Cure Moderate Wounds, Mass

School conjuration (healing)
This spell functions like mass cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

Contingency

School evocation
Casting Time at least 10 minutes; see text
Components V, S, M (quicksilver and an eyelash of a spell-using creature), F (ivory statuette of you worth 1,500 gp
Range personal
Target you
Duration 1 day/level (D) or until discharged
You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency. The contingency spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. You must pay any costs associated with the companion spell when you cast contingency.
The spell to be brought into effect by the contingency must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).
The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being “cast” instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (contingency and the companion magic) may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.. You can use only one contingency spell at a time; if a second is cast, the first one (if still active) is dispelled.

Bear’s Endurance, Mass

School transmutation
Casting Time 1 standard action
Components V, S, M/DF (a few hairs, or a pinch of dung, from a bear)
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes
The affected creatures gain 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.

Harm

School necromancy
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half; see text; **Spell Resistance** yes
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.

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