

Namfoodle
Schaumenflaschinger

CHARACTER NAME
Cleric 11
11
105000 / 145000
EXP / NEXT LEVEL

Ralf
PLAYER NAME
Gnome
Small
3' 5"
40 lbs.
Low-light
Gnome
Small
3' 5"
40 lbs.
Low-light

Sarenrae
None
Neutral Good
DEITY
REGION
ALIGNMENT
Sarenrae
None
Neutral Good

Table with 6 columns: ABILITY NAME, ABILITY SCORE, EQUIPPED SCORE, ABILITY MODIFIER, ABILITY DAMAGE, PENALTY. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

Table with 12 columns: HP (hit points), AC (armor class), WOUNDS/CURRENT HP, SUBDUAL DAMAGE, DAMAGE REDUCTION, SPEED, and various modifiers like TOTAL, FLAT, TOUCH, BASE, ARMOR BONUS, SHIELD BONUS, STAT, SIZE, NATURAL ARMOR, DEFLECTION, DODGE, MISC, MISS CHANCE, ARCANE SPELL FAILURE, ARMOR CHECK, PENALTY, and SPELL RESIST.

Table with 3 columns: INITIATIVE, BASE ATTACK, and their respective modifiers and bonuses.

Table with 10 columns: SAVING THROWS, TOTAL, BASE SAVE, ABILITY, MAGIC, MISC, EPIC, TEMP, and Conditional Modifiers. Rows include FORTITUDE (constitution), REFLEX (dexterity), and WILL (wisdom).

Table with 8 columns: MELEE, RANGED, CMB, TOTAL, BASE ATTACK BONUS, STAT, SIZE, MISC, EPIC, TEMP. Rows include attack bonuses for MELEE, RANGED, and CMB.

Table with 6 columns: Offense, Defense, GRAPPLE, TRIP, DISARM, SUNDER, BULL RUSH, and OVERRUN.

Table with 6 columns: *Morningstar +1 (Small/Frost), HAND, TYPE, SIZE, CRITICAL, REACH. Rows include weapon details for Morningstar.

Table with 6 columns: Crossbow (Light/Small), HAND, TYPE, SIZE, CRITICAL, REACH. Rows include weapon details for Crossbow.

*: 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.

Table with 6 columns: ARMOR, TYPE, AC, MAXDEX, CHECK, SPELL FAILURE. Rows include *Breastplate +2 (Small/Mithral), *Darkwood Shield +1 (Small), *Amulet of Natural Armor +1, and *Ring of Protection +1.

Table with 4 columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, MAX RANKS: 11/11, and various skill ranks. Rows include Acrobatics, Appraise, Bluff, Climb, Craft (Untrained), Diplomacy, Disguise, Escape Artist, Fly, Heal, Intimidate, Knowledge (Arcana), Knowledge (Nature), Knowledge (Nobility), Knowledge (Religion), Perception, Perform (Untrained), Profession (Herbalist), Ride, Sense Motive, Spellcraft, Stealth, Survival, and Swim.

Table with 2 columns: Nimbus of Light, Rounds per Day. Includes a visual representation of rounds per day using squares.

Table with 2 columns: Rebuke Death, Uses per Day. Includes a visual representation of uses per day using squares.

Special Qualities	
Aura of Good (Ex)	[Paizo Publishing - Core Rulebook]
You project an overwhelming good aura.	
Defensive Training (Ex)	[Paizo Publishing - Core Rulebook, p.23]
Gnomes get a +4 dodge bonus to AC against monsters of the giant type.	
Gnome Magic (Sp)	[Paizo Publishing - Core Rulebook, p.23]
Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.	
Hatred (Ex)	[Paizo Publishing - Core Rulebook, p.23]
Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.	
Healer's Blessing (Su)	[Paizo Publishing - Core Rulebook, p.44]
All of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.	
Illusion Resistance (Ex)	[Paizo Publishing - Core Rulebook, p.23]
Gnomes get a +2 racial saving throw bonus against illusion spells or effects.	
Keen Senses (Ex)	[Paizo Publishing - Core Rulebook, p.23]
Gnomes receive a +2 bonus on Perception skill checks.	
Nimbus of Light (Su)	[Paizo Publishing - Core Rulebook, p.47]
You can emit a 30-foot nimbus of light for 11 rounds per day. This acts as a Daylight spell. In addition, undead within this radius take 11 points of damage each round that they remain inside the nimbus. Spells and spell-like abilities with the Darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive.	
Obsessive (Ex)	[Paizo Publishing - Core Rulebook, p.23]
Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.	
Orisons	[Paizo Publishing - Core Rulebook, p.41]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Rebuke Death (Sp)	[Paizo Publishing - Core Rulebook, p.44]
You can touch a living creature as a standard action, healing it of 1d4+5 points of damage. You can only use this ability on a creature that is below 0 hit points. You can use this ability 7 times per day.	
Spontaneous Casting	[Paizo Publishing - Core Rulebook, p.41]
Weapon Familiarity (Ex)	[Paizo Publishing - Core Rulebook, p.23]
Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.	

Feats	
Combat Casting	[Paizo Publishing - Core Rulebook, p.119]
You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Craft Wand	[Paizo Publishing - Core Rulebook, p.120]
You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. To craft a wand, you must use up raw materials costing half of this base price. A newly created wand has 50 charges. See the magic item creation rules in Chapter 15 for more information.	
Dodge	[Paizo Publishing - Core Rulebook, p.122]
You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	
Extra Channel	[Paizo Publishing - Core Rulebook, p.123]
You can channel energy two additional times per day.	
Scribe Scroll	[Paizo Publishing - Core Rulebook, p.132]
You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.	
Skill Focus (Spellcraft)	[Paizo Publishing - Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

DOMAINS
Healing
Sun

PROFICIENCIES
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Scimitar, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike

TEMPLATES

Innate Racial Spells

	Name	Save Information	Time	Duration	Range	Comp.	Source
☐	Dancing Lights	SR: No	1 standard action	1 minute [D]	Medium (210 ft.)	V, S	PFCR: p.263
	<i>School:</i> Evocation [Light]			<i>Target:</i> Up to four lights, all within a 10-ft.-radius area		<i>Caster Level:</i> 11	<i>Concentration:</i> +11
☐	Ghost Sound	DC: 11, Will disbelief	1 standard action	11 rounds [D]	Close (50 ft.)	V, S, M	PFCR: p.289
	<i>School:</i> Illusion (Figment)	SR: No		<i>Target:</i> Illusory sounds		<i>Caster Level:</i> 11	<i>Concentration:</i> +11
	<i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.						
☐	Prestidigitation	DC: 11, See text	1 standard action	1 hour	10 ft.	V, S	PFCR: p.325
	<i>School:</i> Universal	SR: No		<i>Target:</i> See text		<i>Caster Level:</i> 11	<i>Concentration:</i> +11
	<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.						
☐	Speak with Animals	SR:	1 standard action	11 minutes	Personal	V, S	PFCR: p.346
	<i>School:</i> Divination			<i>Target:</i> You		<i>Caster Level:</i> 11	<i>Concentration:</i> +11
	<i>Effect:</i> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.						
				* =Domain/Speciality Spell			

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	5+1	5+1	5+1	4+1	2+1	1+1	—	—	—
Concentration	+15									

