, S, DF]	TARGET: One living creature; EFFECT: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:20, Will negates]					
□□□□	Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S]	TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
□□□□	Entropic Shield	Abjuration	1 standard action	14 minutes [D]	Personal	CR:p.278
[V, S]	TARGET: You; EFFECT: A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance [similar to the effects of concealment]. Other attacks that simply work at a distance are not affected.					
□□□□	Forbid Action	Enchantment [Compulsion] [Language-Deper]	1 standard action	1 round	Close (60 ft.)	UM:p.220
[V]	TARGET: One creature; EFFECT: Target obeys your command to not do something. [SR:Yes; DC:20, Will negates]					
□□□□	Hide from Undead	Abjuration	1 standard action	140 minutes [D]	Touch	CR:p.296
[V, S, DF]	TARGET: 14 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:20, Will negates (harmless); see text]					
□□□□	Inflict Light Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S]	TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 1d8 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:20, Will half]					
□□□□	Ironbeard	Transmutation	1 standard action	14 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:20, Fortitude negates (harmless)]					
□□□□	Know the Enemy	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF]	TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR:No]					
□□□□	Liberating Command	Transmutation	1 immediate action	instantaneous	Close (60 ft.)	UC:p.233
[V]	TARGET: one creature; EFFECT: If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level 20. This spell has no effect if the target could not get free by using the Escape Artist skill [for example, if he were under the effects of a hold person spell or paralyzed by Strength damage]. [SR:Yes (harmless); DC:20, 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:20, Will negates (harmless, object)]					
□□□□	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:20, Will negates (harmless, object)]					
□□□□	Magic Weapon	Transmutation [MetalSchool]	1 standard action	14 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:20, Will negates (harmless, object)]					
□□□□	Moment of Greatness	Enchantment [Compulsion] [Mind-Affecting]	1 standard action	14 minutes or until discharged	50 ft.	UC:p.237
[V, S, MDF]	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 (60 ft.)	UM:p.230
[V]	TARGET: One living creature; EFFECT: Target is compelled to kill its ally. [SR:Yes; DC:20, Will negates]					
□□□□	Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	14 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	14 minutes [D]	Touch	CR:p.327
[V, S, MDF]	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:20, Will negates (harmless)]					
□□□□	Protection from Evil	Abjuration [Good]	1 standard action	14 minutes [D]	Touch	CR:p.327
[V, S, MDF]	TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw [if one was allowed to begin with] against any spells or effects that possess or exercise mental control over the creature [including enchantment [charm] effects and enchantment [compulsion] effects]. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not exceed 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:20, Will negates (harmless)]					
□□□□	Ray of Sickening	Necromancy	1 standard action	14 minutes	Close (60 ft.)	UM:p.234
[V, S, M]	TARGET: Ray; EFFECT: Ray makes the subject sickened. [SR:Yes; DC:20, Fortitude partial; see text]					

* =Domain/Specialty Spell

Cleric Spells

Name	School	Time	Duration	Range	Source
Refine Improvised Weapon	Transmutation	1 standard action	14 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:20, Will negates (harmless, object)]					
Reinforce Armaments	Transmutation	1 standard action	140 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:20, Will negates (harmless, object)]					
Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (60 ft.)	CR:p.332
[V, S] TARGET: 4 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:20, Will negates (harmless)]					
Remove Sickness	Conjuration (Healing)	1 standard action	140 minutes; see text	Close (60 ft.)	UM:p.234
[V, S] TARGET: One creature; EFFECT: Suppress disease, nausea, and the sickened condition, [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
Restore Corpse	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, S] TARGET: Corpse touched; EFFECT: Skeletal corpse grows flesh. [SR:No]					
Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; EFFECT: Prevent a corpse from becoming an undead creature. [SR:No]					
Sanctuary	Abjuration	1 standard action	14 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:20, Will negates]					
Shield of Faith	Abjuration	1 standard action	14 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:20, Will negates (harmless)]					
Stunning Barrier	Abjuration	1 standard action	14 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:20, none and Will negates (see text)]					
Summon Minor Monster	Conjuration (Summoning)	1 round	14 rounds [D]	Close (60 ft.)	UM:p.241
[V, S, F/DF] TARGET: 1d3 summoned creatures; EFFECT: Summon 1d3 Tiny animals [SR:No]					
Summon Monster I	Conjuration (Summoning)	1 round	14 rounds [D]	Close (60 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-5. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components [such as wish]. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-5 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment. [Table Not Included] [SR:No]					
Sun Metal	Transmutation [Fire]	1 standard action	14 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; EFFECT: The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst 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:20, Fortitude negates (object)]					

LEVEL 2 / Per Day:6+1 / Caster Level:14

Name	School	Time	Duration	Range	Source
Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 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	14 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	14 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:21, Will negates (harmless, object)]					
Ant Haul (Communal)	Transmutation	1 standard action	28 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:21, Fortitude negates (harmless)]					
Arrow of Law	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Close (60 ft.)	UM:p.207
[V, S, DF] TARGET: Arrow-shaped projectile of lawful energy; EFFECT: Harm and possibly daze chaotic creatures. [SR:Yes; DC:21, 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 as straightforward as 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	14 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:21, Will negates (harmless)]					
Bestow Weapon Proficiency	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 minutes	Close (60 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:21, Will negates (harmless)]					
Blessing of Courage and Life	Conjuration (Healing) [Emotion]	1 standard action	14 minutes [see below]	Close (60 ft.)	APG:p.205
[V, S, DF] TARGET: one living creature; EFFECT: With this prayer you provide long-lasting support 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:21, Will negates (harmless)]					
Boiling Blood	Transmutation	1 standard action	Concentration + 14 rounds	Medium (240 ft.)	UM:p.209
[V, S] TARGET: 4 creatures, no two of which may be more than 30 ft. apart; EFFECT: Targets take 1 fire damage each round; orcs get +2 Strength. [SR:Yes; DC:21, Fortitude negates (see text)]					
Bull's Strength	Transmutation	1 standard action	14 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:21, Will negates (harmless)]					
Calm Emotions	Enchantment (Compulsion) [Mind-Affecting]	11 standard action	Concentration, up to 14 rounds [D]	Medium (240 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:21, Will negates]					
Compassionate Ally	Enchantment (Compulsion) [Emotion, Mind-A1]	1 standard action	14 rounds	Close (60 ft.)	UM:p.211
[V, S] TARGET: One creature; EFFECT: Target is compelled to help injured ally. [SR:Yes; DC:21, Will negates]					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐	Consecrate	Evocation [Good]	1 standard action	28 hours	Close (60 ft.)	CR:p.258
<p>[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]</p>						
☐☐☐☐	Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
<p>[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:21, Will half (harmless) or Will half; see text]</p>						
☐☐☐☐	Darkness	Evocation [Darkness]	1 standard action	14 minutes [D]	Touch	CR:p.263
<p>[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]</p>						
☐☐☐☐	Delay Pain	Enchantment [Emotion]	1 standard action	14 hours	Close (60 ft.)	UM:p.216
<p>[V, S] TARGET: One creature; EFFECT: Ignore pain. [SR:Yes; DC:21, Will negates]</p>						
☐☐☐☐	Delay Poison	Conjuration (Healing)	1 standard action	14 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:21, Fortitude negates (harmless)]</p>						
☐☐☐☐	Disfiguring Touch	Transmutation [Curse]	1 standard action	14 days	Touch	UM:p.217
<p>[V, S] TARGET: Creature touched; EFFECT: Target becomes disfigured. [SR:Yes; DC:21, Will negates]</p>						
☐☐☐☐	Eagle's Splendor	Transmutation	1 standard action	14 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 Charisbased 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:21, Will negates (harmless)]</p>						
☐☐☐☐	Effortless Armor	Transmutation	1 standard action	14 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:21, Will negates (harmless)]</p>						
☐☐☐☐	Enthral	Enchantment (Charm) [Language-Dependent]	1 round	1 hour or less	Medium (240 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:21, Will negates; see text]</p>						
☐☐☐☐	Find Traps	Divination	1 standard action	14 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	14 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:21, Will negates (object)]</p>						
☐☐☐☐	Ghostbane Dirge	Transmutation	1 standard action	14 rounds	Close (60 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:21, 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	14 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:21, Fortitude negates (harmless)]</p>						
☐☐☐☐	Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 rounds [D]; see text	Medium (240 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:21, Will negates; see text]</p>						
☐☐☐☐	Holy Ice Weapon	Transmutation [Cold, Good, Water]	1 standard action	14 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:21, none]</p>						
☐☐☐☐	Imbue with Aura	Transmutation	1 standard action	14 minutes	Close (60 ft.)	UM:p.225
<p>[V, S, DF] TARGET: One creature; EFFECT: Target emulates your cleric aura. [SR:Yes; DC:21, 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:21, Will half]</p>						
☐☐☐☐	Instant Armor	Conjuration (Creation) [Force]	1 standard action	14 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	14 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:21, Will negates (harmless, object); see text]</p>						
☐☐☐☐	Life Pact	Necromancy	1 standard action	14 minutes	Close (60 ft.)	ACG:p.186
<p>[V, S, DF/M] TARGET: 14 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:21, Will negates (harmless)]</p>						
☐☐☐☐	Magic Siege Engine	Transmutation	1 standard action	14 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:21, Will negates (harmless, object)]</p>						
☐☐☐☐	Make Whole	Transmutation [MetalSchool]	10 minutes	Instantaneous	Close (60 ft.)	CR:p.311
<p>[V, S] TARGET: One object of up to 140 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:21, Will negates (harmless, object)]</p>						
☐☐☐☐	Marching Chant	Transmutation	1 minute	concentration	Close (60 ft.)	ACG:p.187
<p>[V, S] TARGET: 14 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:21, 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: Make a normal item into a masterwork one. [SR:No] * =Domain/Specialty Spell</p>						

