Mass Cure Light Wounds

School conjuration (healing)
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will half (harmless) or Will half; see text; **Spell Resistance** yes (harmless) or yes; see text
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.

Permanency

School universal
Casting Time 2 rounds
Components V, S, M (see tables below)
Range see text
Target see text
Duration permanent; see text
Saving Throw none; **Spell Resistance** no
This spell makes the duration of certain other spells permanent. You first cast the desired spell and then follow it with the permanency spell.
Depending on the spell, you must be of a minimum caster level and must expend a specific gp value of diamond dust as a material component.
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Flame Strike

School evocation [fire]
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Area cylinder (10-ft. radius, 40-ft. high)
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes
A flame strike evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

Spell Resistance

School abjuration; Level alchemist 5, cleric/oracle 5, inquisitor 5
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
The target gains spell resistance equal to 12 + your caster level.

Breath of Life

School conjuration (healing)
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless) or Will half, see text; **Spell Resistance** yes (harmless) or yes, see text
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 1 round, 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.

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Constricting Coils

School enchantment (compulsion) [mind-affecting]
Casting Time 1 standard action
Components V, S, M/DF (a snakeskin)
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration 1 round/level (D); see text
Saving Throw Will negates; see text; **Spell Resistance** yes
This spell functions like hold monster, except that the target is constricted as if by the coils of a large snake, taking 1d6+6 points of bludgeoning damage each round that it fails its save. A successful save ends both the paralyzing and constriction effects.

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