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Bleed <i>School:</i> Necromancy <i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.	DC: 14, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous	Close (50 ft.)	V, S	PFCR: p.249 <i>Concentration:</i> +15
Create Water <i>School:</i> Conjuraton (Creation) [Water] <i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.	<i>SR:</i> No	1 standard action	Instantaneous	Close (50 ft.)	V, S	PFCR: p.262 <i>Concentration:</i> +15
Detect Magic <i>School:</i> Divination <i>Effect:</i> You detect magical auras.	<i>SR:</i> No	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	PFCR: p.267 <i>Concentration:</i> +15
Detect Poison <i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.	<i>SR:</i> No	1 standard action	Instantaneous	Close (50 ft.)	V, S	PFCR: p.268 <i>Concentration:</i> +15
Guidance <i>School:</i> Divination <i>Effect:</i> This spell imbues the subject with a touch of divine guidance.	DC: 14, Will negates (harmless) <i>SR:</i> Yes	1 standard action	1 minute or until discharged	Touch	V, S	PFCR: p.292 <i>Concentration:</i> +15
Light <i>School:</i> Evocation [Light] <i>Effect:</i> This spell causes a touched object to glow like a torch.	<i>SR:</i> No	1 standard action	110 minutes	Touch	V, M/DF	PFCR: p.304 <i>Concentration:</i> +15
Mending <i>School:</i> Transmutation <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.	DC: 14, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	PFCR: p.312 <i>Concentration:</i> +15
Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.	DC: 14, Will negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	10 ft.	V, S	PFCR: p.328 <i>Concentration:</i> +15
Read Magic <i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.	<i>SR:</i> DC: 14, Will negates (harmless)	1 standard action	110 minutes	Personal	V, S, F	PFCR: p.330 <i>Concentration:</i> +15
Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.	<i>SR:</i> Yes (harmless) DC: 14, Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	PFCR: p.334 <i>Concentration:</i> +15
Stabilize <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.	DC: 14, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	Instantaneous	Close (50 ft.)	V, S	PFCR: p.348 <i>Concentration:</i> +15
Virtue <i>School:</i> Transmutation <i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.	<i>SR:</i> Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF	PFCR: p.365 <i>Concentration:</i> +15

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
Bane <i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting] <i>Effect:</i> Bane fills your enemies with fear and doubt.	DC: 15, Will negates <i>SR:</i> Yes	1 standard action	11 minutes	50 ft.	V, S, DF	PFCR: p.246 <i>Concentration:</i> +15
Bless <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Bless fills your allies with courage.	<i>SR:</i> Yes (harmless)	1 standard action	11 minutes	50 ft.	V, S, DF	PFCR: p.249 <i>Concentration:</i> +15
Bless Water <i>School:</i> Transmutation [Good] <i>Effect:</i> This transmutation imbues a flask of water with positive energy, turning it into holy water.	DC: 15, Will negates (object) <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V, S, M	PFCR: p.249 <i>Concentration:</i> +15
Cause Fear <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> The affected creature becomes frightened.	DC: 15, Will partial <i>SR:</i> Yes	1 standard action	1d4 rounds or 1 round; see text	Close (50 ft.)	V, S	PFCR: p.252 <i>Concentration:</i> +15
Command <i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.	DC: 15, Will negates <i>SR:</i> Yes	1 standard action	1 round	Close (50 ft.)	V	PFCR: p.256 <i>Concentration:</i> +15
Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.	<i>SR:</i> DC: 15, Will half (harmless); see text	1 standard action	110 minutes	Personal	V, S, M/DF	PFCR: p.258 <i>Concentration:</i> +15
**Cure Light Wounds <i>School:</i> Conjuraton (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.	<i>SR:</i> Yes (harmless); see text DC: 15, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263 <i>Concentration:</i> +15
Cure Light Wounds <i>School:</i> Conjuraton (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.	<i>SR:</i> Yes (harmless); see text DC: 15, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263 <i>Concentration:</i> +15
Deathwatch <i>School:</i> Necromancy <i>Effect:</i> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.	<i>SR:</i> No	1 standard action	110 minutes	30 ft.	V, S	PFCR: p.265 <i>Concentration:</i> +15
Detect Chaos <i>School:</i> Divination <i>Effect:</i> You can sense the auras of chaotic creatures.	<i>SR:</i> No	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	V, S, DF	PFCR: p.266 <i>Concentration:</i> +15
Detect Evil <i>School:</i> Divination <i>Effect:</i> You can sense the presence of evil.	<i>SR:</i> No	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	V, S, DF	PFCR: p.266 <i>Concentration:</i> +15
Detect Good <i>School:</i> Divination <i>Effect:</i> You can sense the presence of good.	<i>SR:</i> No	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	V, S, DF	PFCR: p.267 <i>Concentration:</i> +15
Detect Law <i>School:</i> Divination <i>Effect:</i> You can sense the auras of lawful creatures.	<i>SR:</i> No	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	V, S, DF	PFCR: p.267 <i>Concentration:</i> +15
Detect Undead <i>School:</i> Divination <i>Effect:</i> You can detect the aura that surrounds undead creatures.	<i>SR:</i> No	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S, M/DF	PFCR: p.269 <i>Concentration:</i> +15
Divine Favor <i>School:</i> Evocation <i>Effect:</i> Calling upon the strength and wisdom of a deity, you gain a +3 luck bonus on attack and weapon damage rolls.	<i>SR:</i> DC: 15, Will negates	1 standard action	1 minute	Personal	V, S, DF	PFCR: p.273 <i>Concentration:</i> +15
Doom <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.	<i>SR:</i> Yes DC: 15, Will negates	1 standard action	11 minutes	Medium (210 ft.)	V, S, DF	PFCR: p.274 <i>Concentration:</i> +15

* =Domain/Specialty Spell

Cleric Spells

*****Endure Elements	DC: 15, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	PFCR: p.277
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.						
*****Endure Elements	DC: 15, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	PFCR: p.277
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.						
*****Entropic Shield		1 standard action	11 minutes [D]	Personal	V, S	PFCR: p.278
School: Abjuration	SR:	Target: You			Caster Level: 11	Concentration: +15
Effect: A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.						
*****Hide from Undead	DC: 15, Will negates (harmless); see text	1 standard action	110 minutes [D]	Touch	V, S, DF	PFCR: p.296
School: Abjuration	SR: Yes	Target: 11 creatures touched			Caster Level: 11	Concentration: +15
Effect: Undead cannot see, hear, or smell creatures ward by this spell.						
*****Inflict Light Wounds	DC: 15, Will half	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
School: Necromancy	SR: Yes	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.						
*****Magic Stone	DC: 15, Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310
School: Transmutation	SR: Yes (harmless, object)	Target: Up to three pebbles touched			Caster Level: 11	Concentration: +15
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.						
*****Magic Weapon	DC: 15, Will negates (harmless, object)	1 standard action	11 minutes	Touch	V, S, DF	PFCR: p.310
School: Transmutation	SR: Yes (harmless, object)	Target: Weapon touched			Caster Level: 11	Concentration: +15
Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.						
*****Obscuring Mist		1 standard action	11 minutes [D]	20 ft.	V, S	PFCR: p.317
School: Conjuration (Creation)	SR: No	Target: Cloud spreads in 20-ft. radius from you, 20 ft. high			Caster Level: 11	Concentration: +15
Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.						
*****Protection from Chaos	DC: 15, Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M/DF	PFCR: p.327
School: Abjuration [Lawful]	SR: No; see text	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.						
*****Protection from Evil	DC: 15, Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M/DF	PFCR: p.327
School: Abjuration [Good]	SR: No; see text	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures.						
*****Protection from Law	DC: 15, Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M/DF	PFCR: p.328
School: Abjuration [Chaotic]	SR: No; see text	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures.						
*****Remove Fear	DC: 15, Will negates (harmless)	1 standard action	10 minutes; see text	Close (50 ft.)	V, S	PFCR: p.332
School: Abjuration	SR: Yes (harmless)	Target: 3 creatures, no two of which can be more than 30 ft. apart			Caster Level: 11	Concentration: +15
Effect: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.						
*****Sanctuary	DC: 15, Will negates	1 standard action	11 rounds	Touch	V, S, DF	PFCR: p.336
School: Abjuration	SR: No	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: Any opponent attempting to directly attack the warder creature, even with a targeted spell, must attempt a Will save.						
*****Shield of Faith	DC: 15, Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M	PFCR: p.342
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: This spell creates a shimmering, magical field around the target that averts and deflects attacks.						
*****Summon Monster I		1 round	11 rounds [D]	Close (50 ft.)	V, S, F/DF	PFCR: p.350
School: Conjuration (Summoning)	SR: No	Target: One summoned creature			Caster Level: 11	Concentration: +15
Effect: This spell summons an extraplanar creature.						