Cleric Spells

☐☐☐☐	Muffle Sound	Illusion (Glamer)	1 round	14 minutes [D]	Close (60 ft.)	ACG:p.188
<p>[V, S] TARGET: 14 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:21, Will negates]</p>						
☐☐☐☐	Owl's Wisdom	Transmutation	1 standard action	14 minutes	Touch	CR:p.318
<p>[V, S, MDF] 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:21, Will negates (harmless)]</p>						
☐☐☐☐	Path of Glory	Conjuration (Healing)	1 standard action	14 rounds	Touch [see text]	ACG:p.189
<p>[V, S] TARGET: 56 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:21, none]</p>						
☐☐☐☐	Pilfering Hand	Evocation (Force)	1 standard action	see text	Close (60 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	14 minutes [D]	Touch	UC:p.240
<p>[V, S, MDF] 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:21, Will negates (harmless)]</p>						
☐☐☐☐	Protection from Evil (Communal)	Abjuration [Good]	1 standard action	14 minutes [D]	Touch	UC:p.240
<p>[V, S, MDF] 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:21, Will negates (harmless)]</p>						
☐☐☐☐	Protective Penumbra	Evocation [Darkness]	1 standard action	140 minutes	Touch	UM:p.233
<p>[V, S] TARGET: Creature touched; EFFECT: Shadow protects the target from light. [SR:Yes; DC:21, Will negates (harmless)]</p>						
☐☐☐☐	Reinforce Armaments (Communal)	Transmutation	1 standard action	140 minutes	Touch	UC:p.241
<p>[V, S, MDF] 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:21, Will negates (harmless, object)]</p>						
☐☐☐☐	Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (60 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:21, Will negates (harmless)]</p>						
☐☐☐☐	Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	140 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:21, 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 creature, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [SR:Yes (harmless); DC:21, Will negates (harmless)]</p>						
☐☐☐☐	Returning Weapon	Conjuration (Teleportation)	1 standard action	14 minutes	Close (60 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:21, Will negates (harmless, object)]</p>						
☐☐☐☐	Shard of Chaos	Evocation [Chaos]	1 standard action	Instantaneous [1d6 rounds]	Close (60 ft.)	UM:p.237
<p>[V, S, DF] TARGET: Dart-shaped projectile of chaotic energy; EFFECT: Harm and possibly slow lawful creatures. [SR:Yes; DC:21, 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:21, Will negates (harmless)]</p>						
☐☐☐☐	Shatter	Evocation, EarthSchool [Sonic, Metalschool]	1 standard action	Instantaneous	Close (60 ft.)	CR:p.341
<p>[V, S, MDF] 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:21, Will negates (object); Will negates (object) or Fortitude half; see text]</p>						
☐☐☐☐	Shield of Fortification	Abjuration	1 standard action	14 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:21, Fortitude negates (harmless)]</p>						
☐☐☐☐	Shield Other	Abjuration	1 standard action	14 hours [D]	Close (60 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:21, Will negates (harmless)]</p>						
☐☐☐☐	Silence	Illusion (Glamer)	1 round	14 rounds [D]	Long (960 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:21, Will negates; see text or none (object)]</p>						
☐☐☐☐	Silent Table	Illusion (Glamer)	1 round	14 minutes [D]	Close (60 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:21, none (object)]</p>						
☐☐☐☐	Soften Earth and Stone	Transmutation [Earth]	1 standard action	Instantaneous	Close (60 ft.)	CR:p.345
<p>[V, S, DF] TARGET: 14 10-ft. squares; see text; EFFECT: When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected. A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls [treat as a cave-in with no bury zone, see Environment]. A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed. [SR:No]</p>						
☐☐☐☐	Sound Burst	Evocation [Sonic]	1 standard action	Instantaneous	Close (60 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:21, Fortitude partial]</p>						
☐☐☐☐	Spear of Purity	Evocation [Good]	1 standard action	Instantaneous [1 round]	Close (60 ft.)	UM:p.240
<p>[V, S, DF] TARGET: Spear-shaped projectile of good energy; EFFECT: Harm and possibly blind evil creatures. [SR:Yes; DC:21, Will partial (see text)]</p>						
☐☐☐☐	Spiritual Weapon	Evocation [Force]	1 standard action	14 rounds [D]	Medium (240 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</p>						

* =Domain/Specialty Spell

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[10 + size bonus for Tiny object]. If an attacked creature has spell resistance, you make a caster level check [1d20 + caster level] against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos [battleaxe], evil [light flail], good [warhammer], law [longsword]. [SR:Yes]

□□□□□	Status	Divination	1 standard action	14 hours	Touch	CR:p.349
[V, S] TARGET:	4 living creatures; EFFECT: When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. 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:21, Will negates (harmless)]					
□□□□□	Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSch	1 round	14 rounds [D]	Close (60 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	14 rounds	Personal	UM:p.241
[V, S] TARGET:	You; EFFECT: Temporarily suppress one condition.					
□□□□□	Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (60 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:21, Will negates (object)]					
□□□□□	Unliving Rage	Necromancy	1 standard action	concentration + 14 rounds [D]	Medium (240 ft.)	ACG:p.198
[V, S] TARGET:	4 willing undead creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions as rage, except it affects only undead creatures and bolsters them with necromantic energy rather than emotion. Each affected creature gains a +2 profane bonus to Strength and Charisma, a +1 profane bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical to a barbarian's rage. [SR:Yes; DC:21, none]					
□□□□□	Water Walk (Communal)	Transmutation [Water]	1 standard action	140 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:21, Will negates (harmless)]					
□□□□□	Weapon of Awe	Transmutation [Emotion]	1 standard action	14 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:21, Will negates (harmless, object)]					
□□□□□	Web Shelter	Conjuration (Creation)	1 minute	14 hours [D]	Close (60 ft.)	UM:p.249
[V, S, DF] TARGET:	5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere; EFFECT: Create a comfortable shelter made of webbing. [SR:No]					
□□□□□	*Wood Shape	Transmutation	1 standard action	Instantaneous	Touch	CR:p.370
[V, S, DF] TARGET:	One touched piece of wood no larger than 24 cu. ft.; EFFECT: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work. [SR:Yes (object); DC:21, Will negates (object)]					
□□□□□	Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 minutes	Close (60 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:21, Will negates]					

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Name	School	Time	Duration	Range	Source	
□□□□□	Align Weapon (Communal)	Transmutation [See Text]	1 standard action	14 minutes	Touch	ACG:p.173
[V, S, DF] TARGET:	weapons or projectiles touched; EFFECT: This spell functions as align weapon, except you divide the duration in 1-minute increments between any number of touched weapons. Every group of up to 50 projectiles [which must be together at the time of casting] counts as one weapon for the purpose of dividing the spell's duration. [SR:Yes (harmless, object); DC:22, Will negates (harmless, object)]					
□□□□□	Archon's Aura	Evocation [Good, Lawful]	1 standard action	14 minutes	20 ft.	UM:p.206
[V, S] TARGET:	20-ft. radius centered on you; EFFECT: Aura penalizes enemy attacks and AC. [SR:Yes; DC:22, Will negates]					
□□□□□	Aura Sight	Divination	1 standard action	14 minutes [D]	Personal	ACG:p.174
[V, S] TARGET:	you; EFFECT: This spell makes your eyes glow and allows you to see alignment auras within 120 feet of you. The effect is similar to that of a detect chaos/evil/good/law spell, but aura sight does not require concentration, and it discerns an aura's location and power more quickly. You know the location and power of all chaotic, evil, good, and lawful auras within your sight. An aura's power depends on a creature's Hit Dice or an item's caster level, as noted in the description of the detect evil spell. If an item or a creature bearing an aura is in line of sight, you can attempt a Knowledge [religion] check to determine the aura's strength [one check per aura; DC 15 + spell level, or 15 + 1/2 caster level for a non-spell effect]. Aura sight can be made permanent with a permanency spell by a caster of 11th level or higher at a cost of 7,500 gp.					
□□□□□	Badger's Ferocity	Transmutation	1 standard action	Concentration	Close (60 ft.)	UM:p.207
[V, S] TARGET:	4 weapons; EFFECT: Weapons are keen while you concentrate. [SR:Yes (harmless); DC:22, Will negates (harmless)]					
□□□□□	Bestow Curse	Necromancy [Curse]	1 standard action	Permanent	Touch	CR:p.247
[V, S] TARGET:	Creature touched; EFFECT: You place a curse on the subject. Choose one of the following. . -6 decrease to an ability score [minimum 1]. . -4 penalty on attack rolls, saves, ability checks, and skill checks. . Each turn, the target has a 50% chance to act normally; otherwise, it takes no action. You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Bestow curse counters remove curse. [SR:Yes; DC:22, Will negates]					
□□□□□	Blessing of the Mole	Transmutation	1 round	14 minutes	Close (60 ft.)	UM:p.208
[V, S] TARGET:	14 creatures; EFFECT: 14 allies gain darkvision and a +2 Stealth bonus. [SR:Yes (harmless)]					
□□□□□	Blindness/Deafness	Necromancy [Curse]	1 standard action	Permanent [D]	Medium (240 ft.)	CR:p.250
[V] TARGET:	One living creature; EFFECT: You call upon the powers of unlife to render the subject blinded or deafened, as you choose. [SR:Yes; DC:22, Fortitude negates]					
□□□□□	Blood Biography	Divination	1 minute	Instantaneous	Touch	APG:p.206
[V, S, M/DF] TARGET:	one creature's blood or one bloodstain; EFFECT: You learn the answers to a specific set of questions about a creature so long as you have access to at least one drop of its blood. You can cast this spell on the blood of the living or the dead, but living or undead creatures are entitled to a saving throw to resist the spell. You can cast the spell on dried or fresh blood. Once you cast the spell the answers to the following four questions appear on any flat surface you designate [a wall, a piece of paper, and so on]: Who are you? [The name by which the creature is most commonly known], What are you? 0, How was your blood shed? [Brief outline of the events that caused its wound, to the best of the victim's knowledge], When was your blood shed? These answers always appear in a language you can read even if the creature cannot speak that or any language. [SR:No; DC:22, Will negates (see text)]					
□□□□□	Chain of Perdition	Evocation [Force]	1 standard action	14 rounds [D]	Close (60 ft.)	UC:p.225
[V, S, M/DF] TARGET:	10-ft. chain; EFFECT: A floating chain of force with hooks at each end appears within an unoccupied space of your choosing within range. This chain is a Medium object that has a 10-foot reach. Physical attacks cannot hit or harm the chain of perdition, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it normally. The chain's AC against touch attacks is 10 + your Charisma modifier [sorcerer], Intelligence modifier [wizard], or Wisdom modifier [cleric]. The chain can perform the dirty trick [blind or entangle], drag, reposition, and trip combat maneuvers, using your caster level in place of your Combat Maneuver Bonus, and your Charisma modifier [sorcerer], Intelligence modifier [wizard], or Wisdom modifier [cleric] in place of your Strength or Dexterity modifier. The chain does not provoke attacks of opportunity for making combat maneuvers. It suffers no penalty or miss chance due to darkness, invisibility, or other forms of concealment. As a move action, you can move the chain up to 30 feet. If the chain goes beyond the spell's range or out of your sight, it returns to you. If a creature that the chain attacks has spell resistance, you must make a caster level check [1d20 + caster level] against that spell resistance the first time the chain performs a successful maneuver against that creature. If the chain is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. [SR:Yes]					
□□□□□	Continual Flame	Evocation [Light]	1 standard action	Permanent	Touch	CR:p.260
[V, S, M] TARGET:	Object touched; EFFECT: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level. [SR:No]					
□□□□□	Create Food and Water	Conjuration (Creation)	10 minutes	24 hours; see text	Close (60 ft.)	CR:p.261
[V, S] TARGET:	Food and water to sustain 42 humans or 14 horses for 24 hours; EFFECT: The food that this spell creates is simple fare of your choice -highly nourishing, if rather bland. Food so created decays and becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does. [SR:No]					
□□□□□	Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Close (60 ft.)	CR:p.263
[V, S] TARGET:	Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level [maximum +15]. [SR:Yes (harmless) or yes; see text; DC:22, Will half (harmless) or Will half; see text]					
□□□□□	Daybreak Arrow	Evocation [light]	1 standard action	140 minutes	Touch	UC:p.226
[V, S] TARGET:	up to 50 pieces of ammunition, all of which must be together at the time of casting; EFFECT: You cause ammunition, including shuriken, to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles. This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance. Such a projectile sheds light as if it were a sunrod for 1 round after it is fired or thrown. [SR:Yes (harmless, object); DC:22, Fortitude negates (harmless, object)]					
□□□□□	Daylight	Evocation [Light]	1 standard action	140 minutes [D]	Touch	CR:p.264
[V, S] TARGET:	Object touched; EFFECT: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step [darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light]. Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]					
□□□□□	Deadly Juggernaut	Necromancy [Death]	1 standard action	14 minutes	Personal	UC:p.226
[V, S] TARGET:	You; EFFECT: With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/- each time you reduce a qualifying opponent to 0 or few hit points [maximum +5 bonus and DR 10/-] with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice -4.					

* =Domain/Specialty Spell

Cleric Spells

□□□□	Mantle of Calm	Enchantment (Compulsion) [Emotion, Mind-A1 standard action	14 rounds [D]	Personal	ACG:p.186	
<p>[V, S, DF] TARGET: you; EFFECT: You surround yourself with a mantle of calm serenity. You take a -2 penalty on attack rolls, and opponents gain a +2 bonus on saving throws against spells you cast. Any creature affected by a rage effect [barbarian's rage, bloodrager's bloodrage, blood rage monster ability, rage spell, skald's inspired rage raging song, and so on] that strikes you with a melee attack must attempt at a Will saving throw, without the rage effect's bonus to Will; failure means the rage effect ends [as if it were dispelled or the creature voluntarily ended it, as appropriate]. If you become affected by a rage effect while this spell is active, this spell immediately ends. If your rage effect comes from a skald's raging song, then it ends only for you, and you cannot re-accept the effects of the song. [SR:no and yes (see text); DC:22, none and Will negates (see text)]</p>						
□□□□	Mark of Obvious Ethics	Divination [Curse]	1 standard action	14 days	Touch	ACG:p.187
<p>[V, S] TARGET: creature touched; EFFECT: You mark one creature with a glowing sigil. The target's alignment must be opposite yours on at least one alignment axis-if you are neutral with no other alignment components, the target must have an alignment with no neutral component. Any creature that sees the target can attempt a DC 15 Knowledge [religion] check to discern the target's alignment, even if the mark is covered. You are aware of the direction and distance to the target as long as it remains within 100 miles of you and on the same plane. [SR:yes; DC:22, Will negates]</p>						
□□□□	Meld into Stone	Transmutation [Earth]	1 standard action	140 minutes	Personal	CR:p.312
<p>[V, S, DF] TARGET: You; EFFECT: Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted. While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction [to the extent that you no longer fit within it] expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage. Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage. The following spells harm you if cast upon the stone that you are occupying. Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.</p>						
□□□□	Nap Stack	Necromancy	1 minute	8 hours	30 ft.	APG:p.233
<p>[V, S, M] TARGET: 30-ft.-radius emanation; EFFECT: You reduce the amount of uninterrupted sleep or rest creatures within the spell's area need in order to recover from injuries, regain spells, or other special abilities to 2 hours instead of the normal eight. In addition, if creatures continue to sleep or rest beyond the initial 2 hours, every additional 2 hours counts as a day of rest for the purpose of recovering hit points, ability damage, as well as for enduring diseases, poisons, or other afflictions. This means 8 total hours of sleep counts as 4 days for natural healing and for saving throws as diseases or similar afflictions run their course. When suffering from diseases, poison, or other afflictions, sleepers experience vivid dreams that help them track their recovery. If things go poorly they can, at any time, wake themselves up in order to seek a better alternative. If awoken or otherwise disturbed during this 8-hour period, creatures may return to sleep but they no longer enjoy the benefits of the accelerated recovery time. Creatures can only enjoy the benefits of this spell once in any 1-week period. [SR:Yes (harmless); DC:22, Will negates (harmless)]</p>						
□□□□	Obscure Object	Abjuration	1 standard action	8 hours [D]	Touch	CR:p.317
<p>[V, S, M/DF] TARGET: One object touched of up to 1400 lbs.; EFFECT: This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails [if the divination is targeted on the object] or fails to perceive the object [if the divination is targeted on a nearby location, object, or person]. [SR:Yes (object); DC:22, Will negates (object)]</p>						
□□□□	Prayer	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	14 rounds	40 ft.	CR:p.324
<p>[V, S, DF] TARGET: All allies and foes within a 40-ft.-radius burst centered on you; EFFECT: You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls. [SR:Yes]</p>						
□□□□	Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	140 minutes or until discharged	Touch	CR:p.327
<p>[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 12 points per caster level of energy damage [to a maximum of 120 points at 10th level], it is discharged. Protection from energy overlaps [and does not stack with] resist energy. If a character is warding by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. [SR:Yes (harmless); DC:22, Fortitude negates (harmless)]</p>						
□□□□	Remove Blindness/Deafness	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
<p>[V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness cures blindness or deafness [your choice], whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged. Remove blindness/deafness counters and dispels blindness/deafness. [SR:Yes (harmless); DC:22, Fortitude negates (harmless)]</p>						
□□□□	Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
<p>[V, S] TARGET: Creature or object touched; EFFECT: Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it. Remove curse counters and dispels bestow curse. [SR:Yes (harmless); DC:22, Will negates (harmless)]</p>						
□□□□	Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
<p>[V, S] TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check [1d20 + caster level] against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date. [SR:Yes (harmless); DC:22, Fortitude negates (harmless)]</p>						
□□□□	Resist Energy (Communal)	Abjuration	1 standard action	140 minutes	Touch	UC:p.242
<p>[V, S, DF] TARGET: creatures touched; EFFECT: This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched. [SR:Yes (harmless); DC:22, Fortitude negates (harmless)]</p>						
□□□□	Returning Weapon (Communal)	Conjuration (Teleportation)	1 standard action	14 minutes	Close (60 ft.)	UC:p.243
<p>[V, S] TARGET: weapons that can be thrown; EFFECT: This spell functions like returning weapon, except you divide the duration in 1-minute intervals among the targeted weapons. [SR:Yes (harmless, object); DC:22, Will negates (harmless, object)]</p>						
□□□□	Sacred Bond	Conjuration (Healing)	1 round	140 minutes [D]	Touch; see text	APG:p.240
<p>[V, S, F] TARGET: creature touched; EFFECT: To use this spell, you first touch the intended recipient, creating a sympathetic field of healing energies between you. Once the spell has been cast, you and the target may cast conjuration [healing] spells with a range of touch upon each other so long as you are within close range 0. Should either you or the target remove your bracelet, the spell immediately ends. [SR:Yes (harmless); DC:22, Will negates (harmless)]</p>						
□□□□	Sands of Time	Necromancy	1 standard action	140 minutes or instantaneous [See text]	Touch	UM:p.236
<p>[V, S] TARGET: Touched creature or object; EFFECT: Target temporarily ages. [SR:Yes]</p>						
□□□□	Searing Light	Evocation	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.338
<p>[V, S] TARGET: Ray; EFFECT: Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels [maximum 5d8]. An undead creature takes 1d6 points of damage per caster level [maximum 10d6], and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level [maximum 10d8]. A construct or inanimate object takes only 1d6 points of damage per two caster levels [maximum 5d6]. [SR:Yes]</p>						
□□□□	Share Language (Communal)	Divination	1 standard action	24 hours	Touch	UC:p.243
<p>[V, S, M] TARGET: creatures touched; EFFECT: This spell functions like share language [Advanced Player's Guide 243], except you divide the duration in 1-hour increments among the creatures touched. [SR:Yes (harmless); DC:22, Will negates (harmless)]</p>						
□□□□	Speak with Dead	Necromancy [Language-Dependent]	10 minutes	14 minutes	10 ft.	CR:p.346
<p>[V, S, DF] TARGET: One dead creature; EFFECT: You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death. If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature. [SR:No; DC:22, Will negates; see text]</p>						
□□□□	*Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
<p>[V, S, M/DF] TARGET: Stone or stone object touched, up to 24 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. [SR:No]</p>						
□□□□	*Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
<p>[V, S, M/DF] TARGET: Stone or stone object touched, up to 24 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. [SR:No]</p>						
□□□□	Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
<p>[V, S, M/DF] TARGET: Stone or stone object touched, up to 24 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. [SR:No]</p>						
□□□□	Stunning Barrier (Greater)	Abjuration	1 standard action	14 rounds or until discharged	Personal	ACG:p.195
<p>[V, S] TARGET: you; EFFECT: This spell functions as stunning barrier, except as noted above, and it provides a +2 bonus to AC and on saving throws. It is not discharged until it has stunned a number of creatures equal to your caster level. [SR:no and yes (see text); DC:22, none and Will negates (see text)]</p>						
□□□□	Summon Monster III	Conjuration (Summoning)	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
<p>[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]</p>						
□□□□	Symbol of Healing	Conjuration (Healing)	10 minutes	See text	0 ft.; see text	UM:p.241
<p>[V, S, M] TARGET: One symbol; EFFECT: Triggered rune heals living creatures. [SR:Yes (harmless); DC:22, Will half (harmless)]</p>						
□□□□	Water Breathing	Transmutation, WaterSchool	1 standard action	28 hours; see text	Touch	CR:p.368
<p>[V, S, M/DF] TARGET: Living creatures touched; EFFECT: The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air. [SR:Yes (harmless); DC:22, Will negates (harmless)]</p>						
□□□□	Water Walk	Transmutation [Water]	1 standard action	140 minutes [D]	Touch	CR:p.368
<p>[V, S, DF] TARGET: 14 touched creatures; EFFECT: The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the spell is cast underwater [or while the subjects are partially or wholly submerged in whatever liquid they are in], the subjects are borne toward the surface at 60 feet per round until they can stand on it. [SR:Yes (harmless); DC:22, Will negates (harmless)]</p>						
□□□□	Wind Wall	Evocation, AirSchool [Air, WoodSchool]	1 standard action	14 rounds	Medium (240 ft.)	CR:p.370
<p>[V, S, M/DF] TARGET: Wall up to 140 ft. long and 70 ft. high [S]; EFFECT: An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. [A Reflex save allows a creature to maintain its grasp on an object.] Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind</p>						

* =Domain/Specialty Spell

Cleric Spells

wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. [A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.] Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall [although it is no barrier to incorporeal creatures]. While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points. [SR:Yes; DC:22. None; see text]

Name	School	Time	Duration	Range	Source
Wrathful Mantle	Evocation [Force, Light]	1 standard action	14 minutes	Touch or 5 ft.; see text	APG:p.257
[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; EFFECT: A shimmering mantle of light shrouds the subject, casting light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels [maximum +5 at 20th level]. The subject can end the wrathful mantle at any time as a swift action to deal 2d8 points of force damage to all creatures within 5 feet. [SR:Yes (harmless); DC:22. Will negates (harmless)]					