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Aid		1 standard action	11 minutes	Touch	V, S, DF	PFCR: p.239
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes (harmless)		Target: Living creature touched		Caster Level: 11	Concentration: +15
Effect: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 10 temporary hit points.						
Align Weapon	DC: 16, Will negates (harmless, object)	1 standard action	11 minutes	Touch	V, S, DF	PFCR: p.240
School: Transmutation	SR: Yes (harmless, object)		Target: Weapon touched or 50 projectiles [all of which must be together at the time of casting]		Caster Level: 11	Concentration: +15
Effect: Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose.						
Augury		1 minute	Instantaneous	Personal	V, S, M, F	PFCR: p.245
School: Divination	SR:		Target: You		Caster Level: 11	Concentration: +15
Effect: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.						
Bear's Endurance	DC: 16, Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	PFCR: p.246
School: Transmutation	SR: Yes		Target: Creature touched		Caster Level: 11	Concentration: +15
Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.						
Bull's Strength	DC: 16, Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	PFCR: p.251
School: Transmutation	SR: Yes (harmless)		Target: Creature touched		Caster Level: 11	Concentration: +15
Effect: The subject becomes stronger granting a +4 enhancement bonus to Strength.						
Calm Emotions	DC: 16, Will negates	1 standard action	Concentration, up to 11 rounds [D]	Medium (210 ft.)	V, S, DF	PFCR: p.252
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes		Target: Creatures in a 20-ft.-radius spread		Caster Level: 11	Concentration: +15
Effect: This spell calms agitated creatures.						
Consecrate		1 standard action	22 hours	Close (50 ft.)	V, S, M, DF	PFCR: p.258
School: Evocation [Good]	SR: No		Target: 20-ft.-radius emanation		Caster Level: 11	Concentration: +15
Effect: This spell blesses an area with positive energy.						
**Cure Moderate Wounds	DC: 16, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263
School: Conjuration (Healing)	SR: Yes (harmless) or yes; see text		Target: Creature touched		Caster Level: 11	Concentration: +15
Effect: When laying your hand upon a living creature, you channel positive energy that cures 2d8+10 points of damage.						
Cure Moderate Wounds	DC: 16, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263
School: Conjuration (Healing)	SR: Yes (harmless) or yes; see text		Target: Creature touched		Caster Level: 11	Concentration: +15
Effect: When laying your hand upon a living creature, you channel positive energy that cures 2d8+10 points of damage.						
Darkness		1 standard action	11 minutes [D]	Touch	V, M/DF	PFCR: p.263
School: Evocation [Darkness]	SR: No		Target: Object touched		Caster Level: 11	Concentration: +15
Effect: This spell causes an object to radiate darkness out to a 20-foot radius.						
Delay Poison	DC: 16, Fortitude negates (harmless)	1 standard action	11 hours	Touch	V, S, DF	PFCR: p.265
School: Conjuration (Healing)	SR: Yes (harmless)		Target: Creature touched		Caster Level: 11	Concentration: +15
Effect: The subject becomes temporarily immune to poison.						
Eagle's Splendor	DC: 16, Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	PFCR: p.275
School: Transmutation	SR: Yes		Target: Creature touched		Caster Level: 11	Concentration: +15
Effect: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.						
Enthral	DC: 16, Will negates; see text	1 round	1 hour or less	Medium (210 ft.)	V, S	PFCR: p.278
School: Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]	SR: Yes		Target: Any number of creatures		Caster Level: 11	Concentration: +15
Effect: If you have the attention of a group of creatures, you can use this spell to hold them enthralled.						
Find Traps		1 standard action	11 minutes	Personal	V, S	PFCR: p.281
School: Divination	SR:		Target: You		Caster Level: 11	Concentration: +15
Effect: You gain intuitive insight into the workings of traps.						
*Heat Metal	DC: 16, Will negates (object)	1 standard action	7 rounds	Close (50 ft.)	V, S, DF	PFCR: p.294
School: Transmutation [Fire]	SR: Yes (object)		Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 275 lbs. of metal, all of which must be within a 30-ft. circle		Caster Level: 11	Concentration: +15
Effect: Heat metal causes metal objects to become red-hot.						