LEVEL 4 / Per Day:6+1 / Caster Level:14

Name	School	Time	Duration	Range	Source
Air Walk	Transmutation [Air]	1 standard action	140 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Creature [Gargantuan or smaller] touched; EFFECT: The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind [21+ miles per hour] can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk [counts as a trick; see Handle Animal skill] with 1 week of work and a DC 25 Handle Animal check. [SR:Yes (harmless)]					
Anti-Incorporeal Shell	Abjuration	1 round	14 minutes [D]	10 Ft.	ACG:p.174
[V, S, DF] TARGET: 10-ft.-radius emanation centered on you; EFFECT: You bring into being a mobile, hemispherical energy field that incorporeal creatures cannot enter. This spell can be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier. [SR:Yes; DC:23. none]					
Aura of Doom	Necromancy [Emotion, Fear, Mind-Affecting]	1 standard action	140 minutes	Personal	UM:p.207
[V, S, DF] TARGET: 20-ft. radius emanation centered on you; EFFECT: Creatures in your aura become shaken. [SR:Yes; DC:23. Will negates]					
Blessing of Fervor	Transmutation	1 standard action	14 rounds	Close (60 ft.)	APG:p.205
[V, S, DF] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: When you cast this on a creature, its skin turns slick and clammy and it is able to regenerate damage each round. While under the effects of the spell, the creature gains fast healing 5, fire resistance 20 and a +2 competence bonus to its Combat Maneuver Defense. [SR:Yes (harmless); DC:23. Fortitude negates (harmless)]					
Bloatbomb	Necromancy [Acid, Death]	1 standard action	instantaneous and 14 minutes [see text]	Touch	ACG:p.175
[V, S] TARGET: living creature touched; EFFECT: The target creature dies if it fails a Fortitude saving throw and its Hit Dice are no more than half your caster level. If it dies, its corpse rapidly putrefies. The next creature to touch the corpse within 1 minute per level of the target's death causes the corpse to explode in a 10-foot-radius burst, dealing 3d6 points of acid damage [Reflex half]. [SR:Yes; DC:23. Fortitude negates or Reflex half (see text);]					
Blood Crow Strike	Evocation [Fire]	1 round	Instantaneous	Medium (240 ft.)	UM:p.208
[V, S] TARGET: One creature; EFFECT: Unarmed strikes create crows that deal fire and negative energy damage. [SR:Yes]					
Control Summoned Creature	Enchantment [Compulsion] [Mind-Affecting]	1 standard action	14 rounds	Close (60 ft.)	UM:p.212
[V, S] TARGET: One summoned creature; EFFECT: Direct a summoned monster as if you had summoned it. [SR:Yes; DC:23. Will negates]					
Control Water	Transmutation [Water]	1 standard action	140 minutes [D]	Long (960 ft.)	CR:p.260
[V, S, MDF] TARGET: Water in a volume of 140 ft. by 140 ft. by 28 ft. [S]; EFFECT: This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas. Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level [to a minimum depth of 1 inch]. The water is lowered within a squarish depression whose sides are up to caster level \times 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elements and other waterbased creatures, this spell acts as a slow spell [Will negates]. The spell has no effect on other creatures. Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land. With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect. [SR:No; DC:23. None; see text]					
Cure Critical Wounds	Conjuration [Healing]	1 standard action	Instantaneous	Touch	CR:p.262
[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level [maximum +20]. [SR:Yes (harmless); see text; DC:23. Will half (harmless); see text]					
Death Ward	Necromancy	1 standard action	14 minutes	Touch	CR:p.264
[V, S, DF] TARGET: Living creature touched; EFFECT: The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy. This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect. Death ward does not protect against other sorts of attacks, even if those attacks might be lethal. [SR:Yes (harmless); DC:23. Will negates (harmless)]					
Debilitating Portent	Enchantment [Compulsion]	1 standard action	14 rounds [D] see text	Medium (240 ft.)	UC:p.227
[V, S, DF] TARGET: one creature; EFFECT: The target is surrounded by a glowing green aura of ill fate. Each time the spell's subject makes an attack or casts a spell, it must succeed on a Will saving throw with a DC = 10 + 1/2 caster level + Charisma [in the case of oracles], Intelligence [in the case of witches], or Wisdom [in the case of clerics]. If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell as an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage. [SR:Yes]					
Dimensional Anchor	Abjuration	1 standard action	14 minutes	Medium (240 ft.)	CR:p.270
[V, S] TARGET: Ray; EFFECT: A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell. [SR:Yes (object)]					
Discern Lies	Divination	1 standard action	Concentration, up to 14 rounds	Close (60 ft.)	CR:p.270
[V, S, DF] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different target. [SR:No; DC:23. Will negates]					
Dismissal	Abjuration	1 standard action	Instantaneous	Close (60 ft.)	CR:p.271
[V, S, DF] TARGET: One extraplanar creature; EFFECT: This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own. [SR:Yes; DC:23. Will negates; see text]					
Divination	Divination	10 minutes	Instantaneous	Personal	CR:p.273
[V, S, M] TARGET: You; EFFECT: Similar to augury but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.					
Divine Power	Evocation	1 standard action	14 rounds	Personal	CR:p.273
[V, S, DF] TARGET: You; EFFECT: Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have [maximum +6]. You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as haste or weapons with the speed special ability.					
Enchantment Foil	Abjuration	1 standard action	14 hours [see text]	Personal	ACG:p.180
[V, S] TARGET: you; EFFECT: You gain a +4 bonus on saving throws against enchantment effects. If you succeed at a save against an enchantment effect, you identify the effect as if you had succeeded at a Spellcraft check to do so. Furthermore, you can choose to act as if you had failed your saving throw. If you do so, you gain a +20 bonus on Bluff checks to convince others that you failed your save and are under the enchantment's effects. A creature that attempts to use magic to detect this ruse or to make you speak truthfully about it must succeed at a caster level check [DC 15 + your caster level] to do so.					
Freedom of Movement	Abjuration	1 standard action	140 minutes	Personal or touch	CR:p.287
[V, S, M, DF] TARGET: You or creature touched; EFFECT: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing. [SR:Yes (harmless); DC:23. Will negates (harmless)]					
Giant Vermin	Transmutation	1 standard action	14 minutes	Close (60 ft.)	CR:p.290
[V, S, DF] TARGET: 1 or more vermin, no two of which can be more than 30 ft. apart; EFFECT: You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts. Only one type of vermin can be transmuted [so a single casting cannot affect both a centipede and a spider]. The number of vermin which can be affected by this spell depends on your caster level, as noted on the table below. Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ["Attack," "Defend," "Stop," and so forth]. Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whomever or whatever is near them. Caster Level Centipedes Scorpions Spiders 9th or lower 3 1 2 10th-13th 4 2 3 14th-17th 6 3 4 18th-19th 8 4 5 20th or higher 12 6 8 [SR:Yes]					
Guardian of Faith	Abjuration [See Text]	1 standard action	14 minutes	Close (60 ft.)	ACG:p.183
[V, S, M] TARGET: one ally; EFFECT: The target gains the benefit of shield of faith and your choice of protection from chaos, evil, good, or law. As a move action, the target can transfer this spell to a touched ally, who becomes the new target of the spell. The alignment descriptor of this spell matches the alignment descriptor of the protection spell you chose when casting it. For example, granting the target protection from evil gives this spell the good descriptor. [SR:No; DC:23. Will negates (harmless)]					
Holy Smite	Evocation [Good]	1 standard action	Instantaneous [1 round]; see text	Medium (240 ft.)	CR:p.297
[V, S] TARGET: 20-ft.-radius burst; EFFECT: You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected. The spell deals 1d8 points of damage per two caster levels [maximum 5d8] to each evil creature in the area [or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider] and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect. The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half [down to one-quarter of the roll] with a successful Will save. [SR:Yes; DC:23. Will partial; see text]					
Imbue with Spell Ability	Evocation	10 minutes	Permanent until discharged [D]	Touch	CR:p.299
[V, S, DF] TARGET: Creature touched; see text; EFFECT: You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this boon. Only cleric spells from the schools of abjuration, divination, and conjuration [healing] can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of imbue with spell					

* =Domain/Specialty Spell

Cleric Spells

ability can't exceed this limit. HD of Recipient | Spells Imbued 2 or lower | One 1st-level spell 3-4 | One or two 1st-level spells 5 or higher | One or two 1st-level spells and one 2nd-level spell The transferred spell's variable characteristics [range, duration, area, and the like] function according to your level, not the level of the recipient. Once you cast imbue with spell ability, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the imbue with spell ability spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled. To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must be able to move freely. To cast a spell with a material component or focus, it must have the materials or focus. [SR:Yes (harmless); DC:23, Will negates (harmless)]

Inflict Critical Wounds **Necromancy** 1 standard action Instantaneous Touch CR:p.300

[V, S] **TARGET:** Creature touched; **EFFECT:** This spell functions like inflict light wounds, except that you deal 4d8 points of damage + 1 point per caster level [maximum +20]. [SR:Yes; DC:23, Will half]

Magic Weapon (Greater) **Transmutation [MetalSchool]** 1 standard action 14 hours Close (60 ft.) CR:p.310

[V, S, M/DF] **TARGET:** One weapon or 50 projectiles [all of which must be together at the time of casting]; **EFFECT:** This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels [maximum +5]. This bonus does not allow a weapon to bypass damage reduction aside from magic. Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together [in the same quiver or other container]. Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell. [SR:Yes (harmless, object); DC:23, Will negates (harmless, object)]

Minor Creation **Conjuration (Creation) [WoodSchool]** 1 minute 14 hours [D] 0 ft. CR:p.313

[V, S, M] **TARGET:** Unattended, nonmagical object of nonliving plant matter, up to 14 cu. ft.; **EFFECT:** You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item. Attempting to use any created object as a material component causes the spell to fail. [SR:No]

Neutralize Poison **Conjuration (Healing)** 1 standard action Instantaneous or 140 minutes; see text Touch CR:p.316

[V, S, M/DF] **TARGET:** Creature or object of up to 14 cu. ft. touched; **EFFECT:** You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect. [SR:Yes (harmless, object); DC:23, Will negates (harmless, object)]

Order's Wrath **Evocation [Lawful]** 1 standard action Instantaneous [1 round]; see text Medium (240 ft.) CR:p.317

[V, S] **TARGET:** Nonlawful creatures within a burst that fills a 30-ft. cube; **EFFECT:** You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral [not lawful] creatures are harmed by the spell. The spell deals 1d8 points of damage per two caster levels [maximum 5d8] to chaotic creatures [or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders] and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again [down to one-quarter of the roll] with a successful Will save. [SR:Yes; DC:23, Will partial; see text]

Path of Glory (Greater) **Conjuration (Healing)** 1 standard action 14 rounds Touch [see text] ACG:p.189

[V, S] **TARGET:** 56 5-ft. squares [see text]; **EFFECT:** This spell functions as path of glory, except as noted above, and a square provides 5 points of healing instead of 1. [SR:no; DC:23, none]

Persistent Vigor **Transmutation** 1 standard action 14 rounds [D] Personal ACG:p.190

[V, S, M/DF] **TARGET:** you; **EFFECT:** You are filled with a persistent vigor. You gain fast healing 2 and are immune to bleed effects as well as the sickened and nauseated conditions. When you succeed at a saving throw against a disease or poison effect, that disease or poison effect ends [as if you had succeeded at enough saving throws to cure that effect]. If you fail a saving throw against a disease or poison effect, you can instantly dismiss this spell to reroll that saving throw with a +4 bonus; you must take the result of this reroll, even if it is lower.

Planar Adaptation **Transmutation, AirSchool, EarthSchool, Fire** 1 standard action 14 hours [D] Personal APG:p.236

[V] **TARGET:** You; **EFFECT:** Planar adaptation grants you immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane [choose one if more than one type is equally prevalent]. Planar adaptation has no effect when cast upon your native plane.

Planar Ally (Lesser) **Conjuration (Calling)** 10 minutes Instantaneous Close (60 ft.) CR:p.320

[V, S, M, DF] **TARGET:** One called outsider of 6 HD or less; **EFFECT:** By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell [though you might get a different creature anyway]. You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services. The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD. A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal [remember, a called creature actually dies when it is killed, unlike a summoned creature]. However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment. At the end of its task, or when the duration bargained for expires, the creature returns to its home plane [after reporting back to you, if appropriate and possible]. Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. [SR:No]

Poison **Necromancy [Poison]** 1 standard action Instantaneous; see text Touch CR:p.323

[V, S, DF] **TARGET:** Living creature touched; **EFFECT:** Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. [SR:Yes; DC:23, Fortitude negates; see text]

Protection from Energy (Communal) **Abjuration** 1 standard action 140 minutes or until discharged Touch UC:p.240

[V, S, DF] **TARGET:** creatures touched; **EFFECT:** This spell functions like protection from energy, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level [maximum 120 points] for a subject, the spell's effects end for that subject. [SR:Yes (harmless); DC:23, Fortitude negates (harmless)]

Repel Vermin **Abjuration [Pain]** 1 standard action 140 minutes [D] 10 ft. CR:p.333

[V, S, DF] **TARGET:** 10-ft.-radius emanation centered on you; **EFFECT:** An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier. A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin. [SR:Yes; DC:23, None or Will negates; see text]

Rest Eternal **Necromancy [Curse]** 1 round permanent Touch APG:p.238

[V, S, M/DF] **TARGET:** one dead creature touched; **EFFECT:** You place a curse upon a dead creature that bars its spirit from returning. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level. Rest eternal cannot be dispelled, but it can be negated with remove curse or break enchantment. [SR:No]

Restoration **Conjuration (Healing)** 3 rounds Instantaneous Touch CR:p.334

[V, S, M] **TARGET:** Creature touched; **EFFECT:** This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period. Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score [your choice if more than one is drained]. It also eliminates any fatigue or exhaustion suffered by the target. [SR:Yes (harmless); DC:23, Will negates (harmless)]

Ride the Waves **Transmutation [Water]** 1 standard action 14 hours [D] Touch UM:p.235

[V, S] **TARGET:** Creature touched; **EFFECT:** Target can breathe water and swim. [SR:Yes (harmless); DC:23, Will negates (harmless)]

Sending **Evocation [WoodSchool]** 10 minutes 1 round; see text See text CR:p.339

[V, S, M/DF] **TARGET:** One creature; **EFFECT:** You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. [Local conditions on other planes may worsen this chance considerably.] [SR:No]

Shield of Fortification (Greater) **Abjuration** 1 standard action 14 minutes Touch ACG:p.192

[V, S, DF] **TARGET:** creature touched; **EFFECT:** This spell functions as shield of fortification, except there is a 50% chance that the critical hit or sneak attack is negated and damage is instead be rolled normally, rather than 25%. [SR:yes (harmless); DC:23, Fortitude negates (harmless)]

Soothe Construct **Abjuration [MetalSchool]** 1 round Instantaneous Close (60 ft.) UM:p.240

[V, S] **TARGET:** One construct; **EFFECT:** Reduce the berserk chance of a construct. [SR:No]

Speak with Haunt **Necromancy [Language-Dependent]** 10 minutes 14 minutes 10 Ft. [see text] ACG:p.193

[V, S, DF] **TARGET:** one haunt; **EFFECT:** You stir a haunt [Pathfinder RPG GameMastery Guide 242] to a limited sense of awareness and consciousness, allowing it to answer questions. The spell's range must reach any square within 10 feet of the haunt's area. You must be aware of the haunt prior to casting the spell, and casting the spell does not trigger the haunt. You can ask one question per 2 caster levels. The haunt's knowledge is limited to what its original creature knew during life, including the languages it spoke. A haunt often remembers the circumstance that led to its existence [though this recollection might be from the original victim's perspective and therefore not objective], what triggers it, and how it can be laid to rest [destroyed]. Answers are brief, cryptic, or repetitive, especially if the haunt is angry and vindictive. If the haunt's alignment is more than one step away from yours, the haunt can attempt a Will save to resist the spell. A haunt's Will save modifier is equal to 3 + the haunt's CR. If the save is successful, the haunt can refuse to answer your questions or attempt to deceive you [using Bluff]. A haunt's Bluff modifier equals its CR [minimum +0] or might be determined by the GM based upon the original victim. The haunt can speak only about what it knew in life and the circumstances by which it became a haunt. It cannot answer any questions that pertain to events that occurred after it was created. A neutral or good haunt might cooperate with similarly aligned creatures in order to end its suffering. If a haunt has been subject to this spell within the past week, a new casting of this spell on it fails. You can cast this on a haunt that has been deceased for any amount of time. Unlike a corpse affected by speak with dead, a haunt wants to express itself, if only to share its pain or to cause mischief. [SR:no; DC:23, Will negates (see text)]

Spellcrash (Lesser) **Abjuration** 1 standard action 14 rounds Medium (240 ft.) ACG:p.194

[V, S] **TARGET:** one creature; **EFFECT:** You create a discordant blast of energy that disrupts the target's available magic. If the target prepares spells, it must choose one of its prepared 3rd-level spells, which is immediately lost; if the target has no 3rd-level spells prepared, it must lose a 2nd-level spell it has prepared [progressing down to 1st-level spell if it has no 2nd-level spells prepared] each round at the start of its turn. If the target is a spontaneous spellcaster, it loses one of its available 3rd-level spell slots; if the target has no available 3rd-level spell slots, it must lose a 2nd-level spell slot [progressing down to 1st-level spell if it has no 2nd-level spell slots available]. If the target has more than one spellcasting class, choose one at random to be affected. This spell has no effect on spell-like abilities. Any spell or spell slot lost because of this spell is treated as if the caster had failed a concentration check while trying to cast it-the spell or spell slot is wasted and has no effect, but is recovered normally the next time the character prepares spells or regains spell slots. There is no initial saving throw for this spell, but the target can attempt a Will saving throw each round at the end of its turn. [SR:yes; DC:23, Will negates (see text)]

Spell Immunity **Abjuration** 1 standard action 140 minutes Touch CR:p.346

[V, S, DF] **TARGET:** Creature touched; **EFFECT:** The warder creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warder creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spelllike effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time. [SR:Yes (harmless); DC:23, Will negates (harmless)]

Spike Stones **Transmutation [Earth]** 1 standard action 14 hours [D] Medium (240 ft.) CR:p.348

[V, S, DF] **TARGET:** 14 20-ft. squares; **EFFECT:** Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell [which also restores lost hit points]. Another

* =Domain/Specialty Spell

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character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Magic traps such as spike stones are hard to detect. A rogue [only] can use the Perception skill to find spike stones. The DC is 25 + spell level, or DC 29 for spike stones. Spike stones is a magic trap that can't be disabled with the Disable Device skill. [SR:Yes; DC:23, Reflex partial]

□□□□	Spiritual Ally	Evocation [Force]	1 standard action	14 rounds [D]	Medium (240 ft.)	APG:p.246
[V, S, M] TARGET: spiritual ally of force; EFFECT: An ally made of pure force appears in a single 5-foot square within range. The ally takes the form of a servant of your god. The spiritual ally occupies its space, though you and your allies can move through it, since it is your ally. The spiritual ally carries a single weapon, one favored by your deity [as for spiritual weapon], which has the same threat range and critical modifiers as a real weapon of its form. Each round on your turn, starting with the turn that you cast this spell, your spiritual ally can make an attack against a foe within its reach that you designate. The spiritual ally threatens adjacent squares and can flank and make attacks of opportunity as if it were a normal creature. The spiritual ally uses your base attack bonus [gaining extra attacks if your base attack bonus is high enough] and plus your Wisdom bonus when it makes a melee attack. When the spiritual ally hits, it deals 1d10 points of force damage + 1 point of damage per 3 caster levels [maximum +5 at 15th level]. It strikes as a spell, not a weapon, so it bypasses DR and can affect incorporeal creatures. Each round after the first, you can move the spiritual ally as a swift action. It has a speed of 30 feet, and a fly speed of 30 feet [perfect maneuverability]. Being a construct of force, the spiritual ally cannot be harmed by any physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual ally's AC against touch attacks is 10. If an attacked creature has spell resistance, you make a caster level check [1d20 + caster level] against that spell resistance the first time the spiritual ally strikes it. If the ally is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. [SR:Yes]						
□□□□	Spit Venom	Transmutation [Poison]	1 standard action	Instantaneous; see text	Close (60 ft.)	UM:p.240
[V] TARGET: One stream of venom; EFFECT: Spit blinding black adder venom. [SR:No; DC:23, Fortitude partial]						
□□□□	Summoner Conduit	Necromancy	1 standard action	14 minutes	Close (60 ft.)	UC:p.245
[V, S, M] TARGET: one summoned creature or eidolon; EFFECT: You exploit the invisible, mystic connection between the target creature and its summoner to harm that summoner. Whenever the target's summoned creature is the target of a spell that deals damage, the target's summoner is also considered to be a target of that spell. Such a summoner gains his normal defenses against the spell, such as a saving throw and spell resistance, and cannot be affected if he is on another plane of existence. [SR:Yes; DC:23, Will negates]						
□□□□	Summon Monster IV	Conjuration, AirSchool, EarthSchool, FireSch	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]						
□□□□	Symbol of Revelation	Divination	10 minutes	See text	0 ft.; see text	UM:p.241
[V, S, M] TARGET: One symbol; EFFECT: Triggered symbol reveals illusions. [SR:Yes]						
□□□□	Symbol of Slowing	Transmutation	10 minutes	See text	0 ft.; see text	UM:p.242
[V, S, M] TARGET: One symbol; EFFECT: Triggered rune slows creatures. [SR:Yes; DC:23, Will negates]						
□□□□	Terrible Remorse	Enchantment (Compulsion) [Emotion, Mind-A1]	1 standard action	14 rounds	Close (60 ft.)	UM:p.243
[V, S] TARGET: 1 living creature; EFFECT: Creature is compelled to harm itself. [SR:Yes; DC:23, Will partial (see text)]						
□□□□	Tongues	Divination [WoodSchool]	1 standard action	140 minutes	Touch	CR:p.360
[V, M/DF] TARGET: Creature touched; EFFECT: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way. Tongues can be made permanent with a permanency spell. [SR:No; DC:23, Will negates (harmless)]						