* =Domain/Specialty Spell

Cleric Spells

☞☞☞☞ Hold Person	DC: 16, Will negates; see text	1 standard action	11 rounds [D]; see text	Medium (210 ft.)	V, S, F/DF	PFCR: p.296
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> The subject becomes paralyzed and freezes in place.						
☞☞☞☞ Inflict Moderate Wounds	DC: 16, Will half	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
<i>School:</i> Necromancy	SR: Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 2d8+10 points of damage.						
☞☞☞☞ Make Whole	DC: 16, Will negates (harmless, object)	10 minutes	Instantaneous	Close (50 ft.)	V, S	PFCR: p.311
<i>School:</i> Transmutation	SR: Yes (harmless, object)	<i>Target:</i> One object of up to 110 cu. ft. or one construct creature of any size			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.						
☞☞☞☞ Owl's Wisdom	DC: 16, Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M/DF	PFCR: p.318
<i>School:</i> Transmutation	SR: Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.						
☞☞☞☞ Remove Paralysis	DC: 16, Will negates (harmless)	1 standard action	Instantaneous	Close (50 ft.)	V, S	PFCR: p.332
<i>School:</i> Conjunction (Healing)	SR: Yes (harmless)	<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You can free one or more creatures from the effects of temporary paralysis or related magic.						
☞☞☞☞ Resist Energy	DC: 16, Fortitude negates (harmless)	1 standard action	110 minutes	Touch	V, S, DF	PFCR: p.334
<i>School:</i> Abjuration	SR: Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.						
☞☞☞☞ Restoration (Lesser)	DC: 16, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	PFCR: p.334
<i>School:</i> Conjunction (Healing)	SR: Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores.						
☞☞☞☞ Shatter	DC: 16, Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (50 ft.)	V, S, M/DF	PFCR: p.341
<i>School:</i> Evocation [Sonic]	SR: Yes	<i>Target:</i> Or Target 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunder a single solid, nonmagical object; or damages a crystalline creature.						
☞☞☞☞ Shield Other	DC: 16, Will negates (harmless)	1 standard action	11 hours [D]	Close (50 ft.)	V, S, F	PFCR: p.342
<i>School:</i> Abjuration	SR: Yes (harmless)	<i>Target:</i> One creature			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you.						
☞☞☞☞ Silence	DC: 17, Will negates; see text or none (object)	1 round	11 rounds [D]	Long (840 ft.)	V, S	PFCR: p.343
<i>School:</i> Illusion (Glamour)	SR: Yes; see text or no (object)	<i>Target:</i> 20-ft.-radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> Upon the casting of this spell, complete silence prevails in the affected area.						
☞☞☞☞ Sound Burst	DC: 16, Fortitude partial	1 standard action	Instantaneous	Close (50 ft.)	V, S, F/DF	PFCR: p.346
<i>School:</i> Evocation [Sonic]	SR: Yes	<i>Target:</i> 10-ft.-radius spread			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You blast an area with a tremendous cacophony.						
☞☞☞☞ Spiritual Weapon		1 standard action	11 rounds [D]	Medium (210 ft.)	V, S, DF	PFCR: p.348
<i>School:</i> Evocation [Force]	SR: Yes	<i>Target:</i> Magic weapon of force			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+3 force damage per hit.						
☞☞☞☞ Status	DC: 16, Will negates (harmless)	1 standard action	11 hours	Touch	V, S	PFCR: p.349
<i>School:</i> Divination	SR: Yes (harmless)	<i>Target:</i> 3 living creatures			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition.						
☞☞☞☞ Summon Monster II		1 round	11 rounds [D]	Close (50 ft.)	V, S, F/DF	PFCR: p.352
<i>School:</i> Conjunction (Summoning)	SR: No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> 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.						
☞☞☞☞ Undetectable Alignment	DC: 16, Will negates (object)	1 standard action	24 hours	Close (50 ft.)	V, S	PFCR: p.363
<i>School:</i> Abjuration	SR: Yes (object)	<i>Target:</i> One creature or object			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.						
☞☞☞☞ Zone of Truth	DC: 16, Will negates	1 standard action	11 minutes	Close (50 ft.)	V, S, DF	PFCR: p.371
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies.						

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
Bestow Curse	DC: 17, Will negates	1 standard action	Permanent	Touch	V, S	PFCR: p.247
School: Necromancy	SR: Yes	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: You place a curse on the subject.						
Blindness/Deafness	DC: 17, Fortitude negates	1 standard action	Permanent [D]	Medium (210 ft.)	V	PFCR: p.250
School: Necromancy	SR: Yes	Target: One living creature			Caster Level: 11	Concentration: +15
Effect: You call upon the powers of unlife to render the subject blinded or deafened, as you choose.						
Continual Flame		1 standard action	Permanent	Touch	V, S, M	PFCR: p.260
School: Evocation [Light]	SR: No	Target: Object touched			Caster Level: 11	Concentration: +15
Effect: A flame, equivalent in brightness to a torch, springs forth from an object that you touch.						
Create Food and Water		10 minutes	24 hours; see text	Close (50 ft.)	V, S	PFCR: p.261
School: Conjuration (Creation)	SR: No	Target: Food and water to sustain 33 humans or 11 horses for 24 hours			Caster Level: 11	Concentration: +15
Effect: The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland.						
**Cure Serious Wounds	DC: 17, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V, S	PFCR: p.263
School: Conjuration (Healing)	SR: Yes (harmless) or yes; see text	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: When laying your hand upon a living creature, you channel positive energy that cures 3d8+11 points of damage.						
Cure Serious Wounds	DC: 17, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V, S	PFCR: p.263
School: Conjuration (Healing)	SR: Yes (harmless) or yes; see text	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: When laying your hand upon a living creature, you channel positive energy that cures 3d8+11 points of damage.						
Daylight		1 standard action	110 minutes [D]	Touch	V, S	PFCR: p.264
School: Evocation [Light]	SR: No	Target: Object touched			Caster Level: 11	Concentration: +15
Effect: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.						
Deeper Darkness		1 standard action	11 minutes [D]	Touch	V, M/DF	PFCR: p.265
School: Evocation [Darkness]	SR: No	Target: 110 minutes [D]			Caster Level: 11	Concentration: +15
Effect: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps.						
Dispel Magic		1 standard action	Instantaneous	Medium (210 ft.)	V, S	PFCR: p.272
School: Abjuration	SR: No	Target: One spellcaster, creature, or object			Caster Level: 11	Concentration: +15
Effect: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.						
Gentle Repose	DC: 17, Will negates (object)	1 standard action	11 days	Touch	V, S, M/DF	PFCR: p.289
School: Necromancy	SR: Yes (object)	Target: Corpse touched			Caster Level: 11	Concentration: +15
Effect: You preserve the remains of a dead creature so that they do not decay.						
Glyph of Warding	DC: 17, See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	PFCR: p.290
School: Abjuration	SR: No (object) and yes; see text	Target: Object touched or up to 55 sq. ft.			Caster Level: 11	Concentration: +15
Effect: This powerful inscription harms those who enter, pass, or open the warded area or object.						
Helping Hand		1 standard action	11 hours	5 miles	V, S, DF	PFCR: p.295
School: Evocation	SR: No	Target: Ghostly hand			Caster Level: 11	Concentration: +15
Effect: You create the ghostly image of a hand, which you can send to find a creature within 5 miles.						
Inflict Serious Wounds	DC: 17, Will half	1 standard action	Instantaneous	Touch	V, S	PFCR: p.301
School: Necromancy	SR: Yes	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: When laying your hand upon a creature, you channel negative energy that deals 3d8+11 points of damage.						
Invisibility Purge		1 standard action	11 minutes [D]	Personal	V, S	PFCR: p.302
School: Evocation	SR:	Target: You			Caster Level: 11	Concentration: +15
Effect: You surround yourself with a sphere of power with a radius of 55 feet that negates all forms of invisibility.						
Locate Object		1 standard action	11 minutes	Long (840 ft.)	V, S, F/DF	PFCR: p.305
School: Divination	SR: No	Target: Circle, centered on you, with a radius of 840 ft.			Caster Level: 11	Concentration: +15
		* =Domain/Specialty Spell				

Cleric Spells

Effect: You sense the direction of a well-known or clearly visualized object.