LEVEL 5 / Per Day:5+1 / Caster Level:14

Name	School	Time	Duration	Range	Source	
□□□□	Air Walk (Communal)	Transmutation [Air]	1 standard action	140 minutes	Touch	UC:p.222
[V, S, DF] TARGET: creatures touched; EFFECT: This spell functions like air walk, except divide the duration in 10-minute intervals among the creatures touched. [SR:Yes (harmless)]						
□□□□	Astral Projection, Lesser	Necromancy	30 minutes	See text	Touch	UM:p.207
[V, S, M] TARGET: You plus 7 additional willing creatures touched; EFFECT: Limited astral travel. [SR:Yes]						
□□□□	Atone ment	Abjuration	1 hour	Instantaneous	Touch	CR:p.245
[V, S, M, F/DF] TARGET: Living creature touched; EFFECT: This spell removes the burden of misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds, you must intercede with your deity [requiring you to expend 2,500 gp in rare incense and offerings]. Atonement may be cast for one of several purposes, depending on the version selected. Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no additional cost. Restore Class: A paladin, or other class, who has lost her class features due to violating the alignment restrictions of her class may have her class features restored by this spell. Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must expend 2,500 gp in rare incense and offerings for her god's intercession. Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally. Though the spell description refers to evil acts, atonement can be used on any creature that has performed acts against its alignment, regardless of the actual alignment in question. Note: Normally, changing alignment is up to the player. This use of atonement offers a method for a character to change his or her alignment drastically, suddenly, and definitively. [SR:Yes]						
□□□□	Break Enchantment	Abjuration	1 minute	Instantaneous	Close (60 ft.)	CR:p.251
[V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; EFFECT: This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check [1d20 + caster level, maximum +15] against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects. [SR:No; DC:24, See text]						
□□□□	Breath of Life	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.251
[V, S] TARGET: Creature touched; EFFECT: This spell cures 5d8 points of damage + 1 point per caster level [maximum +25]. Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 10 minutes, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by breath of life. Like cure spells, breath of life deals damage to undead creatures rather than curing them, and cannot bring them back to life. [SR:Yes (harmless) or yes; see text; DC:24, Will negates (harmless) or Will half, see text]						
□□□□	Cleanse	Evocation	1 standard action	Instantaneous	Personal	APG:p.211
[S, DF] TARGET: You; EFFECT: Positive energy infuses and cleanses your body. This spell cures 4d8 points of damage + 1 point per caster level 25 and ends any and all of the following adverse conditions affecting you: ability damage, blinded, confused, dazed, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened. In addition, cleanse functions as break enchantment upon a single additional effect of your choice that is affecting you and that can be legally affected by this effect. If used by undead or other creatures healed by negative energy, the spell cleanses with negative energy rather than positive.						
□□□□	Command (Greater)	Enchantment (Compulsion) [Language-Deper1]	1 standard action	14 rounds	Close (60 ft.)	CR:p.257
[V] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command. [SR:Yes; DC:24, Will negates]						
□□□□	Commune	Divination	10 minutes	14 rounds	Personal	CR:p.257
[V, S, M, DF] TARGET: You; EFFECT: You contact your deity-or agents thereof-and ask questions that can be answered by a simple yes or no. [A cleric of no particular deity contacts a philosophically allied deity.] You are allowed one such question per caster level. The answers given are correct within the limits of the deity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase [five words or less] may be given as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.						
□□□□	Cure Light Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Close (60 ft.)	CR:p.263
[V, S] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: You channel positive energy to cure 1d8 points of damage + 1 point per caster level [maximum +25] on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage. [SR:Yes (harmless) or yes; see text; DC:24, Will half (harmless) or Will half; see text]						
□□□□	Curse, Major	Necromancy [Curse]	1 standard action	Permanent	Close (60 ft.)	UM:p.215
[V, S] TARGET: One creature; EFFECT: As Bestow Curse, but harder to remove. [SR:Yes; DC:24, Will negates]						
□□□□	Curse of Magic Negation	Abjuration [Curse]	1 round	140 minutes	Medium (240 ft.)	UM:p.215
[V, S, M] TARGET: One creature; EFFECT: Target gains the negated spellblight. [SR:Yes; DC:24, Will negates]						
□□□□	Dispel Chaos	Abjuration [Lawful]	1 standard action	14 rounds or until discharged, whichever co	Touch	CR:p.271
[V, S, DF] TARGET: You and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object; EFFECT: This spell functions like dispel evil, except that you are surrounded by constant, blue lawful energy, and the spell affects chaotic creatures and spells rather than evil ones. [SR:See text; DC:24, See text]						
□□□□	Dispel Evil	Abjuration [Good]	1 standard action	14 rounds or until discharged, whichever co	Touch	CR:p.271
[V, S, DF] TARGET: You and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object; EFFECT: Shimmering, white holy energy surrounds you. This energy has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save [spell resistance applies]. This use discharges and ends the spell. Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell. [SR:See text; DC:24, See text]						
□□□□	Disrupting Weapon	Transmutation	1 standard action	14 rounds	Touch	CR:p.273
[V, S] TARGET: One melee weapon; EFFECT: This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect. [SR:Yes (harmless, object); DC:24, Will negates (harmless, object); see text]						
□□□□	*Fabricate	Transmutation [WoodSchool]	see text	Instantaneous	Close (60 ft.)	CR:p.280
[V, S, M] TARGET: Up to 140 cu. ft.; see text; EFFECT: You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet. You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet of material to be affected by the spell. [SR:No]						

* =Domain/Specialty Spell

Cleric Spells

Spell Resistance	Abjuration	1 standard action	14 minutes	Touch	CR:p.347
[V, S, DF] TARGET: Creature touched; EFFECT: The target gains spell resistance equal to 12 + your caster level. [SR:Yes (harmless); DC:24, Will negates (harmless)]					
Summon Monster V	Conjuration, AirSchool, EarthSchool, FireSch	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from a lower-level list. [SR:No]					
Symbol of Scrying	Divination (Scrying)	10 minutes	See text	0 ft.; see text	UM:p.241
[V, S, M] TARGET: One symbol; EFFECT: Triggered rune activates scrying sensor. [SR:No]					
Symbol of Sleep	Enchantment (Compulsion) [Mind-Affecting]		See text	0 ft.; see text	CR:p.356
[V, S, M] TARGET: One symbol; EFFECT: This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 + 10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires. Unlike symbol of death, symbol of sleep has no hit point limit; once triggered, a symbol of sleep simply remains active for 10 minutes per caster level. Note: Magic traps such as symbol of sleep are hard to detect and disable. A rogue [only] can use the Perception skill to find a symbol of sleep and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of sleep. [SR:Yes; DC:24, Will negates]					
Symbol of Striking	Illusion (Shadow)				UC:p.245
[V, S, M] TARGET: ; EFFECT: This spell functions like symbol of death, except that using the material component, you scribe a symbol of striking so it fills a 5-foot square. Once triggered, the symbol of striking glows and lasts for 10 minutes per caster level or until it has made a number of attacks of opportunity equal to your level, whichever comes first. When triggered, the symbol threatens its area and the area around it as if it were a Medium creature wielding a magic version of the weapon you used as the material component. Using your caster level + 1 + your Intelligence modifier [magus, witch, wizard] or Wisdom modifier [cleric] or Charisma modifier [oracle, sorcerer] as its attack bonus, the symbol can make a number of attacks of opportunity each round equal to 1 + the same ability score modifier you used to determine its attack bonus. It gains a bonus on damage rolls equal to the same ability score modifier you used to determine its attack bonus. A shadowy version of you wielding the material component appears to make these attacks. The symbol attacks any non-attuned creature that provokes an attack of opportunity from the symbol. However, when the symbol first attacks a creature, the symbol must overcome that creature's spell resistance or be rendered unable to harm it. The symbol never again attacks such creatures. Further, when the symbol first attacks a creature, a successful Will saving throw allows the creature to see the shadow nature of the attacks and take half damage when such attacks hit. Symbol of striking can be made permanent with a permanency spell by a caster of 13th level or higher for the cost of 10,000 gp. [SR:Yes; see text; DC:24, Will half, see text]					
Tongues (Communal)	Divination	1 standard action	140 minutes	Touch	UC:p.247
[V, M/DF] TARGET: creatures touched; EFFECT: This spell functions like tongues, except you divide the duration in 10-minute intervals among the creatures touched. [SR:No; DC:24, Will negates (harmless)]					
Treasure Stitching	Transmutation	1 standard action	14 days [D]	Close (60 ft.)	APG:p.250
[V, S, M] TARGET: all objects on cloth; EFFECT: You can transform all objects placed on a cloth into an embroidered, two-dimensional representation, making it easy for you to store and transport the items. You can pile any amount or weight of objects on the cloth so long as the pile stays within the dimensions of the cloth [up to a 10-foot cube]. When you cast the spell the entire pile disappears into the cloth, replaced by a highly accurate, sewn picture of the pile from whatever angle you wish. The cloth retains its normal weight and dimensions. You can restore the pile of objects at any time as a full-round action by unrolling the cloth and ordering the spell to end, consuming the cloth. Anyone else wishing to restore the objects must successfully dispel your spell. If the cloth is destroyed or significantly damaged, all objects held within the cloth are lost. This spell cannot affect artifacts or other sorts of similarly unique objects. [SR:Yes (object); DC:24, Fortitude negates (object)]					
True Seeing	Divination	1 standard action	14 minutes	Touch	CR:p.363
[V, S, M] TARGET: Creature touched; EFFECT: You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane [but not into extradimensional spaces]. The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance. [SR:Yes (harmless); DC:24, Will negates (harmless)]					
Wall of Blindness/Deafness	Necromancy	1 standard action	concentration + 14 rounds	Medium (240 ft.)	ACG:p.198
[V, S] TARGET: translucent wall 280 ft. long or a translucent ring with a radius of up to 35 ft.; either form 20 ft. high; EFFECT: You create a translucent wall of energy, within which can be seen indistinct images of faces with their eyes or ears sewn shut. When you create the wall, decide whether it blinds or deafens. Any creature that passes through the wall must save or become permanently blinded or deafened [as blindness/deafness]. The wall must be vertical and either rectangular or a ring. It need not touch the ground. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature when it is cast, the spell fails. [SR:Yes; DC:24, Fortitude negates]					
**Wall of Stone	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.367
[V, S, M/DF] TARGET: Stone wall whose area is up to 14 5-ft. squares [S]; EFFECT: This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. [SR:No; DC:24, See text]					
Wall of Stone	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.367
[V, S, M/DF] TARGET: Stone wall whose area is up to 14 5-ft. squares [S]; EFFECT: This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves. [SR:No; DC:24, See text]					