☐☐☐☐☐ Magic Circle against Chaos	DC: 17, Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	PFCR: p.308
<i>School:</i> Abjuration [Lawful]	<i>SR:</i> No; see text	<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either.						
☐☐☐☐☐ Magic Circle against Evil	DC: 17, Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	PFCR: p.308
<i>School:</i> Abjuration [Good]	<i>SR:</i> No; see text	<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either.						
☐☐☐☐☐ Magic Circle against Law	DC: 17, Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF	PFCR: p.308
<i>School:</i> Abjuration [Chaotic]	<i>SR:</i> No; see text	<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> All creatures within the area gain the effects of a protection from law spell, and lawfull summoned creatures cannot enter the area either.						
☐☐☐☐☐ Magic Vestment	DC: 17, Will negates (harmless, object)	1 standard action	11 hours	Touch	V, S, DF	PFCR: p.310
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Armor or shield touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> You imbue a suit of armor or a shield with an enhancement bonus of +2.						
☐☐☐☐☐ Meld into Stone		1 standard action	110 minutes	Personal	V, S, DF	PFCR: p.312
<i>School:</i> Transmutation [Earth]	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> Meld into stone enables you to meld your body and possessions into a single block of stone.						
☐☐☐☐☐ Obscure Object	DC: 17, Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	PFCR: p.317
<i>School:</i> Abjuration	<i>SR:</i> Yes (object)	<i>Target:</i> One object touched of up to 1100 lbs.		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.						
☐☐☐☐☐ Prayer		1 standard action	11 rounds	40 ft.	V, S, DF	PFCR: p.324
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> You bring special favor upon yourself and your allies while bringing disfavor to your enemies.						
☐☐☐☐☐ Protection from Energy	DC: 17, Fortitude negates (harmless)	1 standard action	110 minutes or until discharged	Touch	V, S, DF	PFCR: p.327
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it.						
☐☐☐☐☐ Remove Blindness/Deafness	DC: 17, Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	PFCR: p.332
<i>School:</i> Conjuration (Healing)	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> Remove blindness/deafness cures blindness or deafness.						
☐☐☐☐☐ Remove Curse	DC: 17, Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	PFCR: p.332
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> Remove curse can remove all curses on an object or a creature.						
☐☐☐☐☐ Remove Disease	DC: 17, Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	PFCR: p.332
<i>School:</i> Conjuration (Healing)	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> Remove disease can cure all diseases from which the subject is suffering.						
☐☐☐☐☐ **Searing Light		1 standard action	Instantaneous	Medium (210 ft.)	V, S	PFCR: p.338
<i>School:</i> Evocation	<i>SR:</i> Yes	<i>Target:</i> Ray		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 5d8 points of damage.						
☐☐☐☐☐ Searing Light		1 standard action	Instantaneous	Medium (210 ft.)	V, S	PFCR: p.338
<i>School:</i> Evocation	<i>SR:</i> Yes	<i>Target:</i> Ray		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 5d8 points of damage.						
☐☐☐☐☐ Speak with Dead	DC: 17, Will negates; see text	10 minutes	11 minutes	10 ft.	V, S, DF	PFCR: p.346
<i>School:</i> Necromancy [Language-Dependent]	<i>SR:</i> No	<i>Target:</i> One dead creature		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> You grant the semblance of life to a corpse, allowing it to answer questions.						
☐☐☐☐☐ Stone Shape		1 standard action	Instantaneous	Touch	V, S, M/DF	PFCR: p.349
<i>School:</i> Transmutation [Earth]	<i>SR:</i> No	<i>Target:</i> Stone or stone object touched, up to 21 cu. ft.		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.						
☐☐☐☐☐ Summon Monster III		1 round	11 rounds [D]	Close (50 ft.)	V, S, F/DF	PFCR: p.352
<i>School:</i> Conjuration (Summoning)	<i>SR:</i> No	<i>Target:</i> One summoned creature		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> 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.						
☐☐☐☐☐ Water Breathing	DC: 17, Will negates (harmless)	1 standard action	22 hours; see text	Touch	V, S, M/DF	PFCR: p.368
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> The transmuted creatures can breathe water freely.						
☐☐☐☐☐ Water Walk	DC: 17, Will negates (harmless)	1 standard action	110 minutes [D]	Touch	V, S, DF	PFCR: p.368
<i>School:</i> Transmutation [Water]	<i>SR:</i> Yes (harmless)	<i>Target:</i> 11 touched creatures		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.						
☐☐☐☐☐ Wind Wall	DC: 17, None; see text	1 standard action	11 rounds	Medium (210 ft.)	V, S, M/DF	PFCR: p.370
<i>School:</i> Evocation [Air]	<i>SR:</i> Yes	<i>Target:</i> Wall up to 110 ft. long and 55 ft. high [S]		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> An invisible vertical curtain of wind appears.						

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Air Walk		1 standard action	110 minutes	Touch	V, S, DF	PFCR: p.239
<i>School:</i> Transmutation [Air]	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature [Gargantuan or smaller] touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> The subject can tread on air as if walking on solid ground.						
☐☐☐☐☐ Chaos Hammer	DC: 18, Will partial; see text	1 standard action	Instantaneous [1d6 rounds]; see text	Medium (210 ft.)	V, S	PFCR: p.254
<i>School:</i> Evocation [Chaotic]	<i>SR:</i> Yes	<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> You unleash chaotic power to smite your enemies in the form of a multicolored explosion of leaping, ricocheting energy.						
☐☐☐☐☐ Control Water	DC: 18, None; see text	1 standard action	110 minutes [D]	Long (840 ft.)	V, S, M/DF	PFCR: p.260
<i>School:</i> Transmutation [Water]	<i>SR:</i> No	<i>Target:</i> Water in a volume of 110 ft. by 110 ft. by 22 ft. [S]		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> This spell has two different applications, both of which control water in different ways.						
☐☐☐☐☐ **Cure Critical Wounds	DC: 18, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.262
<i>School:</i> Conjuration (Healing)	<i>SR:</i> Yes (harmless); see text	<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 4d8+11 points of damage.						
☐☐☐☐☐ Cure Critical Wounds	DC: 18, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.262
<i>School:</i> Conjuration (Healing)	<i>SR:</i> Yes (harmless); see text	<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 4d8+11 points of damage.						
☐☐☐☐☐ Death Ward	DC: 18, Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	PFCR: p.264
<i>School:</i> Necromancy	<i>SR:</i> Yes (harmless)	<i>Target:</i> Living creature touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> The subject gains a +4 morale bonus on saves against all death spells and magical death effects.						
☐☐☐☐☐ Dimensional Anchor		1 standard action	11 minutes	Medium (210 ft.)	V, S	PFCR: p.270
<i>School:</i> Abjuration	<i>SR:</i> Yes (object)	<i>Target:</i> Ray		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> A green ray springs from your hand, any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel.						
☐☐☐☐☐ Discern Lies	DC: 18, Will negates	1 standard action	Concentration, up to 11 rounds	Close (50 ft.)	V, S, DF	PFCR: p.270
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying.						
☐☐☐☐☐ Dismissal	DC: 18, Will negates; see text	1 standard action	Instantaneous	Close (50 ft.)	V, S, DF	PFCR: p.271
<i>School:</i> Abjuration	<i>SR:</i> Yes	<i>Target:</i> One extraplanar creature		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> This spell forces an extraplanar creature back to its proper plane if it fails a Will save.						
☐☐☐☐☐ Divination		10 minutes	Instantaneous	Personal	V, S, M	PFCR: p.273
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> A divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week.						
☐☐☐☐☐ Divine Power		1 standard action	11 rounds	Personal	V, S, DF	PFCR: p.273
<i>School:</i> Evocation	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> You imbue yourself with strength and skill in combat and gain a +3 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks.						
☐☐☐☐☐ *Fire Shield		1 standard action	11 rounds [D]	Personal	V, S, M	PFCR: p.282
<i>School:</i> Evocation [Fire, Cold]	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 11	<i>Concentration:</i> +15	
<i>Effect:</i> This spell wreathes you in flame and causes damage to each creature that attacks you in melee protecting you from either cold-based or fire-based attacks.						
* =Domain/Specialty Spell						

Cleric Spells

Freedom of Movement	DC: 18, Will negates (harmless)	1 standard action	110 minutes	Personal or touch	V, S, M, DF	PFCR: p.287
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> You or creature touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This spell enables you or a creature you touch to move and attack normally for the duration of the spell.						
Giant Vermin		1 standard action	11 minutes	Close (50 ft.)	V, S, DF	PFCR: p.290
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> 1 or more vermin, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts.						
Holy Smite	DC: 18, Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (210 ft.)	V, S	PFCR: p.297
<i>School:</i> Evocation [Good]	<i>SR:</i> Yes	<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You draw down holy power to smite your enemies.						
Imbue with Spell Ability	DC: 18, Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	PFCR: p.299
<i>School:</i> Evocation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched; see text			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You transfer some of your currently prepared spells, and the ability to cast them, to another creature.						
Inflict Critical Wounds	DC: 18, Will half	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 4d8+11 points of damage.						
Magic Weapon (Greater)	DC: 18, Will negates (harmless, object)	1 standard action	11 hours	Close (50 ft.)	V, S, M/DF	PFCR: p.310
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> One weapon or 50 projectiles [all of which must be together at the time of casting]			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +2.						
Neutralize Poison	DC: 18, Will negates (harmless, object)	1 standard action	Instantaneous or 110 minutes; see text	Touch	V, S, M/DF	PFCR: p.316
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Creature or object of up to 11 cu. ft. touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You detoxify any sort of venom in the creature or object touched.						
Order's Wrath	DC: 18, Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (210 ft.)	V, S	PFCR: p.317
<i>School:</i> Evocation [Lawful]	<i>SR:</i> Yes	<i>Target:</i> Nonlawful creatures within a burst that fills a 30-ft. cube			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You channel lawful power to smite enemies.						
Planar Ally (Lesser)		10 minutes	Instantaneous	Close (50 ft.)	V, S, M, DF	PFCR: p.320
<i>School:</i> Conjunction (Calling)	<i>SR:</i> No	<i>Target:</i> One called outsider of 6 HD or less			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice.						
Poison	DC: 18, Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	PFCR: p.323
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> Living creature touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack.						
Repel Vermin	DC: 18, None or Will negates; see text	1 standard action	110 minutes [D]	10 ft.	V, S, DF	PFCR: p.333
<i>School:</i> Abjuration	<i>SR:</i> Yes	<i>Target:</i> 10-ft.-radius emanation centered on you			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> An invisible barrier holds back vermin.						
Restoration	DC: 18, Will negates (harmless)	1 minute	Instantaneous	Touch	V, S, M	PFCR: p.334
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level.						
Sending		10 minutes	1 round; see text	See text	V, S, M/DF	PFCR: p.339
<i>School:</i> Evocation	<i>SR:</i> No	<i>Target:</i> One creature			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject.						
Spell Immunity	DC: 18, Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, DF	PFCR: p.346
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> The warder creature is immune to the effects of one specified spell for every four levels you have.						
Summon Monster IV		1 round	11 rounds [D]	Close (50 ft.)	V, S, F/DF	PFCR: p.352
<i>School:</i> Conjunction (Summoning)	<i>SR:</i> No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.						
Tongues	DC: 18, Will negates (harmless)	1 standard action	110 minutes	Touch	V, M/DF	PFCR: p.360
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.						

LEVEL 5

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Atonement		1 hour	Instantaneous	Touch	V, S, M, F/DF	PFCR: p.245
School: Abjuration	SR: Yes	Target: Living creature touched			Caster Level: 11	Concentration: +15
Effect: This spell removes the burden of misdeeds from the subject.						
□□□□□ Break Enchantment	DC: 19, See text	1 minute	Instantaneous	Close (50 ft.)	V, S	PFCR: p.251
School: Abjuration	SR: No	Target: Up to one creature per level, all within 30 ft. of each other			Caster Level: 11	Concentration: +15
Effect: This spell frees victims from enchantments, transmutations, and curses.						
□□□□□ **Breath of Life	DC: 19, Will negates (harmless) or Will half, see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.251
School: Conjuraction (Healing)	SR: Yes (harmless) or yes, see text	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: This spell cures 5d8+11 points of damage						
□□□□□ Breath of Life	DC: 19, Will negates (harmless) or Will half, see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.251
School: Conjuraction (Healing)	SR: Yes (harmless) or yes, see text	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: This spell cures 5d8+11 points of damage						
□□□□□ Command (Greater)	DC: 19, Will negates	1 standard action	11 rounds	Close (50 ft.)	V	PFCR: p.257
School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Yes	Target: 11 creatures, no two of which can be more than 30 ft. apart			Caster Level: 11	Concentration: +15
Effect: This spell functions like command, except that up to 11 creatures may be affected, and the activities continue beyond 1 round.						
□□□□□ Commune		10 minutes	11 rounds	Personal	V, S, M, DF	PFCR: p.257
School: Divination	SR:	Target: You			Caster Level: 11	Concentration: +15
Effect: You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no.						
□□□□□ Cure Light Wounds (Mass)	DC: 19, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (50 ft.)	V, S	PFCR: p.263
School: Conjuraction (Healing)	SR: Yes (harmless) or yes; see text	Target: 11 creatures, no two of which can be more than 30 ft. apart			Caster Level: 11	Concentration: +15
Effect: You channel positive energy to cure 1d8+11 points of damage points on each selected creature.						
□□□□□ Dispel Chaos	DC: 19, See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	PFCR: p.271
School: Abjuration [Lawful]	SR: See text	Target: You and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object			Caster Level: 11	Concentration: +15
Effect: Shimmering, blue lawful energy surrounds you granting a +4 deflection bonus to AC against attacks by chaotic creatures and you can choose to drive chaotic creatures back to their home plane on making a successful melee touch attack.						
□□□□□ Dispel Evil	DC: 19, See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	PFCR: p.271
School: Abjuration [Good]	SR: See text	Target: You and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object			Caster Level: 11	Concentration: +15
Effect: Shimmering, white holy energy surrounds you granting a +4 deflection bonus to AC against attacks by evil creatures and you can choose to drive evil creatures back to their home plane on making a successful melee touch attack.						
□□□□□ Dispel Law	DC: 19, See text	1 standard action	11 rounds or until discharged, whichever comes first	Touch	V, S, DF	PFCR: p.272
School: Abjuration [Chaotic]	SR: See text	Target: You and a touched lawful creature from another plane, or you and an enchantment or lawful spell on a touched creature or object			Caster Level: 11	Concentration: +15
Effect: Flickering, yellow chaotic energy surrounds you granting a +4 deflection bonus to AC against attacks by lawful creatures and you can choose to drive lawful creatures back to their home plane on making a successful melee touch attack.						
□□□□□ Disrupting Weapon	DC: 19, Will negates (harmless, object); see text	1 standard action	11 rounds	Touch	V, S	PFCR: p.273
School: Transmutation	SR: Yes (harmless, object)	Target: One melee weapon			Caster Level: 11	Concentration: +15
Effect: This spell makes a melee weapon deadly to undead.						
□□□□□ **Flame Strike	DC: 19, Reflex half	1 standard action	Instantaneous	Medium (210 ft.)	V, S, DF	PFCR: p.283
School: Evocation [Fire]	SR: Yes	Target: Cylinder 10			Caster Level: 11	Concentration: +15
Effect: A flame strike evokes a vertical column of divine fire dealing 11d6 points of damage.						
□□□□□ Flame Strike	DC: 19, Reflex half	1 standard action	Instantaneous	Medium (210 ft.)	V, S, DF	PFCR: p.283
School: Evocation [Fire]	SR: Yes	Target: Cylinder 10			Caster Level: 11	Concentration: +15
Effect: A flame strike evokes a vertical column of divine fire dealing 11d6 points of damage.						

* =Domain/Speciality Spell

Cleric Spells						
☞☞☞☞ Hallow <i>School:</i> Evocation [Good] <i>Effect:</i> Hallow makes a particular site, building, or structure a holy site.	DC: 19, See text <i>SR:</i> See text	24 hours	Instantaneous	Touch	V, S, M, DF <i>Caster Level:</i> 11	PFCR: p.293 <i>Concentration:</i> +15
☞☞☞☞ Inflict Light Wounds (Mass) <i>School:</i> Necromancy <i>Effect:</i> Negative energy spreads out in all directions from the point of origin, dealing 1d8+11 points of damage to nearby living enemies.	DC: 19, Will half <i>SR:</i> Yes	1 standard action	Instantaneous	Close (50 ft.)	V, S <i>Caster Level:</i> 11	PFCR: p.300 <i>Concentration:</i> +15
☞☞☞☞ Insect Plague <i>School:</i> Conjunction (Summoning) <i>Effect:</i> You summon a number of swarms of wasps.	<i>SR:</i> No	1 round	11 minutes	Long (840 ft.)	V, S, DF <i>Caster Level:</i> 11	PFCR: p.301 <i>Concentration:</i> +15
☞☞☞☞ Mark of Justice <i>School:</i> Necromancy <i>Effect:</i> You mark a subject and state some behavior on the part of the subject that will activate the mark.	<i>SR:</i> Yes	10 minutes	Permanent; see text	Touch	V, S, DF <i>Caster Level:</i> 11	PFCR: p.312 <i>Concentration:</i> +15
☞☞☞☞ Plane Shift <i>School:</i> Conjunction (Teleportation) <i>Effect:</i> You move yourself or some other creature to another plane of existence or alternate dimension.	DC: 19, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous	Touch	V, S, F <i>Caster Level:</i> 11	PFCR: p.322 <i>Concentration:</i> +15
☞☞☞☞ Raise Dead <i>School:</i> Conjunction (Healing) <i>Effect:</i> You restore life to a deceased creature.	DC: 19, None, see text <i>SR:</i> Yes (harmless)	1 minute	Instantaneous	Touch	V, S, M, DF <i>Caster Level:</i> 11	PFCR: p.329 <i>Concentration:</i> +15
☞☞☞☞ Righteous Might <i>School:</i> Transmutation <i>Effect:</i> Your height immediately doubles, and your weight increases by a factor of eight.	<i>SR:</i>	1 standard action	11 rounds [D]	Personal	V, S, DF <i>Caster Level:</i> 11	PFCR: p.335 <i>Concentration:</i> +15
☞☞☞☞ Scrying <i>School:</i> Divination (Scrying) <i>Effect:</i> You can observe a creature at any distance.	DC: 19, Will negates <i>SR:</i> Yes	1 hour	11 minutes	See text	V, S, M/DF, F <i>Caster Level:</i> 11	PFCR: p.337 <i>Concentration:</i> +15
☞☞☞☞ Slay Living <i>School:</i> Necromancy [Death] <i>Effect:</i> You can attempt to slay any one living creature.	DC: 19, Fortitude partial <i>SR:</i> Yes	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 11	PFCR: p.344 <i>Concentration:</i> +15
☞☞☞☞ Spell Resistance <i>School:</i> Abjuration <i>Effect:</i> The target gains spell resistance equal to 23.	DC: 19, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	11 minutes	Touch	V, S, DF <i>Caster Level:</i> 11	PFCR: p.347 <i>Concentration:</i> +15
☞☞☞☞ Summon Monster V <i>School:</i> Conjunction (Summoning) <i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.	<i>SR:</i> No	1 round	11 rounds [D]	Close (50 ft.)	V, S, F/DF <i>Caster Level:</i> 11	PFCR: p.352 <i>Concentration:</i> +15
☞☞☞☞ Symbol of Sleep <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 *o 10 minutes.	DC: 19, Will negates <i>SR:</i> Yes	See text		0 ft.; see text	V, S, M <i>Caster Level:</i> 11	PFCR: p.356 <i>Concentration:</i> +15
☞☞☞☞ True Seeing <i>School:</i> Divination <i>Effect:</i> You confer on the subject the ability to see all things as they actually are.	DC: 19, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	11 minutes	Touch	V, S, M <i>Caster Level:</i> 11	PFCR: p.363 <i>Concentration:</i> +15
☞☞☞☞ Wall of Stone <i>School:</i> Conjunction (Creation) [Earth] <i>Effect:</i> This spell creates a wall of rock that merges into adjoining rock surfaces.	DC: 19, See text <i>SR:</i> No	1 standard action	Instantaneous	Medium (210 ft.)	V, S, M/DF <i>Caster Level:</i> 11	PFCR: p.367 <i>Concentration:</i> +15