LEVEL 6 / Per Day:4+1 / Caster Level:14

Name	School	Time	Duration	Range	Source
Animate Objects	Transmutation	1 standard action	14 rounds	Medium (240 ft.)	CR:p.242
[V, S] TARGET: 14 Small objects; see text; EFFECT: You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate. An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell. This spell cannot affect objects carried or worn by a creature. Animate objects can be made permanent with a permanency spell. [SR:No]					
Antilife Shell	Abjuration	1 round	14 minutes [D]	10 ft.	CR:p.242
[V, S, DF] TARGET: 10-ft.-radius emanation, centered on you; EFFECT: You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoid, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead. This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier. [SR:Yes]					
Banishment	Abjuration	1 standard action	Instantaneous	Close (60 ft.)	CR:p.246
[V, S, F] TARGET: One or more extraplanar creatures, no two of which can be more than 30 ft. apart; EFFECT: A banishment spell is a more powerful version of the dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished. You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance [if any], and the saving throw DC increases by 2. Certain rare items might work twice as well as a normal item for the purpose of the bonuses [each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4]. [SR:Yes; DC:25, Will negates]					
Bear's Endurance (Mass)	Transmutation	1 standard action	14 minutes	Close (60 ft.)	CR:p.247
[V, S, M/DF] TARGET: One creature/level, no two of which can be more than 30ft. apart; EFFECT: Mass bear's endurance works like bear's endurance, except that it affects multiple creatures. [SR:Yes; DC:25, Will negates (harmless)]					
Blade Barrier	Evocation [Force]	1 standard action	14 minutes [D]	Medium (240 ft.)	CR:p.249
[V, S] TARGET: Wall of whirling blades up to 280ft. long, or a ringed wall of whirling blades with a radius of up to 35 ft.; either form is 20 ft. high; EFFECT: An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level [maximum 15d6], with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall [ending up on the side of its choice] and thus take no damage by making a successful Reflex save. A blade barrier provides cover [+4 bonus to AC, +2 bonus on Reflex saves] against attacks made through it. [SR:Yes; DC:25, Reflex half or Reflex negates; see text]					
Bull's Strength (Mass)	Transmutation	1 standard action	14 minutes	Close (60 ft.)	CR:p.251
[V, S, M/DF] TARGET: 14 creatures, no two of which can be more than 30ft. apart; EFFECT: This spell functions like bull's strength, except that it affects multiple creatures. [SR:Yes (harmless); DC:25, Will negates (harmless)]					
Cold Ice Strike	Evocation [Cold]	1 swift action	Instantaneous	30 ft.	UM:p.211
[V, S] TARGET: 30-ft. line; EFFECT: Line of ice slivers deals 14d6 cold. [SR:Yes; DC:25, Reflex half]					
Cure Moderate Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like mass cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level [maximum +30]. [SR:Yes (harmless); see text; DC:25, Will half (harmless); see text]					
Dispel Magic (Greater)	Abjuration	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; or a 20-ft.-radius burst; EFFECT: This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures. You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell. Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells. Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC. Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing spell [such as a monster summoned by summon monster] is in the area, apply the dispel check to end the spell that conjured that object or creature [returning it whence it came] in addition to attempting to dispel one spell targeting the creature or object. You may choose to automatically succeed on dispel checks against any spell that you have cast. Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell. [SR:No]					

* =Domain/Specialty Spell

Cleric Spells

Dust Form	Transmutation (Polymorph)	1 standard action	14 rounds	Personal	UC:p.228
[V, S, M] TARGET: You; EFFECT: Upon casting this spell, you keep your relative form, but you and your equipment become composed entirely of dust. While in this dust form, you take no penalties for squeezing, and can move through spaces as if you were a creature three size categories smaller without penalty. You are also considered incorporeal, though any nonmagical attack you make deals half damage [50%]. Magic attacks are unaffected, and you can still use your magic items and other equipment as normal. If the duration ends in a square that your normal space cannot occupy, you take 3d6 damage and are shunted to the nearest open space that you can normally occupy.					
Eagle's Splendor (Mass)	Transmutation	1 standard action	14 minutes	Close (60 ft.)	CR:p.275
[V, S, M/DF] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like eagle's splendor, except that it affects multiple creatures. [SR:Yes; DC:25, Will negates (harmless)]					
Find the Path	Divination	3 rounds	140 minutes	Personal or touch	CR:p.281
[V, S, F] TARGET: You or creature touched; EFFECT: The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures [including guardians] who might take action to oppose the caster as he follows the path revealed by this spell. [SR:No or yes (harmless); DC:25, None or Will negates (harmless)]					
Forbiddance	Abjuration	6 rounds	Permanent	Medium (240 ft.)	CR:p.285
[V, S, M, DF] TARGET: 14 60-ft. cubes [S]; EFFECT: Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells [such as dimension door and teleport], plane shifting, astral travel, etheral travel, and all summoning spells. Such effects simply fail automatically. In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours [see below]. A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal. Alignments identical: No effect. The creature may enter the area freely [although not by planar travel]. Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies. Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies. At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option [and the password] at the time of casting. Adding a password requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube. Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level. You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect. [SR:Yes; DC:25, See text]					
Geas/Quest	Enchantment (Compulsion) [Language-Deper]	10 minutes	14 days or until discharged [D]	Close (60 ft.)	CR:p.288
[V] TARGET: One living creature; EFFECT: This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw. If the subject is prevented from obeying the geas/quest for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas/quest. A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do. Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest. [SR:Yes]					
Glyph of Warding (Greater)	Abjuration	10 minutes	Permanent until discharged [D]	Touch	CR:p.291
[V, S, M] TARGET: Object touched or up to 70 sq. ft.; EFFECT: This spell functions like glyph of warding, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower. Read magic allows you to identify a greater glyph of warding with a DC 16 Spellcraft check. Material Component: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 400 gp. [SR:No (object) and yes; see text; DC:25, See text]					
Harm	Necromancy	1 standard action	Instantaneous	Touch	CR:p.293
[V, S] TARGET: Creature touched; EFFECT: Harm charges a subject with negative energy that deals 10 points of damage per caster level [to a maximum of 150 points at 15th level]. If the creature successfully saves, harm deals half this amount. Harm cannot reduce the target's hit points to less than 1. If used on an undead creature, harm acts like heal. [SR:Yes; DC:25, Will half; see text]					
Heal	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.294
[V, S] TARGET: Creature touched; EFFECT: Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level. Heal does not remove negative levels or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm. [SR:Yes (harmless); DC:25, Will negates (harmless)]					
Heroes' Feast	Conjuration [Creation]	10 minutes	1 hour plus 12 hours; see text	Close (60 ft.)	CR:p.295
[V, S, DF] TARGET: Feast for 14 creatures; EFFECT: You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both neutralize poison and remove disease, and gains 1d8 temporary hit points + 1 point per two caster levels [maximum +10] after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated. [SR:No]					
Inflict Moderate Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (60 ft.)	CR:p.300
[V, S] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like mass inflict light wounds, except that it deals 2d8 points of damage + 1 point per caster level [maximum +30]. [SR:Yes; DC:25, Will half]					
Joyful Rapture	Conjuration (Healing) [Emotion]	1 standard action	Instantaneous	60 ft.	UM:p.225
[V, S] TARGET: All allies and opponents within a 60-ft.-radius burst centered on you; EFFECT: Negate harmful emotions. [SR:Yes]					
Major Creation	Conjuration (Creation) [MetalSchool]	10 minutes	See text	Close (60 ft.)	CR:p.311
[V, S, M] TARGET: Unattended, nonmagical object of nonliving plant matter, up to 14 cu. ft.; EFFECT: This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table. Hardness and Rarity Examples Duration Vegetable matter 2 hr./level Stone, crystal, base metals 1 hr./level Precious metals 20 min./level Gems 10 min./level Rare metal* 1 round/level * Includes adamantite, alchemical silver, and mithral. You can't use major creation to create a cold iron item. [SR:No]					
Owl's Wisdom (Mass)	Transmutation	1 standard action	14 minutes	Close (60 ft.)	CR:p.318
[V, S, M/DF] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like owl's wisdom, except that it affects multiple creatures. [SR:Yes; DC:25, Will negates (harmless)]					
Planar Adaptation, Mass	Transmutation, AirSchool, EarthSchool, Fire	1 standard action	14 hours [D]	Close (60 ft.)	APG:p.236
[V, S] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like planar adaptation, except as noted above. [SR:Yes (harmless); DC:25, Will negates (harmless)]					
Planar Ally	Conjuration (Calling)	10 minutes	Instantaneous	Close (60 ft.)	CR:p.320
[V, S, M, DF] TARGET: One or two called outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear; EFFECT: This spell functions like lesser planar ally, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose HD total no more than 12. The creatures agree to help you and request your return payment together. [SR:No]					
Spellcrash	Abjuration	1 standard action	14 rounds	Medium (240 ft.)	ACG:p.193
[V, S] TARGET: one creature; EFFECT: This spell functions as lesser spellcrash, except that it affects 5th-level or lower prepared spells or spell slots. [SR:yes; DC:25, Will negates (see text)]					
Stoneskin	Abjuration, EarthSchool [MetalSchool]	1 standard action	140 minutes or until discharged	Touch	CR:p.349
[V, S, M] TARGET: Creature touched; EFFECT: The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantite weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level [maximum 150 points], it is discharged. [SR:Yes (harmless); DC:25, Will negates (harmless)]					
Summon Monster VI	Conjuration, AirSchool, EarthSchool, FireSch	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					
Symbol of Fear	Necromancy [Fear, Mind-Affecting, Emotion]		See text	0 ft.; see text	CR:p.356
[V, S, M] TARGET: One symbol; EFFECT: This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level. Note: Magic traps such as symbol of fear are hard to detect and disable. A rogue [only] can use the Perception skill to find a symbol of fear and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of fear. [SR:Yes; DC:25, Will negates]					
Symbol of Persuasion	Enchantment (Charm) [Mind-Affecting]	10 minutes	See text	0 ft.; see text	CR:p.356
[V, S, M] TARGET: One symbol; EFFECT: This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster [as the charm monster spell] for 1 hour per caster level. Unlike symbol of death, symbol of persuasion has no hit point limit, once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level. Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue [only] can use the Perception skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion. [SR:Yes; DC:25, Will negates]					
Symbol of Sealing	Abjuration [Force]	10 minutes	Permanent	0 ft.; see text	UM:p.242
[V, S, M] TARGET: One symbol; EFFECT: Creates triggered wall of force. [SR:No]					
Undeath to Death	Necromancy	1 standard action	Instantaneous	Medium (240 ft.)	CR:p.363
[V, S, M/DF] TARGET: Several undead creatures within a 40-ft.-radius burst; EFFECT: This spell functions like circle of death, except that it destroys undead creatures as noted above. [SR:Yes; DC:25, Will negates]					
Wind Walk	Transmutation [Air]	1 standard action	14 hours [D]; see text	Touch	CR:p.369
[V, S, DF] TARGET: You and 4 touched creatures; EFFECT: You alter the substance of your body to a cloudlike vapor [as the gaseous form spell] and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently. Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round [60 mph] with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like. A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell [as does any time spent in physical form]. As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others. For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round [for a total of 600 feet], though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end. [SR:No and yes (harmless); DC:25, No and Will negates (harmless)]					
Word of Recall	Conjuration (Teleportation)	1 standard action	Instantaneous	Unlimited	CR:p.371
[V] TARGET: You and touched objects or other willing creatures; EFFECT: Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail. An unwilling creature can't be teleported by word of recall. Likewise, a creature's Will save [or spell resistance] prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw. [SR:No or yes (harmless, object); DC:25, None or Will negates (harmless, object); Spell]					