LEVEL 6

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□Animate Objects		1 standard action	11 rounds	Medium (210 ft.)	V, S	PFCR: p.242
<i>School:</i> Transmutation	SR: No		<i>Target:</i> 11 Small objects; see text		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You imbue inanimate objects with mobility and a semblance of life.						
□□□□□Antilife Shell		1 round	11 minutes [D]	10 ft.	V, S, DF	PFCR: p.242
<i>School:</i> Abjuration	SR: Yes		<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.						
□□□□□Banishment	DC: 20, Will negates	1 standard action	Instantaneous	Close (50 ft.)	V, S, F	PFCR: p.246
<i>School:</i> Abjuration	SR: Yes		<i>Target:</i> One or more extraplanar creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> A banishment spell enables you to force extraplanar creatures out of your home plane.						
□□□□□Bear's Endurance (Mass)	DC: 20, Will negates (harmless)	1 standard action	11 minutes	Close (50 ft.)	V, S, M/DF	PFCR: p.247
<i>School:</i> Transmutation	SR: Yes		<i>Target:</i> One creature/level, no two of which can be more than 30ft. apart		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> Mass Bear's Endurance works like Bear's Endurance, except that it affects multiple creatures.						
□□□□□Blade Barrier	DC: 20, Reflex half or Reflex negates; see text	1 standard action	11 minutes [D]	Medium (210 ft.)	V, S	PFCR: p.249
<i>School:</i> Evocation [Force]	SR: Yes		<i>Target:</i> Wall of whirling blades up to 220ft. long, or a ringed wall of whirling blades with a radius of up to 27 ft.; either form is 20 ft. high		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> An immobile, vertical curtain of whirling blades shaped of pure force springs into existence dealing 11d6 points of damage to any creature passing through.						
□□□□□Bull's Strength (Mass)	DC: 20, Will negates (harmless)	1 standard action	11 minutes	Close (50 ft.)	V, S, M/DF	PFCR: p.251
<i>School:</i> Transmutation	SR: Yes (harmless)		<i>Target:</i> 11 creatures, no two of which can be more than 30ft. apart		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This spell functions like bull's strength, except that it affects multiple creatures.						
□□□□□Cure Moderate Wounds (Mass)	DC: 20, Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263
<i>School:</i> Conjuration (Healing)	SR: Yes (harmless); see text		<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> You channel positive energy to cure 2d8+11 points of damage points on each selected creature.						
□□□□□Dispel Magic (Greater)		1 standard action	Instantaneous	Medium (210 ft.)	V, S	PFCR: p.272
<i>School:</i> Abjuration	SR: No		<i>Target:</i> One spellcaster, creature, or object; or a 20-ft.- radius burst		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> 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.						
□□□□□Eagle's Splendor (Mass)	DC: 20, Will negates (harmless)	1 standard action	11 minutes	Close (50 ft.)	V, S, M/DF	PFCR: p.275
<i>School:</i> Transmutation	SR: Yes		<i>Target:</i> 11 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This spell functions like eagle's splendor, except that it affects multiple creatures.						
□□□□□Find the Path	DC: 20, None or Will negates (harmless)	3 rounds	110 minutes	Personal or touch	V, S, F	PFCR: p.281
<i>School:</i> Divination	SR: No or yes (harmless)		<i>Target:</i> You or creature touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> 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.						
□□□□□*Fire Seeds	DC: 20, None or Reflex half; see text	1 standard action	110 minutes or until used	Touch	V, S, M	PFCR: p.282
<i>School:</i> Conjuration (Creation) [Fire]	SR: No		<i>Target:</i> Up to four acorns or up to eight holly berries		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> Depending on the version of fire seeds you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.						
□□□□□Forbiddance	DC: 20, See text	6 rounds	Permanent	Medium (210 ft.)	V, S, M, DF	PFCR: p.285
<i>School:</i> Abjuration	SR: Yes		<i>Target:</i> 660-ft. cube [S]		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> Forbiddance seals an area against all planar travel into or within it.						
□□□□□Geas/Quest		10 minutes	11 days or until discharged [D]	Close (50 ft.)	V	PFCR: p.288
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Yes		<i>Target:</i> One living creature		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.						
□□□□□Glyph of Warding (Greater)	DC: 20, See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	PFCR: p.291
<i>School:</i> Abjuration	SR: No (object) and yes; see text		<i>Target:</i> Object touched or up to 55 sq. ft.		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> 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.						
□□□□□Harm	DC: 20, Will half; see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.293
<i>School:</i> Necromancy	SR: Yes		<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> Harm charges a subject with negative energy that deals 110 points of damage.						
□□□□□**Heal	DC: 20, Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	PFCR: p.294
<i>School:</i> Conjuration (Healing)	SR: Yes (harmless)		<i>Target:</i> Creature touched		<i>Caster Level:</i> 11	<i>Concentration:</i> +15
<i>Effect:</i> Heal enables you to channel positive energy into a creature to wipe away injury and afflictions.						
		* =Domain/Specialty Spell				

Cleric Spells

☐☐☐☐☐Heal	DC: 20, Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	PFCR: p.294
School: Conjuratation (Healing)	SR: Yes (harmless)	Target: Creature touched			Caster Level: 11	Concentration: +15
Effect: Heal enables you to channel positive energy into a creature to wipe away injury and afflictions.						
☐☐☐☐☐Heroes' Feast		10 minutes	1 hour plus 12 hours; see text	Close (50 ft.)	V, S, DF	PFCR: p.295
School: Conjuratation [Creation]	SR: No	Target: Feast for 11 creatures			Caster Level: 11	Concentration: +15
Effect: You bring forth a great feast, including a magnificent table, chairs, service, and food and drink.						
☐☐☐☐☐Inflict Moderate Wounds (Mass)	DC: 20, Will half	1 standard action	Instantaneous	Close (50 ft.)	V, S	PFCR: p.300
School: Necromancy	SR: Yes	Target: 11 creatures, no two of which can be more than 30 ft. apart			Caster Level: 11	Concentration: +15
Effect: Negative energy spreads out in all directions from the point of origin, dealing 2d8+11 points of damage to nearby living enemies.						
☐☐☐☐☐Owl's Wisdom (Mass)	DC: 20, Will negates (harmless)	1 standard action	11 minutes	Close (50 ft.)	V, S, M/DF	PFCR: p.318
School: Transmutation	SR: Yes	Target: 11 creatures, no two of which can be more than 30 ft. apart			Caster Level: 11	Concentration: +15
Effect: This spell functions like owl's wisdom, except that it affects multiple creatures.						
☐☐☐☐☐Planar Ally		10 minutes	Instantaneous	Close (50 ft.)	V, S, M, DF	PFCR: p.320
School: Conjuratation (Calling)	SR: No	Target: One or two called outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear			Caster Level: 11	Concentration: +15
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.						
☐☐☐☐☐Summon Monster VI		1 round	11 rounds [D]	Close (50 ft.)	V, S, F/DF	PFCR: p.352
School: Conjuratation (Summoning)	SR: No	Target: One summoned creature			Caster Level: 11	Concentration: +15
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.						
☐☐☐☐☐Symbol of Fear	DC: 20, Will negates		See text	0 ft.; see text	V, S, M	PFCR: p.356
School: Necromancy [Fear, Mind-Affecting]	SR: Yes	Target: One symbol			Caster Level: 11	Concentration: +15
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.						
☐☐☐☐☐Symbol of Persuasion	DC: 20, Will negates	10 minutes	See text	0 ft.; see text	V, S, M	PFCR: p.356
School: Enchantment (Charm) [Mind-Affecting]	SR: Yes	Target: One symbol			Caster Level: 11	Concentration: +15
Effect: This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster for 1 hour per caster level.						
☐☐☐☐☐Undeath to Death	DC: 20, Will negates	1 standard action	Instantaneous	Medium (210 ft.)	V, S, M/DF	PFCR: p.363
School: Necromancy	SR: Yes	Target: Several undead creatures within a 40-ft.-radius burst			Caster Level: 11	Concentration: +15
Effect: This spell functions like circle of death, except that it destroys undead creatures as noted above.						
☐☐☐☐☐Wind Walk	DC: 20, No and Will negates (harmless)	1 standard action	11 hours [D]; see text	Touch	V, S, DF	PFCR: p.369
School: Transmutation [Air]	SR: No and yes (harmless)	Target: You and 3 touched creatures			Caster Level: 11	Concentration: +15
Effect: You alter the substance of your body to a cloudlike vapor and move through the air, possibly at great speed.						
☐☐☐☐☐Word of Recall	DC: 20, None or Will negates (harmless, object); Spell	1 standard action	Instantaneous	Unlimited	V	PFCR: p.371
School: Conjuratation (Teleportation)	SR: No or yes (harmless, object)	Target: You and touched objects or other willing creatures			Caster Level: 11	Concentration: +15
Effect: Word of recall teleports you instantly back to your sanctuary when the word is uttered.						
* =Domain/Speciality Spell						

Innate

- ☐ Dancing Lights (DC:)
- ☐ Ghost Sound (DC:11)
- ☐ Prestidigitation (DC:11)
- ☐ Speak with Animals (DC:)