* =Domain/Specialty Spell

Cleric Spells

LEVEL 7 / Per Day:3+1 / Caster Level:14

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Bestow Grace of the Champion	Transmutation [Good, Law]	1 standard action	14 rounds [see text]	Touch	UM:p.208
[V, S, DF] TARGET: Lawful good creature touched; EFFECT: Target gains paladin abilities. [SR:Yes (harmless); DC:26, Will negates (harmless)]					
☐☐☐☐☐ Circle of Clarity	Abjuration	1 standard action	14 rounds [D]	Medium (240 ft.)	UM:p.211
[V, S, F] TARGET: 20-ft.-radius emanation centered on a creature, object, or point in space; EFFECT: Emanation hampers illusions and stealth. [SR:Yes (harmless); DC:26, Will negates (harmless)]					
☐☐☐☐☐ Control Weather	Transmutation, AirSchool, WaterSchool [Woc]	10 minutes; see text	4d12 hours; see text	2 miles	CR:p.261
[V, S] TARGET: 2-mile-radius circle, centered on you; see text; EFFECT: You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season. Season Possible Weather Spring Tornado, thunderstorm, sleet storm, or hot weather Summer Torrential rain, heat wave, or hailstorm Autumn Hot or cold weather, fog, or sleet Winter Frigid cold, blizzard, or thaw Late winter Hurricane-force winds or early spring You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather-where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather [which fully manifests itself 10 minutes later]. Contradictory conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena [naturally occurring or otherwise] as well as create them. A druid casting this spell doubles the duration and affects a circle with a 3-mile radius. [SR:No]					
☐☐☐☐☐ Create Demiplane, Lesser	Conjuration (Creation)	2 hours	14 days	0 ft.	UM:p.214
[V, S, F] TARGET: Extradimensional demiplane, up to 42 10-ft. cubes [S]; EFFECT: Create your own demiplane. [SR:No]					
☐☐☐☐☐ Cure Serious Wounds (Mass)	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like mass cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level [maximum +35]. [SR:Yes (harmless); see text; DC:26, Will half (harmless); see text]					
☐☐☐☐☐ Destruction	Necromancy [Death]	1 standard action	Instantaneous	Close (60 ft.)	CR:p.266
[V, S, F] TARGET: One creature; EFFECT: This spell instantly delivers 10 points of damage per caster level. If the spell slays the target, it consumes the remains utterly in holy [or unholy] fire [but not its equipment or possessions]. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell [and was slain] is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle. [SR:Yes; DC:26, Fortitude partial]					
☐☐☐☐☐ Dictum	Evocation [Lawful, Sonic]	1 standard action	Instantaneous	40 ft.	CR:p.269
[V] TARGET: Nonlawful creatures in a 40-ft.-radius spread centered on you; EFFECT: Any nonlawful creature within the area of a dictum spell suffers the following ill effects. HD Effect Equal to caster level Deafened Up to caster level -1 Staggered, deafened Up to caster level -5 Paralyzed, staggered, deafened Up to caster level -10 Killed, paralyzed, staggered, deafened The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects. Deafened: The creature is deafened for 1d4 rounds. Save negates. Staggered: The creature is staggered for 2d4 rounds. Save reduces the staggered effect to 1d4 rounds. Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round. Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level [maximum +25]. Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the dictum or not. The banishment effect allows a Will save [at a -4 penalty] to negate. Creatures whose Hit Dice exceed your caster level are unaffected by dictum. [SR:Yes; DC:26, None or Will negates; see text]					
☐☐☐☐☐ *Elemental Body IV (Earth Only)	Transmutation (Polymorph) [Earth]	1 standard action	14 minutes [D]	Personal	CR:p.224
[V, S, M] TARGET: You; EFFECT: Turns you into a Huge elemental.					
☐☐☐☐☐ Ethereal Jaunt	Transmutation	1 standard action	14 rounds [D]	Personal	CR:p.279
[V, S] TARGET: You; EFFECT: You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material. If you end the spell and become material while inside a material object [such as a solid wall], you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.					
☐☐☐☐☐ Holy Word	Evocation [Good, Sonic]	1 standard action	Instantaneous	40 ft.	CR:p.297
[V] TARGET: Nongood creatures in a 40-ft.-radius spread centered on you; EFFECT: Any nongood creature within the area of a holy word spell suffers the following ill effects. HD Effect Equal to caster level Deafened Up to caster level -1 Blinded, deafened Up to caster level -5 Paralyzed, blinded, deafened Up to caster level -10 Killed, paralyzed, blinded, deafened The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects. Deafened: The creature is deafened for 1d4 rounds. Save negates. Blinded: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds. Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round. Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level [maximum +25]. Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the holy word or not. The banishment effect allows a Will save [at a -4 penalty] to negate. Creatures whose HD exceed your caster level are unaffected by holy word. [SR:Yes; DC:26, Will partial]					
☐☐☐☐☐ Inflict Serious Wounds (Mass)	Necromancy	1 standard action	Instantaneous	Close (60 ft.)	CR:p.301
[V, S] TARGET: 14 creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like mass inflict light wounds, except that it deals 3d8 points of damage + 1 point per caster level [maximum +35]. [SR:Yes; DC:26, Will half]					
☐☐☐☐☐ Instant Summons	Conjuration (Summoning)	1 standard action	Permanent until discharged	See text	CR:p.301
[V, S, M] TARGET: One object weighing 10 lbs. or less whose longest dimension is 6 ft. or less; EFFECT: You call some nonliving item directly to your hand from virtually any location. First, you must place your arcane mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word [set by you when the spell is cast] and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way. If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs. The inscription on the gem is invisible. It is also unreadable, except by means of a read magic spell, to anyone but you. The item can be summoned from another plane, but only if no other creature has claimed ownership of it. [SR:No]					
☐☐☐☐☐ Jolting Portent	Evocation [Electricity]	1 standard action	14 rounds [D] see text	Medium (240 ft.)	UC:p.232
[V, S, DF] TARGET: one creature; EFFECT: The creature you designate is surrounded by a glowing red aura of vengeful fate. Once per round when the target makes an attack or casts a spell, it must succeed at a Fortitude saving throw with a DC = 10 + 1/2 caster level + Charisma [in the case of oracles] or Wisdom [in the case of clerics]. If the target fails the saving throw, it takes 4d6 + your Charisma modifier [in the case of oracles] or Wisdom modifier [in the case of clerics] electricity damage. It takes no damage on a successful saving throw. You can dismiss this spell as an immediate action when its subject confirms a critical hit to negate the critical hit and daze the creature for 1 round. The attack still hits its target and deals normal damage. The effects of the daze occur after the attack. [SR:Yes]					
☐☐☐☐☐ Lunar Veil	Illusion (Shadow) [Darkness, Shadow]	1 standard action	140 minutes	Long (960 ft.)	UM:p.227
[V, S] TARGET: 120-ft.-radius emanation; EFFECT: Dispel light and revert lycanthropes. [SR:No; DC:26, Will negates; see text]					
☐☐☐☐☐ Refuge	Conjuration (Teleportation) [WoodSchool]	1 standard action	Permanent until discharged	Touch	CR:p.331
[V, S, M] TARGET: Object touched; EFFECT: When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it reads or breaks the item [a standard action]. When this is done, the individual and all objects it is wearing and carrying [to a maximum of the character's heavy load] are instantly transported to your abode. No other creatures are affected [aside from a familiar or animal companion that is touching the subject]. You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported. [SR:No]					
☐☐☐☐☐ Regenerate	Conjuration (Healing)	3 full rounds	Instantaneous	Touch	CR:p.331
[V, S, DF] TARGET: Living creature touched; EFFECT: The subject's severed body members [fingers, toes, hands, feet, arms, legs, tails, or even heads of multihheaded creatures], broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 4d8 points of damage + 1 point per caster level [maximum +35], rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures [including undead]. [SR:Yes (harmless); DC:26, Fortitude negates (harmless)]					
☐☐☐☐☐ Repulsion	Abjuration	1 standard action	14 rounds [D]	Up to 140 ft.	CR:p.333
[V, S, F/DF] TARGET: Up to 140-ft.-radius emanation centered on you; EFFECT: An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting [to the limit your level allows]. Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area. [SR:Yes; DC:26, Will negates]					
☐☐☐☐☐ Restoration (Greater)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S, M] TARGET: Creature touched; EFFECT: This spell functions like lesser restoration, except that it dispels all permanent and temporary negative levels afflicting the healed creature. Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects. [SR:Yes (harmless); DC:26, Will negates (harmless)]					
☐☐☐☐☐ Resurrection	Conjuration (Healing)	1 minute	Instantaneous	Touch	CR:p.334
[V, S, M, DF] TARGET: Dead creature touched; EFFECT: This spell functions like raise dead, except that you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. [The remains of a creature hit by a disintegrate spell count as a small portion of its body.] The creature can have been dead no longer than 10 years per caster level. Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead [if this would reduce its Con to 0 or less, it can't be resurrected]. You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected. [SR:Yes (harmless); DC:26, None, see text]					
☐☐☐☐☐ Scrying (Greater)	Divination (Scrying)	1 standard action	14 hours	See text	CR:p.337
[V, S] TARGET: Magical sensor; EFFECT: This spell functions like scrying, except as noted above. Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues. [SR:Yes; DC:26, Will negates]					
☐☐☐☐☐ Summon Monster VII	Conjuration, AirSchool, EarthSchool, FireSch	1 round	14 rounds [D]	Close (60 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					

* =Domain/Specialty Spell

Cleric Spells

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Symbol of Stunning	Enchantment (Compulsion) [Mind-Affecting]	See text	0 ft.; see text	CR:p.356
[V, S, M] TARGET: One symbol; EFFECT: This spell functions like symbol of death, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds. Note: Magic traps such as symbol of stunning are hard to detect and disable. A rogue [only] can use the Perception skill to find a symbol of stunning and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of stunning. [SR:Yes; DC:26, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Symbol of Weakness	Necromancy	See text	0 ft.; see text	CR:p.357
[V, S, M] TARGET: One symbol; EFFECT: This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage. Unlike symbol of death, symbol of weakness has no hit point limit; once triggered, a symbol of weakness simply remains active for 10 minutes per caster level. A creature can only be affected by this symbol once. Note: Magic traps such as symbol of weakness are hard to detect and disable. A rogue [only] can use the Perception skill to find a symbol of weakness and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of weakness. [SR:Yes; DC:26, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Wall of Iron	Conjuration, EarthSchool (Creation) [MetalSc 1 standard action	Instantaneous	Medium (240 ft.)	CR:p.367
[V, S, M] TARGET: Iron wall whose area is up to 14.5-ft. squares; see text; EFFECT: You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space. A wall of iron is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness. If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold. [SR:No; DC:26. See text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Waves of Ecstasy	Enchantment (Compulsion) [Emotion, Mind-A1 standard action	14 rounds; see text	30 ft.	UM:p.249
[V, S] TARGET: Cone-shaped burst; EFFECT: Pleasure stuns and staggers creatures. [SR:Yes; DC:26, Will partial (see text)]					

* =Domain/Speciality Spell

Magic Item Spell-like Abilities

- Control Water (DC:10)
- At Will Create Water
- At Will Detect Magic
- Dismissal (DC:10)
- At Will Feather Fall (DC:10)
- Horrid Wilting (DC:10)
- Ice Storm
- Quench (DC:10)
- Wall of Ice (DC:10)
- At Will Water Breathing (DC:10)
- At Will Water Walk (DC:10)

Thug Stonefist

Dwarf

RACE

64

AGE

Female

GENDER

Darkvision (60 ft.)

VISION

Lawful Good

ALIGNMENT

Right

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

Torag

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: